



Avid PostDeko for Editors

Real-time HD or SD graphics production software
within your Avid editing systems



PostDeko for Editors software is a graphics design and integration plug-in that allows editors and journalists to integrate stunning on-air graphics, using templates or from scratch, into their key workflows. Flexible enough for broadcast and news or post production, PostDeko for Editors includes integration with NRCS systems via Deko Select, as well as iNEWS® Command news playout automation system.

New product highlights

- Empowers journalists and editors to create graphics in one efficient workflow
- Graphics can be added to a story in iNEWS using Deko Select
- Graphics cues from story can be created in the NewsCutter® timeline as Deko effect instances
- New Deko graphics can be created within NewsCutter and/or edited in the timelines
- Seamless insertion of timeline graphics cues into iNEWS stories
- iNEWS Command can trigger graphics playout from an on-air Deko, or users can render graphics into the timeline with PostDeko for Editors

Complete offline production

Eliminate the bottleneck to the online Deko® system and ensure optimum creativity and efficiency, PostDeko for Editors provides the full Deko motion graphic creation environment within your Avid editing system, including 2D and 3D charts and graphs, effects and even integrated video clips. Deko graphics templates are integrated as a plug-in to Avid editing systems for greater consistency between on-air and pre/post production.

Multiple workflow options

To produce high-quality graphics for multiple applications, select from three modes of operation for ultimate workflow flexibility: Integrated News Graphics mode, Graphics Creation mode, or Graphics Template Fulfillment mode. Each mode is designed to provide the most efficient workflow.

Brand assurance

Avoid errors and broadcast a consistent visual look with Deko tools incorporated into PostDeko for Editors, allowing visual image and style to be defined once and then used throughout the production and delivery process. The same set of graphics templates can be used for both on-air playback and edit suite pre/post production.

Maximum flexibility for live production

Control the news rundown and playback graphics remotely within a news environment using iNEWS Command. For maximum live program flexibility, graphic references can remain uncommitted in the editor's sequence and be fulfilled at the time of playback, or composited on the output.

Easy operation

Get to air quickly with the familiar Deko graphical user interface, equally powerful for live or automated playout.

Simplified change management

Cut down on communication, re-creation, render, and transfer time by managing changes in the edit suite. Increase graphic production throughput while maintaining flexibility for last-minute changes.



Typical workflows

Post Deko/Deko

Graphic Artist creates graphics and deposits templates to a central location called the Deko Select Gateway

Post Deko/Deko

- Journalist creates a news story and adds graphics to the story from the Deko Select Gateway via the Deko Select plug-in
 - Journalist can add the graphics at the time of writing the story or wait for the editing process
- Editor opens NewsCutter and builds a sequence from a story on the NRCS or opens an existing sequence (already associated with a story) via the NRCS tool
- Editor adds and edits Deko graphic instances using PostDeko for Editors
- When a Deko graphic instance is created, editor can modify the:
 - Start Time of the graphic
 - End Time of the graphic
- Editor can always double-click an instance of the Deko effect on the timeline and bring up the PostDeko for Editors plug-in

- In addition, editor can:
 - Browse all available templates on the Gateway
 - Modify the instance's template selection
 - Modify the template's content (fulfillment data including text, images and clips)
- Preview a static frame of the current template with the fulfillment data composited over a still frame of the background video
- Editor validates choice and exits plug-in
- Editor previews the sequence
- Deko graphics are overlaid onto the video
- Editor sends to NRCS – metadata updates the story
- Editor sends to playback or renders timeline to server - graphics rendering is disabled
- Editor closes the sequence
- iNEWS Command syncs with NRCS to maintain the graphics in context of the rundown
- iNEWS Command sends triggers to the on-air Deko device to play the graphics

Post Production

Using Media Composer®, with traditional Deko graphics effects functionality, graphics are rendered into the sequence. Users with Deko Select Gateway can choose templates from the Gateway or create from scratch

Avid support and services

Avid Support and Services feature expert training, consulting, and 24-hour support to ensure that your graphics go on-air on time, every time. To learn more about Avid Support and Services, please visit: www.avid.com/support

System requirements

PostDeko is available as an AVX-2 plug-in for Avid editing systems, runs on the Windows OS (XP, Vista or Windows 7), and is supported on the following editing systems:

- Avid Symphony® (v3.0 or higher)
- Avid Media Composer (v3.0 or higher)
- Avid NewsCutter (v7.0 or higher)

For more information visit www.avid.com/postdeko

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