Viz Trio Go

Solution Brief

Total Graphics Production Package *in a box*

Viz Trio Go is a one-box hardware and software solution from Vizrt, combining the powers of Viz Trio, the most widely used and versatile control application for graphics and media on the market with Viz Engine, the market-leading broadcast graphics engine for total graphics production and the connected workflows of NDI®.

Unbox, power up and go!

Perfect for compact production hubs and TriCaster users to extend their graphics production workflows.

> "VIZ TRIO CONTINUES TO BE THE MOST FLEXIBLE SOLUTION FOR OUR STUDIO PRODUCTIONS USING VIZ ENGINE."
>
> *THOMAS FORREST,*
> *TECHNOLOGY DIRECTOR,*
> *SPORTS EXPERIENCES, DELTATRE*

Product highlights

Viz Trio Go is a 3D graphics powerhouse in a box, featuring the full might of Viz Engine and the connected workflows of NDI®.

Ready-to-use, out-of-the-box hardware with pre-installed and preconfigured software, complete with complimentary graphics packages for news and sports.

Purpose-built for OB van operations, production service providers, local/regional broadcasters, and high school and college productions.

Complete 3D graphics production solution with Viz Trio – the most powerful and versatile character generator and control application. Feature-rich CG with Transition Logic, Scripting & Adaptive Graphics support.

All your external data sources in one repository - Datacenter. Simple and straightforward data-integration, without coding or additional resources.

Customizable, on-air ready 3D Graphics Package for sports and news. And with Viz Artist (included in the package), you can create your own graphics as well.

Up to two outputs in 1080p 50/60.

Built for the connected workflows of NDI®
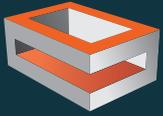
Excellent way to leverage the power of Viz Engine 3D graphics.

Playout and publish to any linear or online platform. Adaptive Graphics – create once and output to multiple display devices.

Take your TriCaster production workflow to a higher level with a world-class broadcast graphics and control solution.

Easily upgrade to latest releases.

Viz University courses to help you get started and train your team.

Vizrt 24/7 Support
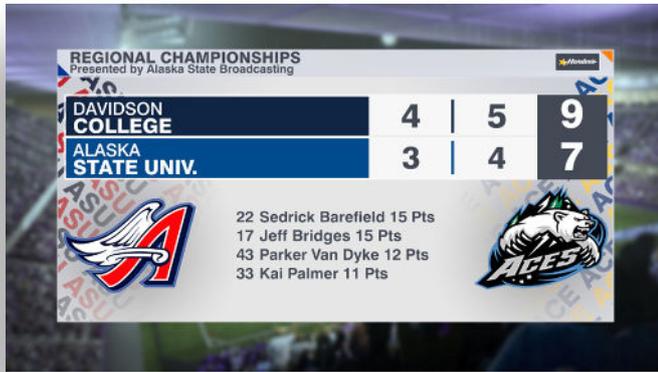
Take control of your live graphics production

Stunning graphics packages

Viz Trio Go comes pre-installed with one sport and one news broadcast-quality graphics package.
Easily modify and customize the templates to align with your branding.*

Alternatively, build your own scenes with Viz Artist, Vizrt's broadcast graphics design tool. *(License included in Viz Trio Go.)*

Intuitive, customizable interface & preview window

Adjust the Viz Trio Go user interface by moving the panels to your preferred style for a clearer overview of templates, page lists, and playlists. Use the live, in-built preview to check and confirm your graphics before output.

No-code data integration

Datacenter is a code-free single repository for all your external data sources. Simplifies the integration of data from live third-party sources directly to fields in the graphics without any scripting or specialist knowledge.

Transition Logic

A revolutionary concept pioneered by Vizrt, to control 2D and 3D graphics to gracefully transition between elements. Built-in logic that elegantly manages how multiple layers of graphics interact and morph to seamlessly transition on screen, for a consistent and glitch-free visual experience.

Adaptive Graphics

Viz Trio Go is future-proofed for adaptive storytelling workflows. Save time and maximize effort as a user. You only need to create once and then can easily publish to an array of display devices using Adaptive Graphics. This unique technology automatically adjusts the resolution and format to support specific display devices from a single interface.

*Vizrt does not provide support for modified versions of the pre-installed graphics packages.

