

# ETERE ETX-G

Ready for New Market

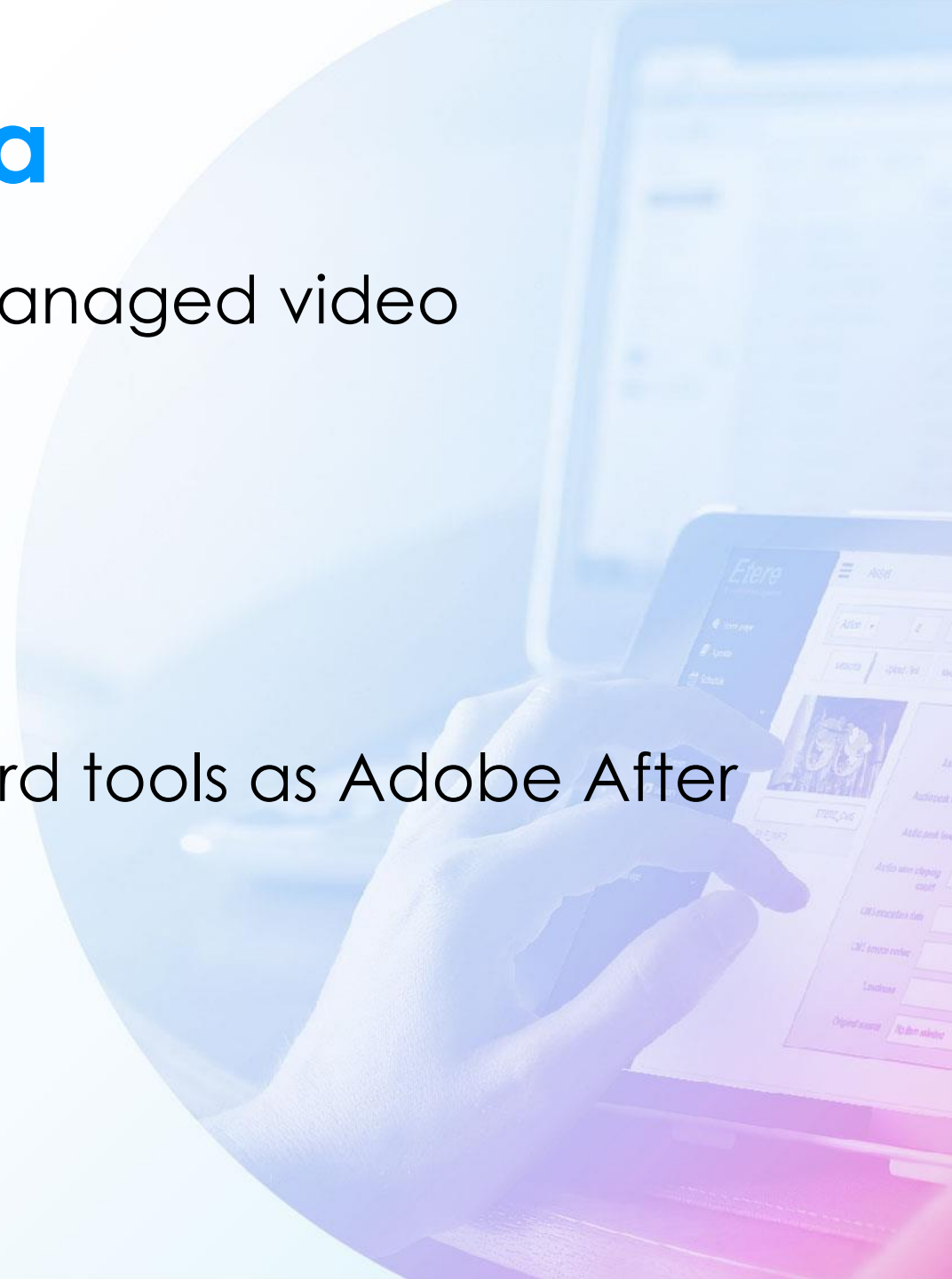


# Why ETX-G

- Our vision is to deliver an integrated framework
- ETX-G is part of this vision
- Today graphics are an important part of the broadcast but still do not have a management system
- Graphics are an important revenue for the stations
- Graphics can be managed by a common PC platform

