

Processing Sequence for Graphic Elements and Layers

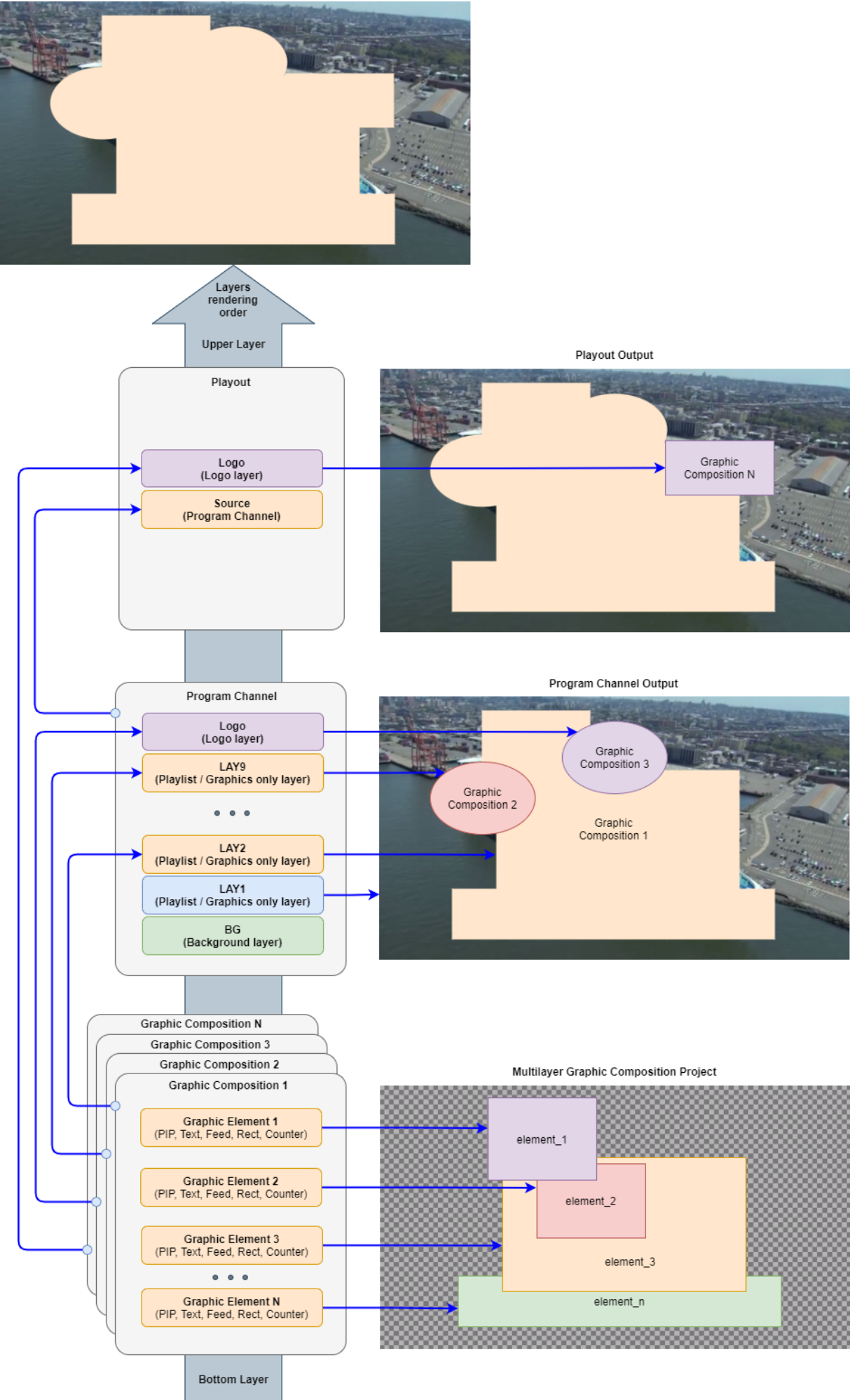
Types of Sequences

Processing sequence for graphic elements and layers upon rendering:

Sequence	Description
Within composition	The higher the graphic element is placed in Graphics Editor Elements, the closer to the viewer it will be placed upon the composition playout after rendering. One layer of the graphic composition may contain only one graphic element (PIP, Text, TextFeed, Counter, or Rectangle). Yet the number of layers within one graphic composition is limited only by the server platform capacity. However, one composition rarely uses over 12 layers. In NewsCut, the higher is track placement on the timeline, the closer to the audience it will be after rendering.
Within module	Program Channel and Playout allow processing several layers simultaneously. The processing sequence of these layers is strictly defined: <ul style="list-style-type: none">• Program Channel - may process up to 11 layers simultaneously in the sequence: Background→LAY1→...→LAY9→LOGO.• Playout - may process up to two layers simultaneously in the sequence: Input_Source→LOGO.
Between modules	Defined by the switching sequence of software modules. The closer the module is to the path output, the closer its layers will be to the viewer. Modules are usually positioned in the following way: Program Channel→Playout.

Scheme

The picture shows possible interaction of software modules and the resulting image upon playback of multilayer graphic compositions.



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