



A Multi-Channel Clip Player With User-Defined  
Clip Transitions, And Integration To CAMIO  
Chyronhego's Graphics Asset Management Solution

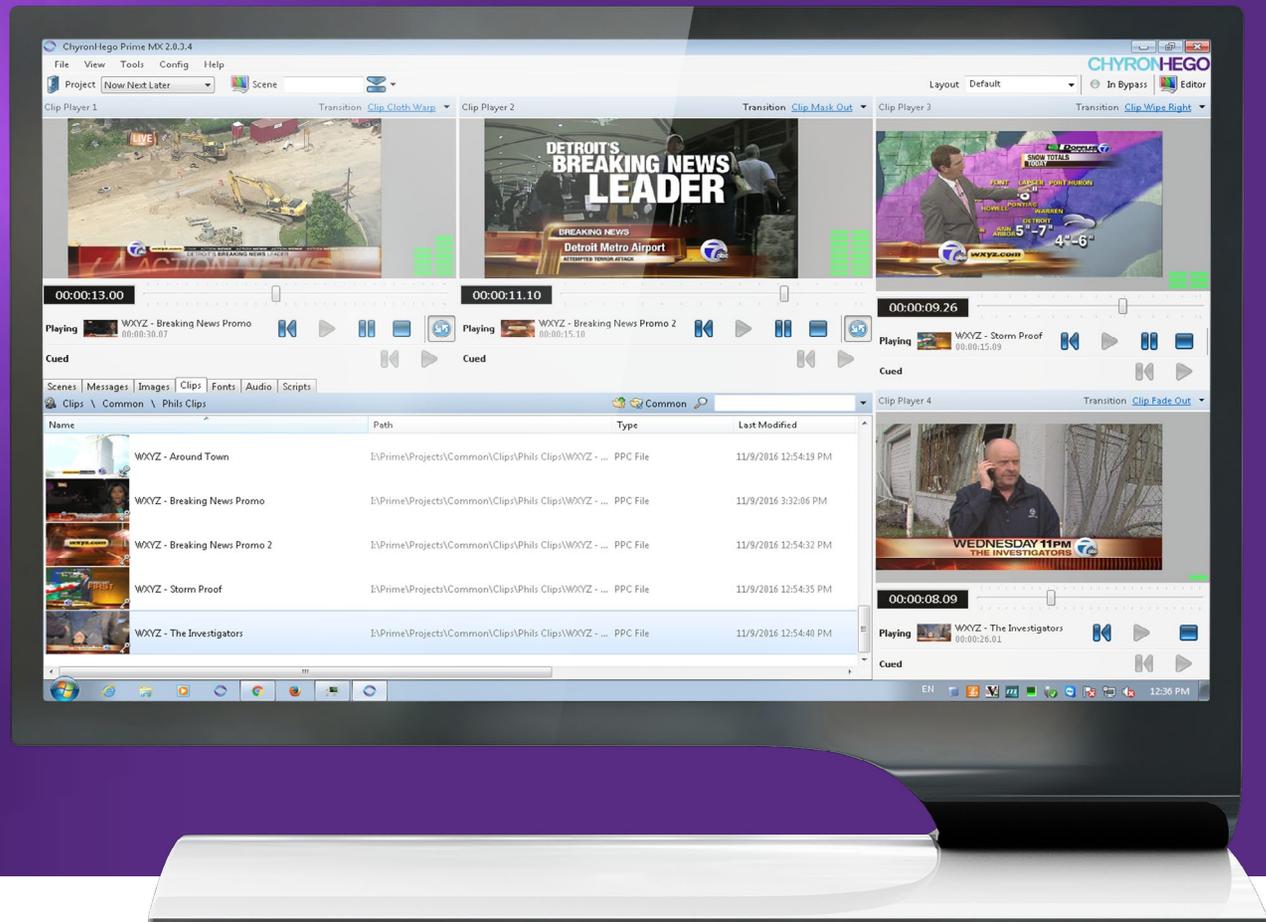
# PRIME CLIPS

PRODUCT INFORMATION SHEET

# PRIME CLIPS

Media professionals from around the world are embracing the PRIME Graphics Platform's "One Platform, Multiple Applications" model.

The PRIME Graphics Platform is a modern graphics design and playout solution that adapts to your requirements by offering six applications within a single, easy-to-use platform.



Powered by the latest version of our most powerful rendering engine, PRIME Graphics includes a Branding solution, an integrated Clip Player, an integrated Newsroom package, a Studio Monitor solution, a graphics-driven Interactive Touch Screen solution, and an extension to ChyronHego's workflow content distribution and syncing tools.

Whether used in combination or as standalone applications, the PRIME Graphics Platform is a flexible 4K-ready solution for news and sports broadcasters, playout facilities, and in-venue producers – such as stadiums and arenas, offering a low Total Cost of Ownership.

## PRIME CLIPS

PRIME Clips is part of ChyronHego's advanced graphics authoring and playout solution, the PRIME Graphics Platform. Remaining true to the open and flexible architecture of the PRIME Graphics Platform, PRIME Clips is powered by the PRIME Video Engine creating a highly-flexible, broadcast-quality, multi-channel clip player that offers user-defined clip transitions.

Designed for the most demanding broadcast environments, PRIME Clips plays back animated and still clips such as bumpers, station promos and coming

ups. PRIME Clips delivers your clips to air quickly, while maintaining a logical and routine workflow - which is crucial to the success of any live broadcast.

A key feature of PRIME Clips is its unique, user-defined I/O configuration. PRIME systems can input HDSDI and NDI and output HDSDI, DVI, and NDI.

The result is a solution that allows playback of up to 8 full-frame clips from a single server, with support for most all major codecs, including QuickTime®, DNxHD, ProRes® GTC, AVC Intra, XDCam®, and many more. Watch Folders and clip convertors for transcoding aid the user, and are part of PRIME's "Workflow" toolset.

PRIME Clips can also play out a combination of pre-rendered clips and dynamic assets, such as text and graphics treated as layered clips, providing you with even more production and playout flexibility.

A key distinction of PRIME Clips is that it is fully integrated with ChyronHego's graphics asset management solution, CAMIO. Built-in MOS integration makes PRIME Clips an essential part of ChyronHego's end-to-end, creative collaboration, and playout graphics workflow for live news, sports and entertainment production.

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## ABOUT CHYRONHEGO

ChyronHego, a portfolio company of Vector Capital, is a global leader in products, services, and solutions for the broadcast and sports industries. Specializing in live television, news, and sports production, ChyronHego offers some of the industry's most widely deployed solutions — including Lyric®, the world's most popular broadcast graphics creation and playout offering; the all-new CAMIO® Universe newsroom workflow; and TRACAB® Optical Tracking, the global leader in optical sports tracking systems as well as Click Effects, the most proven and versatile stadium broadcast family of graphics products. Headquartered in Melville, New York, ChyronHego also has offices in the Czech Republic, Denmark, Finland, Germany, Mexico, the Netherlands, Norway, Singapore, Slovak Republic, Sweden, and the United Kingdom.

For more information on ChyronHego, visit [www.chyronhego.com](http://www.chyronhego.com).

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