

## **Globecaster (GC) switcher and effects system - Control Room 2**

The Globecaster system adds secondary switcher, animation and special effects capabilities to studio production. It is most frequently used to control sources for the LCD display in Studio 2.

When running in Switcher mode, there are eight inputs:

Input 1 = SDI output of Camera 1

Input 2 = SDI output of Camera 2

Input 3 = SDI output of Camera 3

Input 4 = Use the 6-input pushbutton selector (to the right of the Inscriber computer monitor) to choose between sources for Input 4 of the GC. These include:

1 = Inscriber CG

2 = Feed from Lab 146 / old linear suite

3 = VTR 1

4 = CAM 4

5 = Feed from Lab 146 / old linear suite

6 = Feed from Lab 146 / old linear suite

Input 5 = Use the 6x2 matrix router located above camera control unit remotes to choose a source for Input 5 of the GC.

1 = VTR 1

2 = VTR 2

3 = Inscriber CG

4 = 12x1 Scopes Input Router

5 = Globecaster Output (this can create a video feedback loop)

6 = Control Room 1 Switcher Program Output

Input 6 = DVD/VHS Player

Input 7 = VTR 1

Input 8 = [unconfigured SDI input]

Any source can be selected on the GC Program bus by clicking the red button for the input. To cut between sources, you can simply click to select the next source you want. Or, load the source you want next in Preview by pressing the green button for the input, and then click "Cut" in the transition area. To fade, click "Mix" and then press the space bar or move the virtual take bar. To integrate an effect or wipe as the transition element, choose "FX" and then press space bar or move the virtual take bar. You can alternatively click the green box below the previewed/loaded effect to run the effect once loaded and rendered.

To freeze frame an image (i.e., a full screen graphic generated by the Inscriber CG):

1) Select the desired source on Program.

2) Click "Snap" at the bottom-right side of the screen. The frozen frame will appear in one of the FS preview windows below the Snap button.

3) Click and drag the frozen frame to the "FS1" or "FS2" red button on the switcher. Drag the image onto the actual button, not any other space, and release.

4) To bring up the frozen image, click on Program whichever FS# you dragged into.

5) To freeze frame again, repeat steps 1 - 4. To recall a previously frozen image, click the "Parent" button on any bin/folder window until you see a subfolder called "Grabs". Double click to open this folder and you will see all previously frozen images. Click and drag from the bin onto "FS1" or "FS2" to use as you did before.

*More instructions for the Globecaster System are available in the control room and online.*

## **Globecaster (GC) switcher and effects system - Control Room 1**

The Globecaster system adds secondary switcher, animation and special effects capabilities to studio production. It is most frequently used to achieve chroma key effects in Studio 1.

When running in Switcher mode, there are four inputs:

Input 1 = Composite output of Camera 1 (SDX900)

Input 2 = Composite output of Camera 2 (cabling in Studio 1)

Input 3 = Composite output of 6x1 router. Use the 6-input pushbutton selector (above the Sony Television Program Production Console) to choose between sources for Input 3 of the GC. These include:

1 = Camera 3 (cabling in Studio 1)

2 = Master Patch (routed from Master/Quality Control Room)

3 = DVCPRO Source / VTR 1

4 = MVS-5 Switcher Program

5 = Insciber CG

6 = Satellite Receiver

*NOTE that the 6x1 switcher output is also the DVCPRO-Record VTR input.*

Input 4 = Composite output of VTR 1

Any source can be selected on the GC Program bus by clicking the red button for the input. To cut between sources, you can simply click to select the next source you want. Or, load the source you want next in Preview by pressing the green button for the input, and then click "Cut" in the transition area. To fade, click "Mix" and then press the space bar or move the virtual take bar. To integrate an effect or wipe as the transition element, choose "FX" and then press space bar or move the virtual take bar. You can alternatively click the green box below the previewed/loaded effect to run the effect once loaded and rendered.

### To set up the Studio 1 green screen chroma key

- 1) Set both the KeyP and Key busses to Input 1 (Camera 1)
- 2) Set the Program bus to the desired background (usually FS1, FS2, etc.)
- 3) Double-click the Key settings (icon with colors above T bar) and verify:
  - Key Type = Chroma
  - Key Control = Manual
  - Key Adjustment = Expanded
  - Hue = 216 (the color to be keyed out)
  - Width = 40 (the extent of the hue / chroma width to key out)
  - Low Sat = 24 (the low-level brightness point to stop keying)
  - Soft = 20 (the key edging)

Note that these values are suggested starting values, and will need to be adjusted based on the shooting conditions, talent contrast to the background, etc.

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