# The Idea

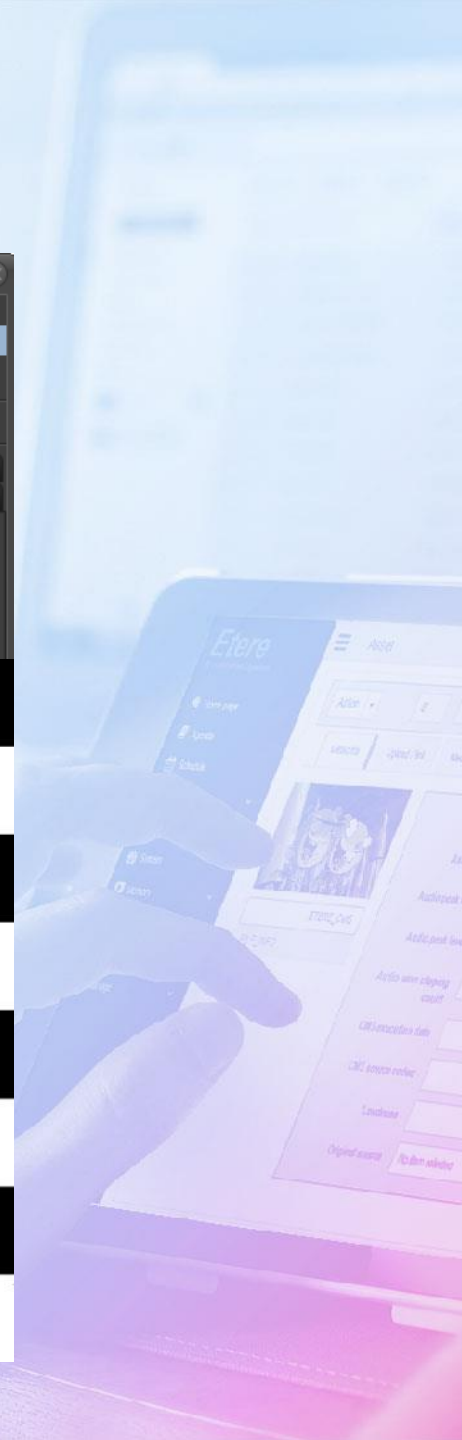
- Manage graphics as today are managed video
- Use a standard Pc to
  - Ingest
  - QC
  - Preview
- Graphics are prepared by standard tools as Adobe After Effects