Viz Trio Go Workflow

CREATIVE | DESIGN

Scene Creation

Viz Artist

BACKEND

Graphic Database

Vizrt
Graphic
Hub

CONTROL ROOM OR OB VAN

Viz Trio

Vizrt
Media
Sequencer
Engine

OUTPUT

Rendering &
Compositing

Viz Engine

NEWSROOM*

Vizrt
Gateway
*when using Newsroom
Solutions
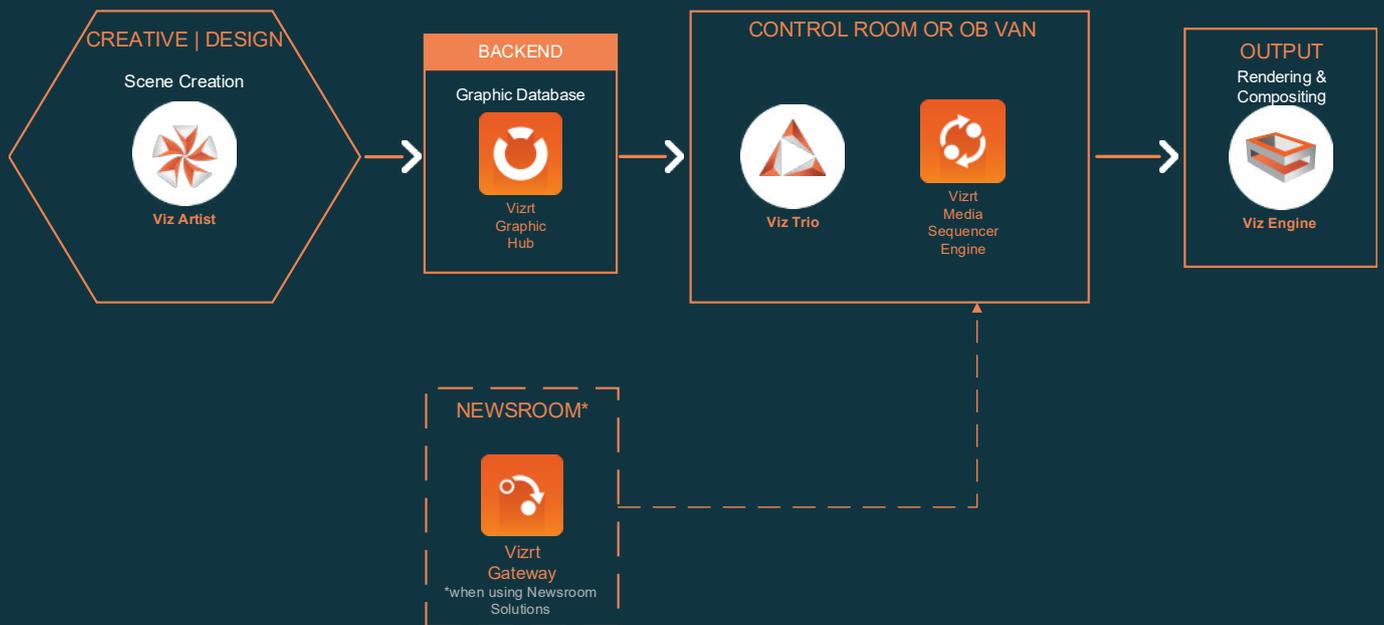
Viz Trio Go

TriCaster workflow

DataLink

TriCaster → Program Mix

Macro Commands

Viz Trio

DATA

3x NDI 1080p
(1xPVW, 2xPGM)

