

Graphics: Things To Know

Introduction to Graphics

- ☐ Know how to open XPression Project and Datalinq
- Know how to load a configuration on Datalinq for that specific sport.
- ☐ Know how to get to a certain graphic via Fast Recall
- ☐ Send a graphic out to CG1 or CG2
- ☐ Bring a graphic off, either by animating or clearing the CG
- ☐ Know how to change text on a graphic
- ☐ Know how to assign a graphic to either CG1 or CG2
- ☐ Where to get stats and information

Intermediate graphics

- ☐ Change headshots or team logo/swatch on a graphic.
- ☐ Looking at a previous script and knowing what can be transferred over to current game
- ☐ Using the Excel sheet that has default graphic numbers for a sport to help find relevant graphics for a game
- ☐ Build a graphic from a template that could be used during a storyline that the commentators want to highlight
- ☐ Be aware of the flow of opening and closing of a show
- ☐ Scorebug
 - Know where to put spreadsheets
 - Open interface on the laptop and connect the main graphics computer to it
 - Set up a scored game
 - Set starting lineups
 - Know how to show and hide the scorebug, especially for breaks
 - Know how to score plays
 - Pitching and lineup changes
 - Know how to check stats after game in case anything was missed or scored wrong
 - Save the spreadsheets for the next game

Advanced graphics

- ❑ Know where spreadsheets are and what to change from previous games/sports
 - Each sport uses a different set of spreadsheets. Make sure you know which goes with what sports, how to update them for your current event, understand how the macro uses these spreadsheets to build out graphics.
- ❑ Know how to switch between different sports
 - Each sport uses a different set of files/folders. Understand which files and folders go with each sport and know where each need to go to ensure the graphics package will open and work correctly.
 - Know how to switch between graphic hubs.
 - Know where each show is located and be able to load the correct show for the event you are doing.
 - Know where the keyboard commands are located and be able to switch them for your current show.
- ❑ Make headshots and actionshots for each sport.
- ❑ Know how to export team/player front ends to EVS for Replay and Tria for TD.