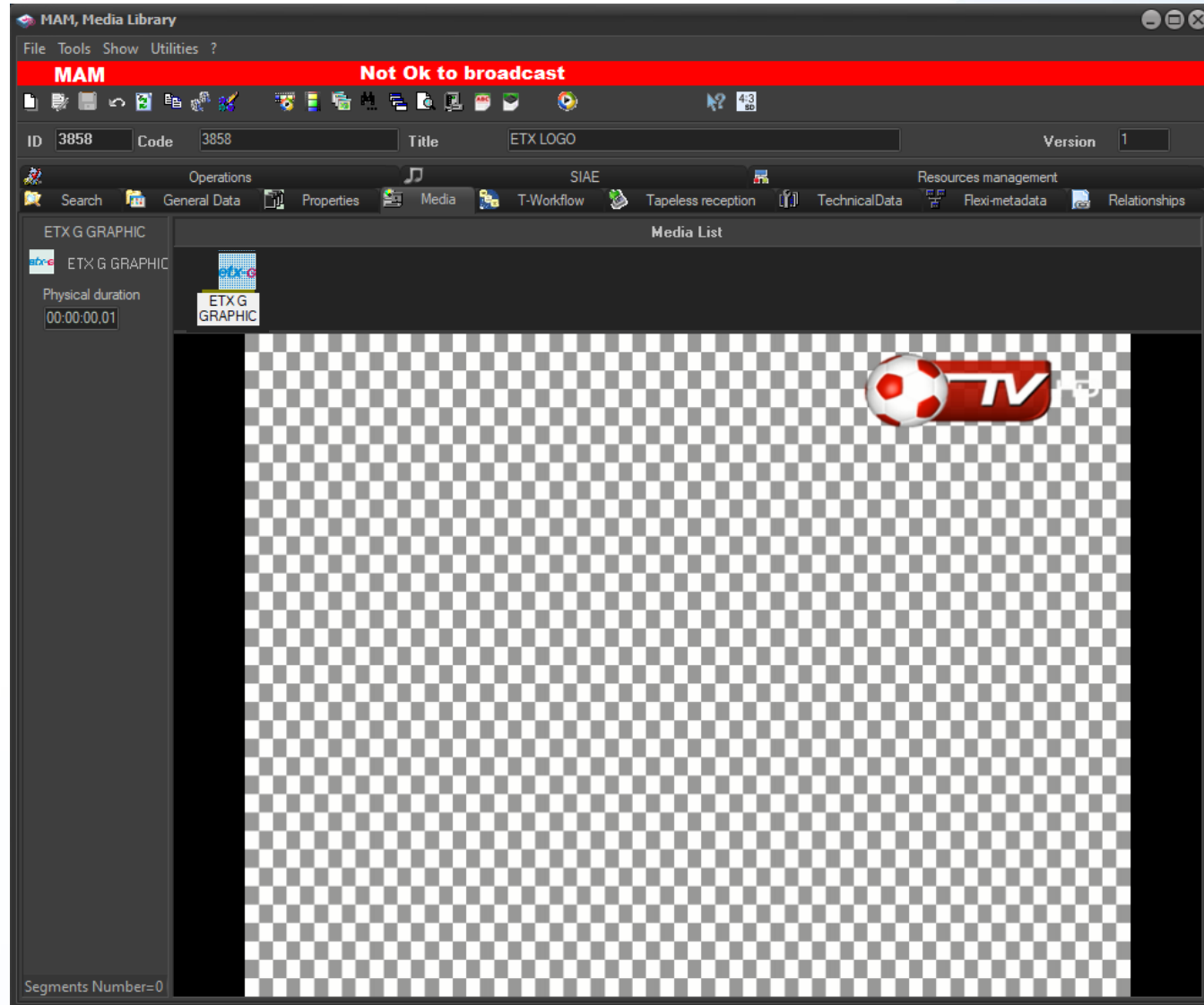
# File Ingest



A screenshot of the MAM (Media Asset Management) software interface. The window title is "MAM, Media Library". The menu bar includes "File", "Tools", "Show", and "Utilities ?". The main toolbar contains various icons for file operations. Below the toolbar, there are fields for "ID" (3859), "Code" (3859), "Title" (ETX LOGO 3 RED), and "Version" (1). A secondary toolbar includes "Search", "Operations", "SIAE", "Resources management", "Properties", "Media", "T-Workflow", "Tapeless reception", "TechnicalData", "Flexi-metadata", and "Relationships". The main content area is divided into two panes. The left pane shows a tree view with "ETX G GRAPHIC" selected, displaying its "Physical duration" as "00:00:00,01". The right pane, titled "Media List", shows a grid of media items. The top item is a small graphic with the "ETX G GRAPHIC" logo. Below it, the rest of the grid is filled with a black and white checkerboard pattern. A large black arrow points from the "File" folder icon on the left towards the checkerboard area in the Media List. At the bottom of the interface, it says "Segments Number=0" and "Video standard: PAL".



# Preview From MAM



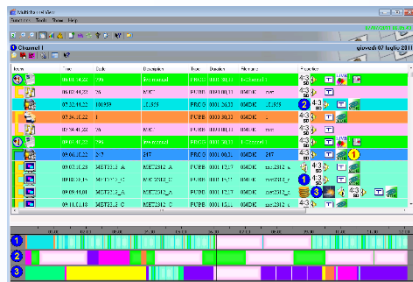
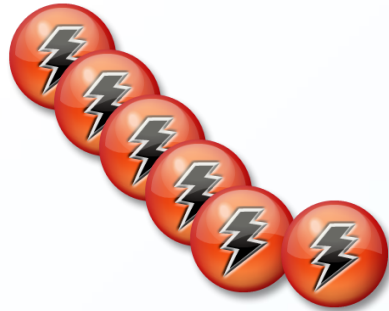
# Delivery Via Workflow

