



CREATE Introduction

Course Overview

Summary	This course covers the different ways in which CREATE can be used in both production and transmission. It provides an introduction to using CREATE covering 2D and 3D capability together with how the system can be integrated as part of a manual or automated workflow.
Code	PT7045 - DES
Duration	2 Hours
Group size	Max 6 people
Prerequisites	A basic understanding of graphics and broadcasting.
Products	CREATE
Aimed at	System designers and integration staff, also other staff needing to know about CREATE but not intending to use it.

Objectives

At the successful completion of the course, the delegate will:

- Have an overview of the available toolset.
- Understand the workflow and integration of CREATE within the system.
- Be able to decide which graphic elements are more efficient to generate in CREATE.
- Understand the publishing and archiving Jobs.

About this Course

The purpose of this course is to deliver a clear understanding of how the CREATE software can be used to create template graphics for the use within a StreamMaster environment. Time is allocated for some hands-on experience giving delegates an insight into the effective use of the system.