AVECO Story Designer HTML5 Plugin

White Paper

The Story Designer HTML5 plugin is a universal MOS plugin designed for AVECO's Rundown Designer and any NRCS which may be used to schedule rundowns for ASTRA Studio. It is an optional part of an ASTRA Studio automation system.

The HTML5 version of the Story Designer plugin allows for flexible MOS item scheduling in rundowns by inserting Production Cues from a simple-to-use web interface.

Figure 1 Story Designer HTML5 plugin screenshot

Filling the gap

Inserting media and CG items into the rundown using vendors' HTML5 or ActiveX plugins for NRCS is part of a standard newsroom workflow, just like the MOS Object interface used for metadata exchange between the automation and the NRCS, making it possible to browse for clips in the NRCS and send those back to the automation via MOS as MOS story items.

For fully automated broadcast, it may be desired to have the flexibility of scheduling additional item types in stories, such as:

- Light controls
- Robotic camera presets
- Switcher macro recalls
- Jingle player triggers

While ASTRA Studio automation Templates and advanced NRCS metadata exchanges make it already possible to schedule such actions for use with ASTRA Studio, the Story Designer HTML5 plugin provides additional level of flexibility, giving full scheduling control to the NRCS operators for last-second updates of the next/on air story.

Made for ASTRA Studio, made for you

Production Cues available in the Story Designer HTML5 plugin depend on customer's needs. Thanks to simple, yet flexible XML structure, it's possible to create a new XML Variant file, which defines the plugin's webform structure, specifying the needed Production Cues and their parameters.

The webform usage consists of guided process of setting up the required Production Cue properties that are processed by the automation and added into the story according to the generated MOS item's structure, resulting in control of any device that can be controlled (IP, serial, GPI) at the right time and frame accurately.

Each of the created Production Cue types is assigned a shot category by the ASTRA Studio template, making it possible to show your favorite Production Cue types always in the same place on the Aveco LCD Control Panel once the containing story is next or on air, or at any time in the Asset Browser application in the user interface for having extra flexibility to take the newly scheduled Production Cues on air at any time manually.

Use cases

ASTRA Studio automation templates already provide everything needed for automated control of any controllable device. However, should the customer require MOS item-based control of certain devices, that's where the Story Designer HTML5 plugin comes into play.

The use of Story Designer HTML5 plugin is mainly intended for cases when there is no NRCS plugin provided by a device vendor, yet fully automating the scene requires the automation to receive detailed information about device control, such as:

- When to take a shot on air (on shot cue/start/stop; offset)
- When to stop a shot or proceed to the next sequence (duration; continue trigger)
- What asset ID to trigger (usually robotic camera or lights presets)

The Story Designer HTML5 plugin can also be used to schedule specific automation-related items for signal switching and macro recalls, which weren't originally included in the prepared automation templates but become needed unexpectedly during a broadcast and the NRCS team is responsible for adding the required actions into the rundown.

Deployment

The Story Designer HTML5 plugin has been validated to work with (but not limited to):

- Aveco Rundown Designer
- Octopus
- ENPS
- iNews

To set up the Story Designer HTML5 plugin, a single docker container is deployed in any suitable environment. The plugin provides a website which is accessed by the Rundown Designer or an NRCS via HTTP URL, compatible with a standard Chrome browsers.

The creation of Production Cues is possible thanks to XML Variant files containing the form definitions. The Production Cues are then saved as MOS items that added to the story using a button, not relying on drag & drop, and sent to the ASTRA Studio automation as standard MOS items using the real-time MOS connection.

The behavior of each Production Cue can be further refined by the ASTRA Studio automation template. ASTRA Studio GUI also uses access to the Story Designer HTML5 plugin's HTTP server API in order to read item thumbnails.