- As soon the graphics is scheduled Etere MAM will deliver to the Playout as any standard video
- No manual drag and drop but a standard Media Manager workflow
- Easy multiple channels and main/backup management



# ETX-G MAM

STman  
Playlist



Editor



Preview



Play 1



Play 2



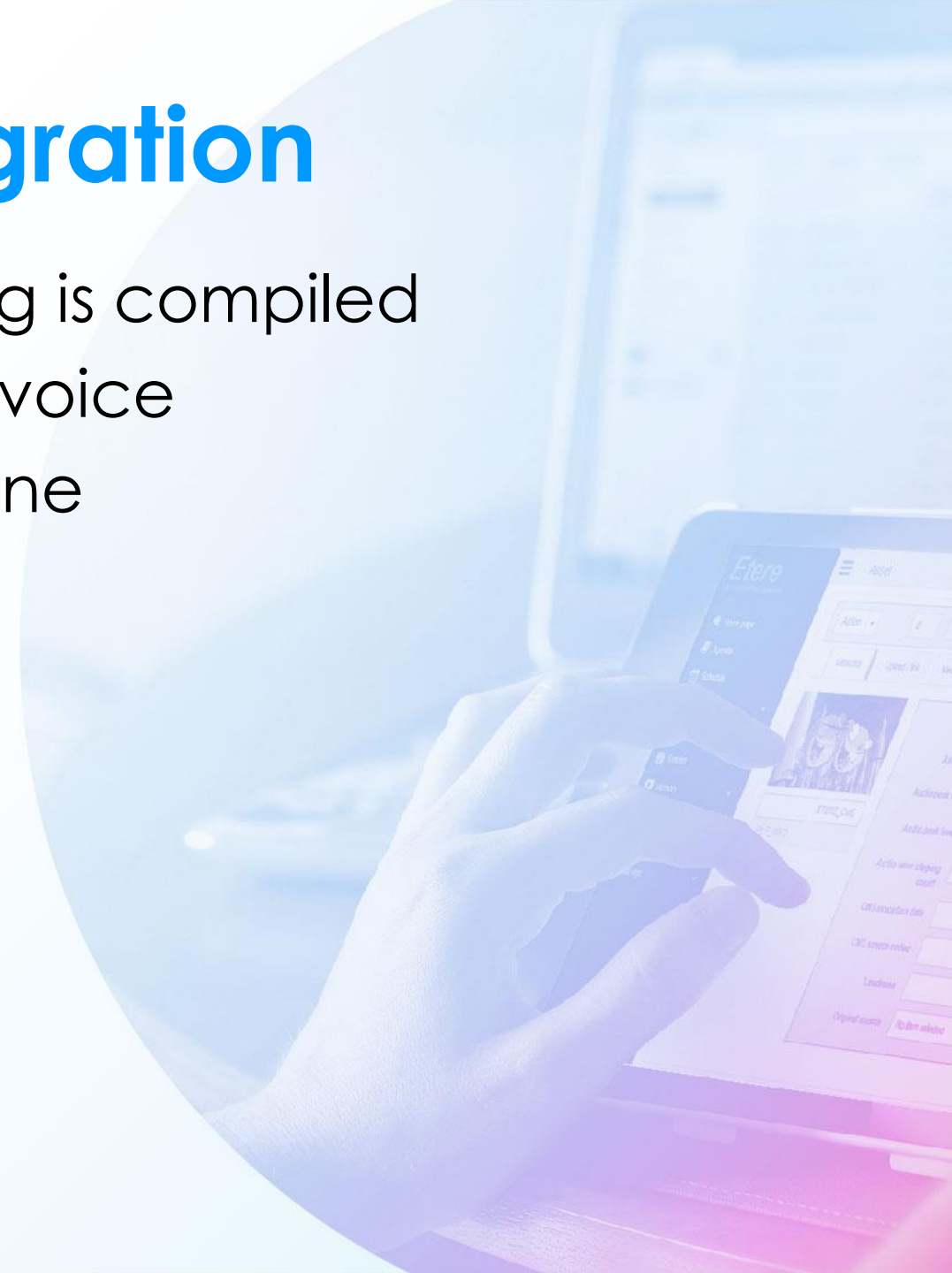
Play 3



Play 4

# Airsales Integration

- Every graphics go On-Air as run log is compiled
- Every graphics On-Air generate invoice
- Graphic controlled by Stman Engine
- Stman Engine is part of ETX-G





