



AE-GFX Manager

AE-GFX Manager manages efficiently the rendering and cueing tasks for Adobe®'s After Effect® compositing application

Some of today's television graphics are created in compositing applications such as Adobe®'s After Effect®, where the user can create high quality graphics with captivating effects. For example promos for a specific show can be designed to include all of the show's details, images, videos, etc., and rendered in several versions with the air date, tomorrow, today, next, and more.

Prior to Orad's solution, operators had to sit and manually change any text or images and render them repeatedly for every version of the graphics used.

With Orad's AE-GFX Manager solution, operators can easily convert an After Effect® project into a template that will enable the user to control the project and send other parameters such as the show's title, air date, time, and all other prevalent information into the After Effects® project. The AE-GFX Manager solution supports Adobe® CS4 and CS5.

Using AE-GFX Manager, users can type new texts, browse different footages, and populate the After Effects® project with content. Graphic and After Effects® knowledge is not required and AE-GFX Manager can be operated by any non graphic oriented operator. He can also create numerous tasks linked to different After Effects® projects. These tasks can be queued while AE-GFX Manager manages the rendering automatically. This process will provide us with the final outcome required in the desired format; image sequence, clips, etc.



Multiple rendering

After Effects® can run several instances. AE-GFX Manager takes advantage of this capability and manages several renderings simultaneously on those After Effects® instances. This enables the operator to save time and resources as opposed to waiting for each separate render to take place.

Orad's AE-GFX Manager can operate as a standalone application and can receive rendering tasks from any Orad application. Moreover, tasks can be sent from any 3rd party application after performing simple xml formatting rules.

Rendering output

After Effects® rendering output can be in various media types, such as; single or image sequence, and video clips in full or partial frame, with or without alpha.

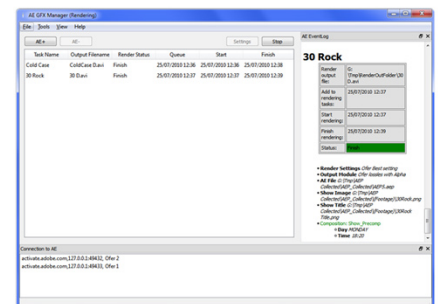
The above output media types can be controlled and played from Orad's rendering platform depending on the desired production environment including branding, in MCRs, news studios, etc.

AE-GFX Manager integrates to Blend, Orad's channel in a box solution, enabling the rendering of full frame clips such as promos, to be easily ingested into the Blend clip server for playback.



AE-GFX Manager's Specifications:

- Microsoft Windows XP™/7 operating system
- Adobe®'s After Effect® CS4 and CS5
- Intel Pentium IV (3.4GHz) with Hyper-Threading or Core 2 Duo (2.13GHz) and above
- 2GB of physical memory
- Graphics card 256MB or more
- Onboard or PCI Intel NIC Ethernet cards (1000 mps recommended)
- 1280X1024 resolution minimum capable monitor (24/32 bit color)



Graphic user interface