

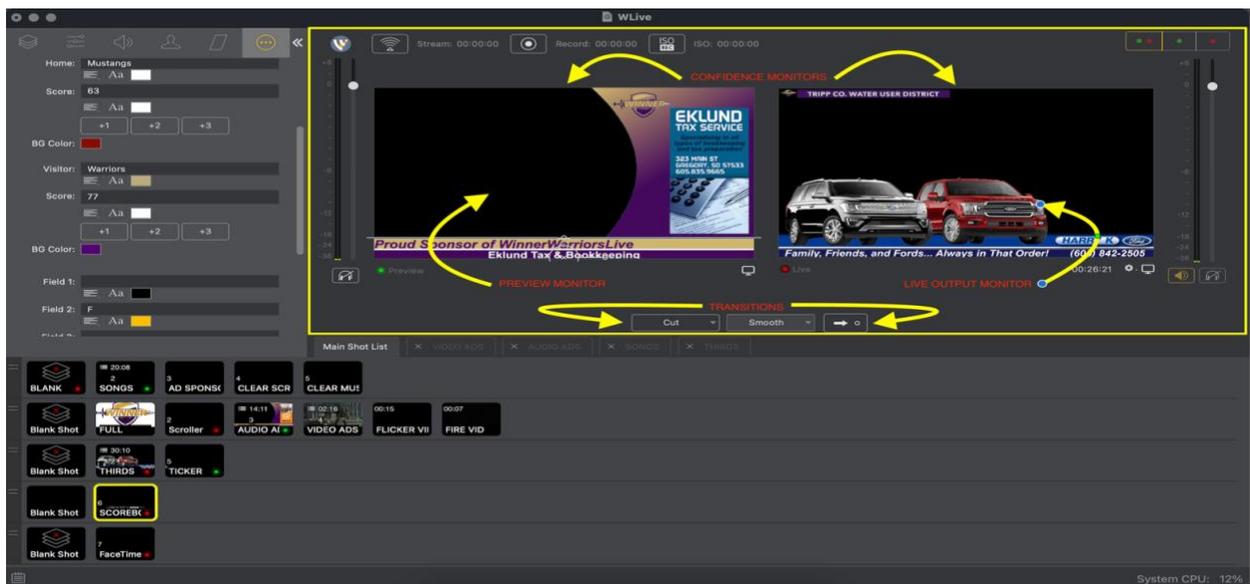


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INTRODUCTION TO WIRECAST

● CONFIDENCE MONITORS

- The screen on the RIGHT is your “LIVE” output monitor
 - Everything seen in this monitor is what is livestreaming on your website
 - In the LOWER LEFT corner of your “LIVE” output monitor is a RED indicator. In your LAYERS you will see one TILE in each layer with the RED indicator, showing which TILE is outputting now
- The screen on the LEFT is your “PREVIEW” monitor
 - Everything seen in this monitor is what is prepared to be sent “LIVE”, when using your next transition
 - In the LOWER LEFT corner of your “PREVIEW” monitor is a GREEN indicator. In your LAYERS you will see one TILE in each layer with the GREEN indicator, showing which TILE is prepared to output, when using your next transition
- Beneath your “LIVE” and “PREVIEW” monitors are your “TRANSITIONS”
 - The Transition are used to send your “PREVIEW” shot “LIVE”
 - There are three ways to TRANSITION your shot from “PREVIEW” to “LIVE”
 - The ARROW button on the RIGHT can be manually pressed with your mouse
 - The SMOOTH button in the MIDDLE can be activated with the SPACE BAR. It will be a slow, smooth TRANSITION to LIVE
 - The CUT button on the LEFT can be activated with the RETURN KEY. It will be an immediate TRANSITION to LIVE





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- **LAYERS**

- Each of the SCHOOL DOCUMENTS is created using five (5) layers in WIRECAST

The screenshot displays the WLive software interface. On the left, there is a control panel for 'Mustangs' (Home) and 'Warriors' (Visitor), including score displays and field information. The main preview window shows two video feeds: 'EKLUND TAX SERVICE' and 'TRIPP CO. WATER USER DISTRICT'. Below the preview, there are controls for 'Cut' and 'Smooth'. At the bottom, the 'Main Shot List' is visible, showing a sequence of five layers. A yellow arrow points to the 'LAYERS' section of the Main Shot List.