# Software License

- Single license by Device
- Include:
  - Unlimited preview from Asset
  - Media management
  - Archive
  - Program preset
  - SD-HD-4K



# Format supported

- AVI/MOV video with Alpha
- Any video without alpha
- HTML5
- Graphics sequence
  - PNG
  - TGA
  - JPH



# Integrated Editing

The screenshot displays the Etere ETX Composer Test software interface. The main window is titled "Etere ETX Composer Test" and features a large video preview area on the left showing a 3D animated scene with a character in the foreground and a crowd in the background. A lower-third banner at the bottom of the preview reads "TABUNGAN FlexiMAX".

Below the preview is a control bar with checkboxes for "Video", "Audio", "AR", "Full Screen", "Deinterlace", "Chroma Key", and "Adjust key props". A "Visual edit: video" button is visible in the bottom right of the preview area.

On the right side, there is a "Renderer" table with columns for "Output Line", "Keying", and "Input Line (for keying)".

Renderer	Output Line	Keying	Input Line (for keying)
<input type="checkbox"/> DeckLink SDI	SDI	disable	SDI Video & SDI Audio
<input checked="" type="checkbox"/> DeckLink SDI (2)	SDI	disable	SDI Video & SDI Audio
<input checked="" type="checkbox"/> DeckLink SDI (3)	SDI	disable	SDI Video & SDI Audio
<input type="checkbox"/> DeckLink SDI (4)	SDI	disable	SDI Video & SDI Audio

Below the table are buttons for "Update XML", "Virtual Source", "CG Enabled", "CG Props", and "CG Editor". A text area below contains XML code: `<video id='video_000' stream_idx='001' border='0' shape='box' d='0' h='0.9' w='0.157024' />`

At the bottom, there is a "Track 0" section with a "Track 0" dropdown and an "Enabled" checkbox. A vertical bar graph shows audio levels. Below the graph are buttons for "To File", "To List", "To Live", "Add URL", "Add Copy", and "Del". A "Play" button and a "Video" dropdown menu are also present.

On the right, there is an "Active Scene: scene\_000" section with "Add Scene", "Add Copy", and "Remove" buttons. A tree view shows the scene structure:

- background
  - video [video\_000]
- scene\_3d
  - camera
- foreground
  - video [video\_000]
  - view

