Lyric
Advanced 2D/3D Text, Graphics & Animation Application

Create Stunning Text, Graphics & Animations

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Graphics Creation Freedom
Lyric® is our award-winning graphics creation and playback application designed to run on Chyron’s Duet family, SOLO, and MicroScribe systems, as well as some Chyron board-level products. Lyric also runs on any Windows® 2000/XP computer, allowing graphic artists to create dazzling 2D/3D graphics off-line anytime, anywhere for transfer later to a Chyron system for broadcast-quality playback.

Exceptionally Flexible Composition
2D and 3D graphics can be easily imported or assembled from basic components and combined into sophisticated layouts, scripts and templates. Lyric’s flexibility is rooted in its SVGA Canvas, a powerful 3D composition and animation space. Objects (2D text, 3D objects, texture-mapped objects, bitmaps, multiple light sources, etc.) are positioned and animated in the Canvas. It is resolution independent and supports instant aspect ratio scaling for NTSC, PAL, various HDTV and custom scaling, including a variety of interactive TV set-top box resolutions. Auto standards conversion supports message interchangeability between HD, SD, 16:9, and 4:3 Lyric messages.

Simple Creation of Dynamic 2D Text and 3D Animations
Lyric comes with an extensive selection of standard animations, or you can easily build your own for unique on-air looks. Animations are created by changing the position and/or characteristics (color, size, lighting, etc.) of 2D/3D objects over time. Lyric easily accommodates this through the use of key frames. An object is positioned at two or more desired positions with each marked as a key frame. At each position any desired changes to the visual appearance can be made. When the animation is executed, Lyric automatically interpolates between the marked key frames producing smooth transformations.

Features
• True WYSIWYG editor displays compositions exactly as they’ll appear from Duet’s broadcast-quality output
• Use standard animations, or easily build your own using a keyframe method with a variety of interpolation modes
• Resolution-independent for output to any digital TV format or multi-media composition environment
• Create unique effects: multiple, simultaneous rolls & crawls at different speeds, slow reveals, clocks, timers, etc.
• Canvas’ 3D composition & animation space with infinite manipulation of 2D objects, even those larger than the display area
• Auto standards conversion supports message interchangeability between HD, SD, 16:9, and 4:3 Lyric messages
• New Chyron LEIF™ technology supports integration of 3rd party software plug-ins
• Powerful macro utility based on Microsoft® VBScript programming language
• Import/export 25+ file formats to quickly re-purpose graphics
• Timeline is standard & precisely times all text, graphics, clips & animations
• Industry’s most advanced clip player gives total control over clip layering & timing
• Optional MOS Interface for newsroom automation
A variety of interpolation modes (spline, linear, ease in/out, etc.) produce natural-looking, frame-accurate animations. A key frame graph lets operators easily edit animations. Lyric’s Timeline control also allows times and offsets to be applied to animations.

**Comprehensive Text & Design Tools**

Lyric features full-page layout and extensive word-processing capabilities. Text composition can take place in a row-based structure or in freeform mode, treating each character as an individual object. Size, position, rotation, scaling and the viewer’s perspective are infinitely variable on the Canvas. With Lyric you can create limitless unique effects with multiple, simultaneous rolls and crawls at different speeds, slow reveals, clocks and timers. The Advanced Text and Image Effects operation provides a fast and convenient way to apply pre-scripted keyframe-based animations to individual characters, templates or rows in a 2D text window. Effects include: horizontal and vertical blur, dynamic kerning, rotation, wipe and effect combinations and many more.

Lyric also includes powerful style-builder tools for creation of variable colors, transparencies, edge types, texture mapping of imported bitmaps or video onto 2D objects, and more. Template oriented text fields allow attributes such as justification, shrink-to-fit, database links and many more.

**Unsurpassed Performance**

Based on Chyron’s legendary experience in broadcast graphics, Lyric is without equal as a foundation for media content creators. Lyric eliminates traditional operational and equipment boundaries to give you ultimate creative freedom. Look to Lyric’s impressive performance to deliver the best graphics creativity, workflow efficiency and ease of interoperability you’ve ever experienced.

**New in Lyric**

- Dramatically improved 3D rendering and effects
- 3D Scene views and Motion Path display for sophisticated 3D animation creation. Center-of-rotation display for 3D objects (XY, YZ, XZ, perspective).
- Support for multi-channel clip playout and seamless back-to-back clip transitions
- New expanded, advanced Image Effects, including Assemble/Disassemble, Flipboard, Crumble, Detonate, Flag, Bulge, Globe *(some effects LEX only)*
- Movie Objects. Adds ability to import multiple AVI or Quicktime movie files into the scene as animateable objects. These objects also accept Image Effects.
- Extensive Playlist improvements

**Minimum Host System Requirements**

Chyron Duet family, SOLO or MicroScribe system, Chyron board-level product or Computer with Windows NT, 2000 or XP
Pentium 4 CPU, 800MHz
256MB RAM (512MB recommended)
150MB free hard drive space
CD-ROM drive
10/100BaseT network interface
AGP graphics board with OpenGL acceleration is highly recommended
Monitor: Display of 1024 x 768 (higher recommended)
32-bit color display

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**Specification subject to change**

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