Viz Media
Sequencer
Engine

Viz Engine ← → Viz Engine

Scene Design

Viz Artist

Datacenter

Scene Database

Viz
Graphic
Hub
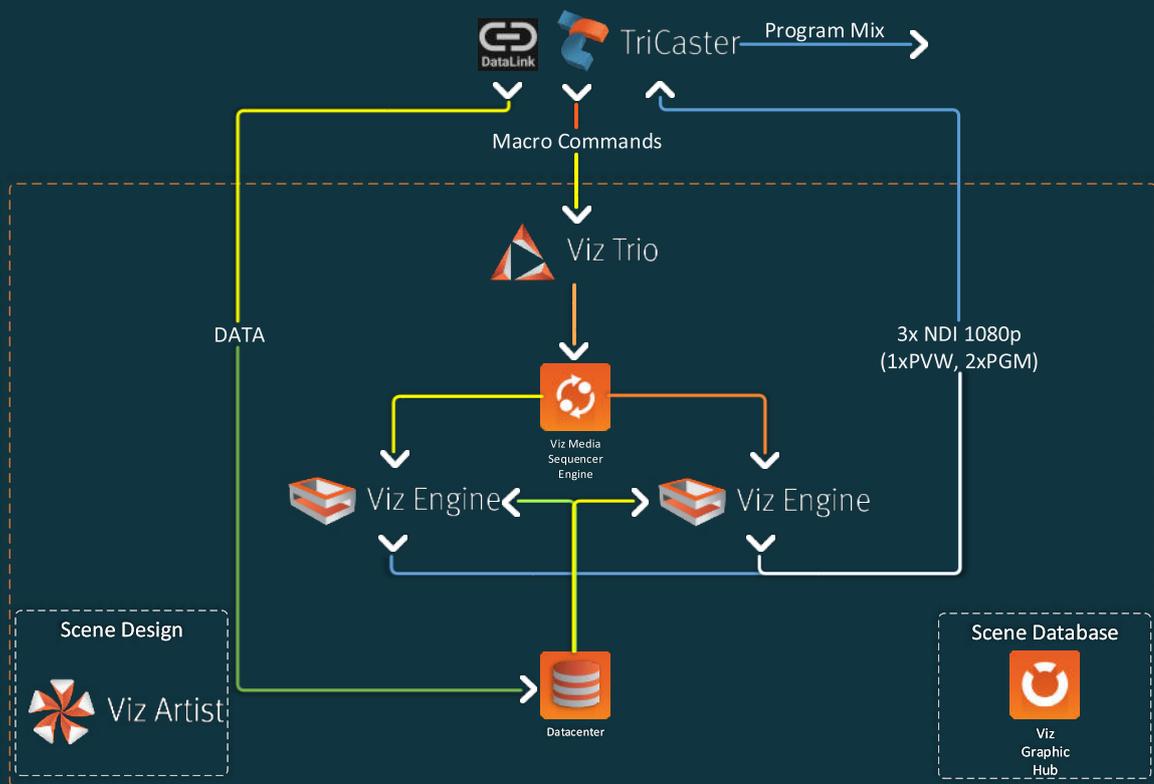
Datacenter Data Sources

Manual	**Rest Webserver**	**Tricaster Vectar (DataLink)**
File:	**Fluid Data Services**	**Tricaster Vectar (DataLink)**
Text	**Stats Perform**	Daktronics devices
Ini-file	**Viz Data Connectors**	DSI devices
JSON		Nevco devices
Sportzcast		OES devices
Kafka		Ranbow devices
		Translux devices

- **Tricaster Vectar (DataLink)**
  - **Whiteway devices**
  - **Access to all external databases (anything supported by ODBC).**
  - **All sorts of internal clocks.**
  - **External CSV files, Excel Files, Text files and XML files.**
  - **Web based score controllers.**
  - **Web page real-time updates.**

Technical Specifications

Hardware	Lenovo P3 Ultra
	32GB
	1 TB SSD
Operating system	Windows 10 IoT
Processor	Intel® Core i5-13600 (6 P-cores up to 4.90 GHz, 8 E-cores up to 3.70 GHz)
Graphics	NVIDIA RTX 4000 Ada SFF 20GB Graphics Board
Pre-Installed Viz Trio Go features & licenses	**Software:** Viz Trio™ Vizrt Media Sequencer Vizrt Datacenter Viz Engine™ Viz Graphic Hub 5/4 Free Edition **License:** Viz Engine™ - Engine Core Viz Engine™ - Preview Core Viz Engine™ - Artist Preview Viz Engine™ - NDI Input & Output Viz Engine™ - Flexbox Plugin Viz Engine™ - Clip Player Pro Viz Trio™ - Trio Core Vizrt Media Sequencer – MSE Core Vizrt Datacenter – Datacenter Core **Miscellaneous:** 3D Customizable Graphics (1 Sports + 1 News) Packages
Input/Output Signal	NDI®
Support	24/7 Vizrt Basic Support
Recommended add-on	Viz Trio Special Keyboard
Subscription	Minimun 1 year