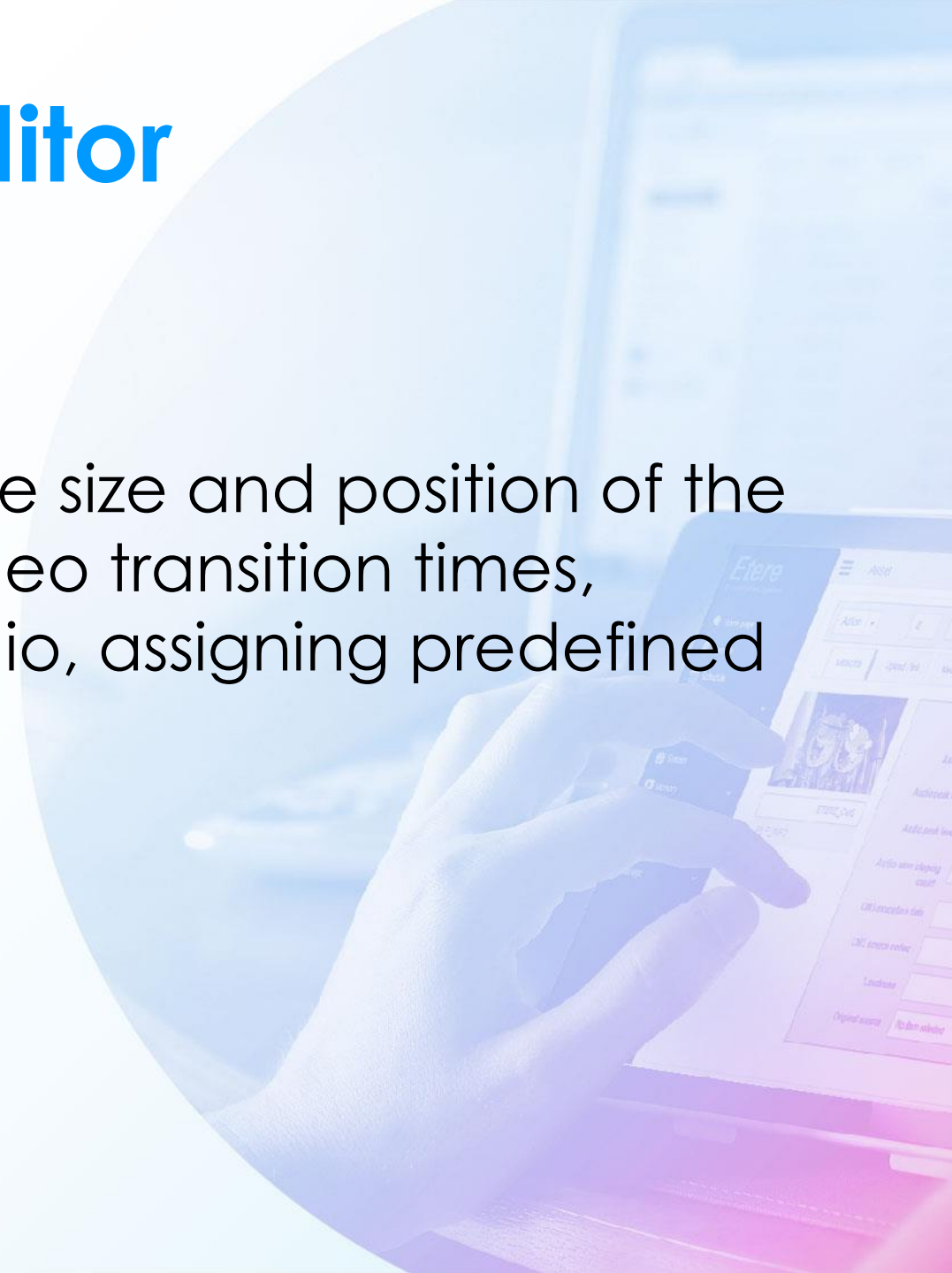
Below the tree view is a "Selected Element Attributes" table:

Name	Value
show	true
alpha	1.0
x	0.0436
y	-0.154902
z	0.0
pos	center
w	1.0
h	0.9
d	0
rh	0
rv	0.0
r	0.0
limits	
sw	1.0
sh	1.0

At the bottom right, there is a "Time For Changes:" field set to "2.00" seconds.