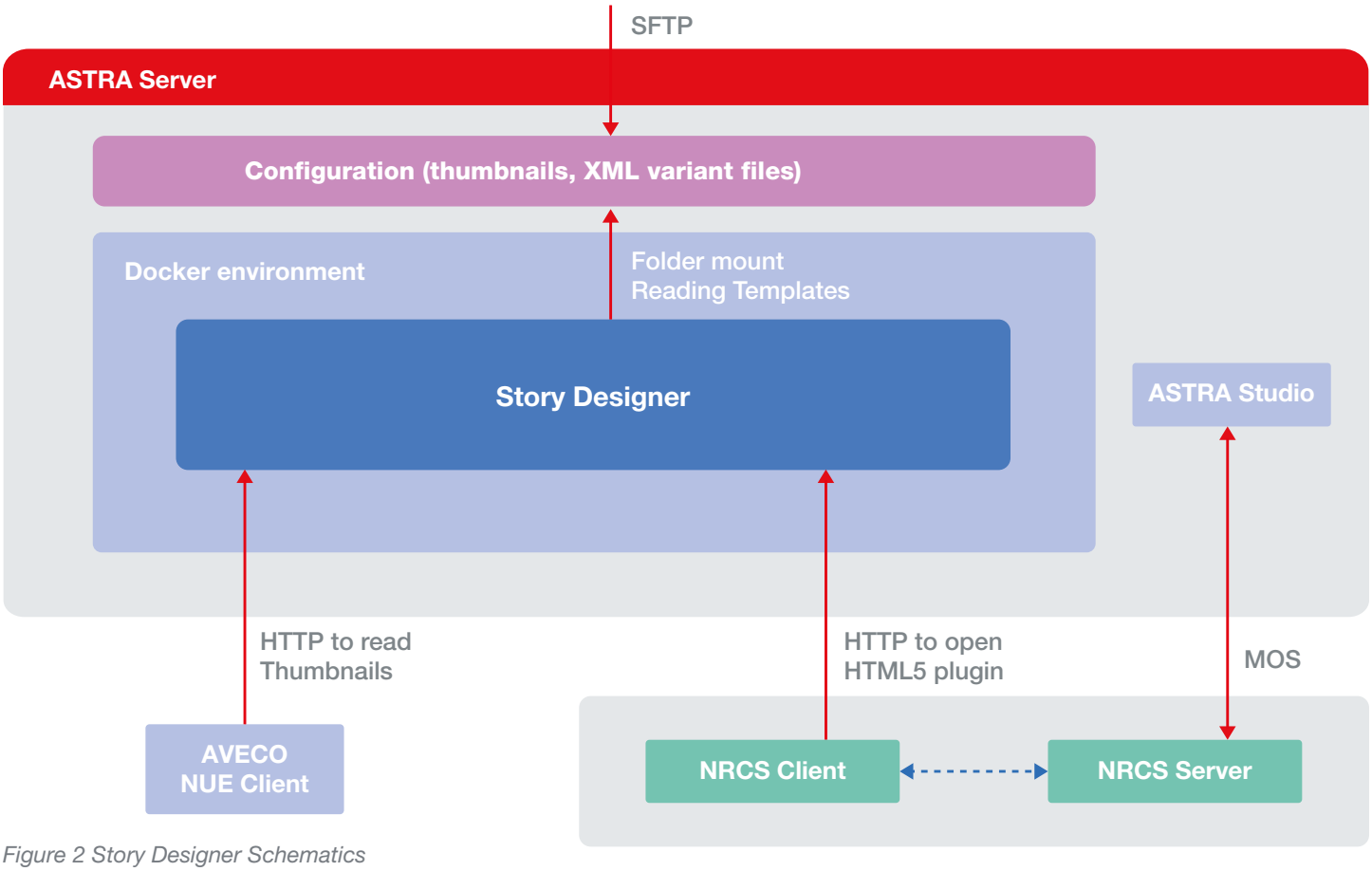

Figure 2 Story Designer Schematics

Notes

- The Story Designer HTML5 plugin replaces the ActiveX Story Designer plugin.
- The Story Designer HTML5 plugin does not replace the Story Designer for Avid MCCUX plugin

Links to

- Explore ASTRA Studio
- Technical reference sheet