ecording computer graphics or animations for broadcast purposes rarely involves a real-time output of the signal, except when recording a still image or title.

Animation files played back in real-time on the computer, such as QuickTime movies and accelerated Director files, run at different speeds, depending on the computer they are played on.   Animations must be output on a frame-by-frame basis.   This assures that 30 frames of animation are recorded to video every second.

Frame controller programs control video tape and laser disc recorders for frame-by-frame recording through a serial connection between the computer and the video unit.   Industrial and broadcast video tape recorders and laser disc recorders can be accurately controlled through their serial port, a feature consumer equipment does not have.   The video tape is first blackened and striped with time code.   The frame-by-frame controlling program is then able to access any single frame on the tape.

Superblack?

If your animation will be used for broadcast transmission, it cannot contain full black.   Full black produced by a computer is called 'superblack' in the video industry and a signal containing superblack cannot be aired.   It will affect the video signal and distort the audio portion of the aired picture. Tell us that your output is intended for broadcast and we will output your work at a set up of 7.5 IRE (video terminology for raising superblack to a broadcast-acceptable black level),   making the signal legal for broadcast. Don't worry, this is not visible and will not change your work.

If your work is going to be further edited and your graphics or animations will be keyed over another video signal, we will output your files with superblack, which than can be used as a key signal by the editor.