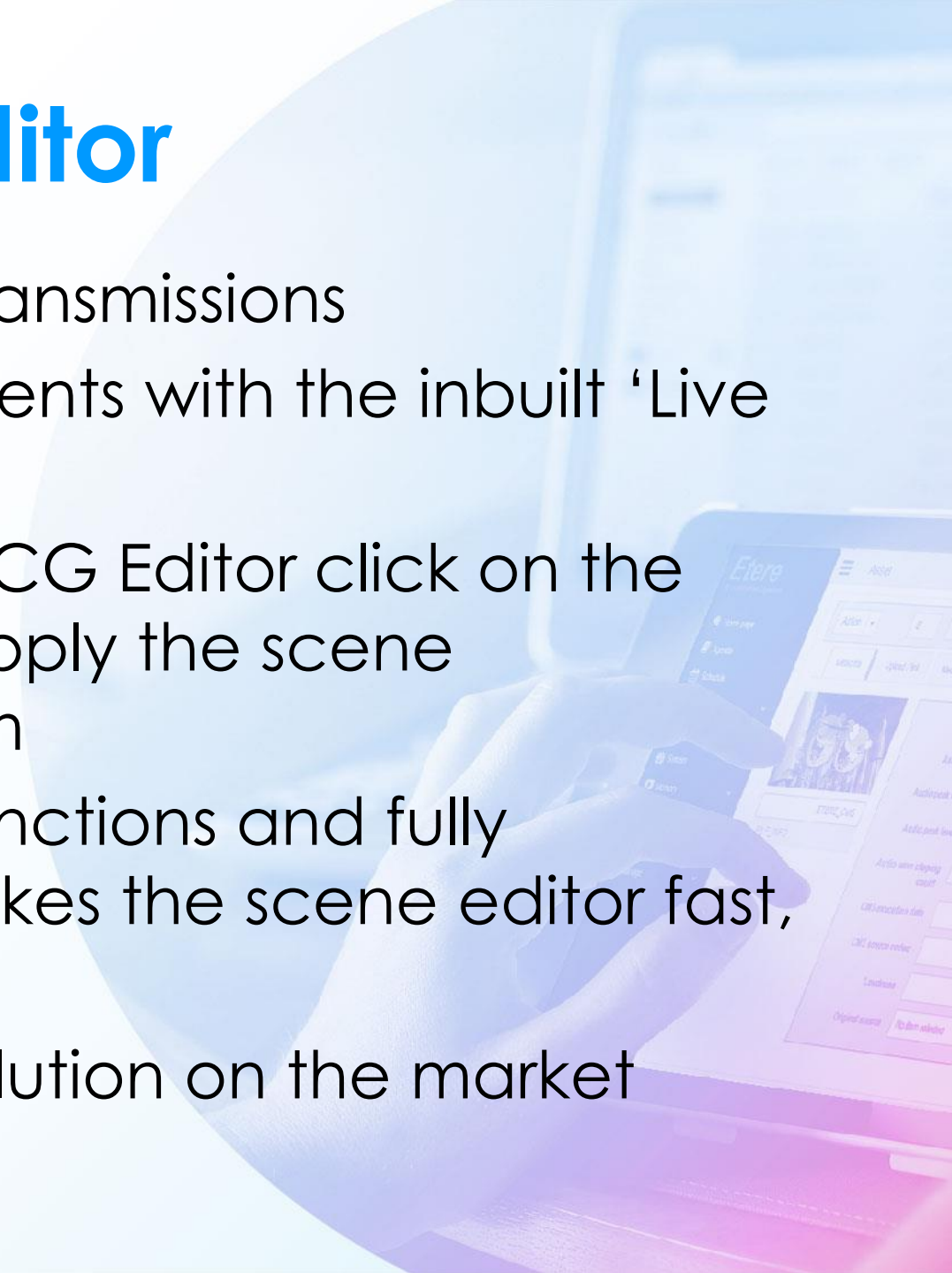
# Scenes Editor

- What is a **Scene**?
  - The **layout** of the transmission
  - Each scene allows you to set the size and position of the stream, deciding audio and video transition times, enabling and disabling the audio, assigning predefined shapes, edges, inclination etc



# Scenes Editor

- Edit scenes from saved and live transmissions
- Preview and make edits to live events with the inbuilt 'Live Preview' window
- For each scene created with ETX CG Editor click on the corresponding scene button to apply the scene immediately onto the main stream
- Incredibly user friendly, intuitive functions and fully integrated file retrieval system makes the scene editor fast, time sensitive, and easy to use
- Most reliable and cost efficient solution on the market



# Scenes Editor

Etere Graphics Editor

Graphics editor **Scenes editor**

Video Format: HD1080-50i HDYC 1920x1080@25.00iT 16:9

Remove Select Add element: Live

Type: <All>

Asset: SCENE11

Project: \\emanuelew10\STORAGE\CG\7773\7773.ml-mp|

**Scene**

Background: Image \\emanuelew10\STORAGE\CG\77...

Bring up Send down

Item Show

video\_001 Show

video\_000 Show

**General**

Name: video\_001

Location: 1414 X 775 Y

Size: 445 Width 250 Height

Maintain AR:

**Live**

Router channel: 2. Stream Aux

Audio gain: -90.0 dB

Border Color: #008040 Width: 4

Size: 1920x1080 (Zoom: 40%) X: 905 Y: 1187

Scene Assets

Video Clips

Insert Live Element to the Preview

Add to live

Edit Area