Applications

Viz Engine™ - Engine Core	Viz Engine real-time 3D/2D graphics rendering software for Windows platform.
	Supports the following features/functions and plugins by default:
	A set of IN/OUT options (limited to 2K render resolution) which can be configured in a mutually exclusive manner:
	1x DVI OUT (2K) / 1x WebRTC OUT(2K) / 1x RTP/UDP IN (2K), 1x RTP/UDP OUT (2K) / 1x NDI IN (2K), 1x NDI OUT (2K) / 1x Frame server OUT (2K)
	Clip playback capabilities (incl. broadcast format clip playback with appropriate Matrox Codecs upgrades)
	Clip/post-render capabilities.
	Viz Artist real-time 3D/2D graphics scene design and authoring software
	Image FX, Audio FX, Real FX, Spline FX, Text FX Pixel FX, Video FX, After Effects Import, Graffiti FX, Weather FX, SocialTV FX, Engine 3D Stereo Upgrade, EVS Control Plugin
Viz Engine™ - Preview Core	Viz Engine real-time 3D/2D graphics rendering software for Windows platform, Preview Core license is limited to preview scenarios, external output will have a preview watermark.
	Viz Trio UI / other Vizrt client applications requiring local animated preview inside the application, with watermark.
	Standalone preview machine which can be controlled externally but with a watermark on every OUT it can be configured to. Supports the following features/ functions by default:
	All possible INs
	All resolutions enabled.
	A set of OUT options (with watermark applied) which can be configured in a mutually exclusive manner: 1x DVI OUT / 1x Mezzanine IP OUT / 1x NDI OUT / 1x SDI OUT
	Clip/post render capabilities (with watermark applied)
Viz Engine™ - Artist Preview	Viz Artist software for Windows platform running on standard desktop PC or laptop. Real-time 3D/2D graphics scene design and authoring software. No watermark in Artist mode, however any OUT is watermarked.
Viz Engine™ NDI Input & Output Channel	Enables unlimited NDI input streams as texture. Note: The term 'max' refers to the maximum amount of NDI inputs tested and released as part of the QA process. (For Viz Engine 3.9 and higher the number is '4'). Required software (license): Viz Engine - Engine Core Required release: Viz Engine 3.9 or higher Software license: Viz Engine - NDI IN Upgrade (max) ; type: 'shared' (= applicable to all Viz Engine instances on the same node (IP))
	Enables one IP-based output stream in NDI format from Vizrt Graphics Solution in full HD resolution with Fill and Key. Supports configurable ring buffer for uninterrupted graphics animations even during scene loading or preview generation.
Vizrt Graphic Hub	A shared graphics database for having multiple Viz Engines (Version 3.x onwards) connect to the same database. The licensed version allows as many as 50 Viz Engine licenses to share the same data environment. Includes Automatic and Manual sync and offline backup.
Vizrt Media Sequencer	The Media Sequencer is middleware software primarily used by control applications to connect to render engines, newsroom systems and video server systems.
Datacenter	Single repository for all the users' external data sources. Using the external data connector, connect data from the live source to fields in the graphics without any scripting or special knowledge.

About Vizrt

Vizrt is the leader in real-time graphics and live production solutions for content creators.

With a 25-year history of inventing new simplified workflows for storytelling whether it is in the news, sports, broadcast, education, entertainment, live events, digital media, advertising, or anywhere else video lives, Vizrt has helped define and reshape the way video is created and shared with the world.

Dedicated to delivering ground-breaking solutions for customers across graphics, cloud, remote and live production, live streaming, sports productions, virtual reality and virtual studios, and infrastructure – Vizrt enables more stories, better told.

In a world where attention spans are short, grabbing and holding onto audiences for entertainment, education or information requires craft, design, and vision. Vizrt's team of 24/7 on-call experts and market-leading creative solutions, offers everything storytellers need to dazzle audiences, simply, effectively, and beautifully.

Billions of people watch stories or video powered by Vizrt everyday including from media companies such as Al Arabiya, Al Jazeera, BBC, CNN, CBS, ESPN, FOX, NBC, NHL, NFL, NRK, Sky Group, The Supreme Court of the United Kingdom, New York Giants, Nickelodeon, CBS Radio, ESPN Radio, MTV, USA TODAY, U.S. Department of Homeland Security (DHS), NASA, PWC, and more than 80% of the U.S. Fortune 100.

Vizrt is a global company with 700 employees in over 40 countries and is privately owned by Nordic Capital.