Layer	Content
LAYER 1	BLANK, SONGS, AD SPONSOR, CLEAR SCR, CLEAR MUS
LAYER 2	Blank Shot, FULL, Scroller, AUDIO AI, VIDEO ADS, FLICKER VII, FIRE VID
LAYER 3	Blank Shot, THIRDS, TICKER
LAYER 4	Blank Shot, SCOREBK
LAYER 5	Blank Shot, FaceTime



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● **TILES**

- Each LAYER is comprised of TILES
- The TILE furthest to the LEFT is labelled BLANK SHOT and deactivates all TILES within the LAYER
- TILES are numbered sequentially from left to right, beginning after the BLANK SHOT TILE

The screenshot shows a live broadcast control interface with a Main Shot List. The list contains 5 layers of tiles, each starting with a 'Blank Shot' tile. The tiles are numbered sequentially from left to right within each layer. Annotations include:

- A yellow arrow pointing to the first 'Blank Shot' tile in Layer 1 with the text: "BLANK SHOT CLEARS ALL TILES IN LAYER".
- Yellow arrows pointing to the 'CLEAR MUS' tile in Layer 1 and the 'AUDIO AI' tile in Layer 2, with labels: "LAYER 1 TILE 4" and "LAYER 2 TILE 3".
- A yellow arrow pointing to the 'TICKER' tile in Layer 3, with label: "LAYER 3 TILE 2".
- Yellow arrows pointing to the 'SCOREBK' tile in Layer 4 and the 'FaceTime' tile in Layer 5, with labels: "LAYER 4 TILE 1" and "LAYER 5 TILE 1".

A text box on the right explains: "Wirecast is comprised of 5 different LAYERS, as have been laid out previously. Each LAYER is comprised of TILES. The TILE furthest to the LEFT is labeled BLANK SHOT and DEACTIVATES all TILES in the LAYER. TILES are numbered sequentially from left to right, beginning after the BLANK SHOT tile."



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- **PLAYLIST**

- PLAYLIST are TILES with multiple SUB-TILES within.
 - PLAYLISTS are indicated by a **TIMESTAMP** in the **UPPER LEFT CORNER**, indicating the total **TIME** to play the PLAYLIST
 - **DOUBLECLICK** on a PLAYLIST TILE or click on the PLAYLIST TAB to access the SUB-TILES within
- There are four (4) PLAYLIST types in every SCHOOL DOCUMENT in the same TILE position
 - **SONGS**
 - LAYER 1 TILE 1
 - **AUDIO ADS**
 - LAYER 2 TILE 3
 - **VIDEO ADS**
 - LAYER 2 TILE 4
 - **BOTTOM THIRDS**
 - LAYER 3 TILE 1

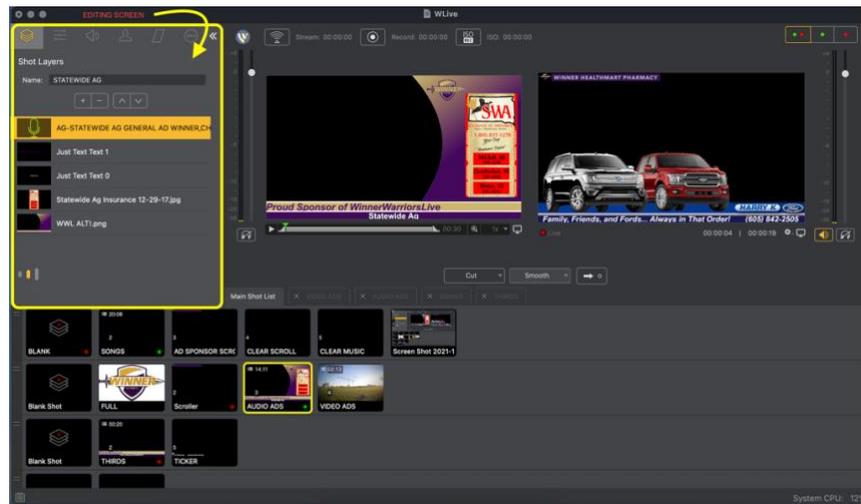
The screenshot displays the WLive software interface. At the top, it shows 'Stream: 00:00:00' and 'Record: 00:00:00'. The main area features two video windows, both titled 'WinnerWarriorsLive' and 'Harvey Naasz Football Field'. Below the video windows is a 'Main Shot List' with tabs for 'VIDEO ADS', 'AUDIO ADS', 'SONGS', and 'THIRDS'. A yellow box highlights these tabs, with an arrow pointing to the text 'PLAYLIST TABS'. Below the shot list, there are several rows of playlist tiles. The first row includes 'SONGS', 'AD SPONS', 'CLEAR SCR', and 'CLEAR MUI', with an arrow pointing to 'SONG PLAYLIST'. The second row includes 'FULL', 'Scroller', 'AUDIO ADS', and 'VIDEO ADS', with an arrow pointing to 'AUDIO PLAYLIST' and 'VIDEO PLAYLIST'. The third row includes 'THIRDS' and 'TICKER', with an arrow pointing to 'BOTTOM THIRD PLAYLIST'. A text box on the right side of the interface contains the following text: 'PLAYLIST are TILES with multiple SUB-TILES within. PLAYLIST are indicated by a **TIMESTAMP** in the upper left corner, indicating the total **TIME** to play the PLAYLIST. Doubleclick on a PLAYLIST or click on the PLAYLIST TAB to access the SUB-TILES within. There are four (4) PLAYLIST in your DOCUMENT. The PLAYLISTS are: SONGS, AUDIO ADS, VIDEO ADS, BOTTOM THIRDS'. The bottom right corner of the interface shows 'System CPU: 11%'.



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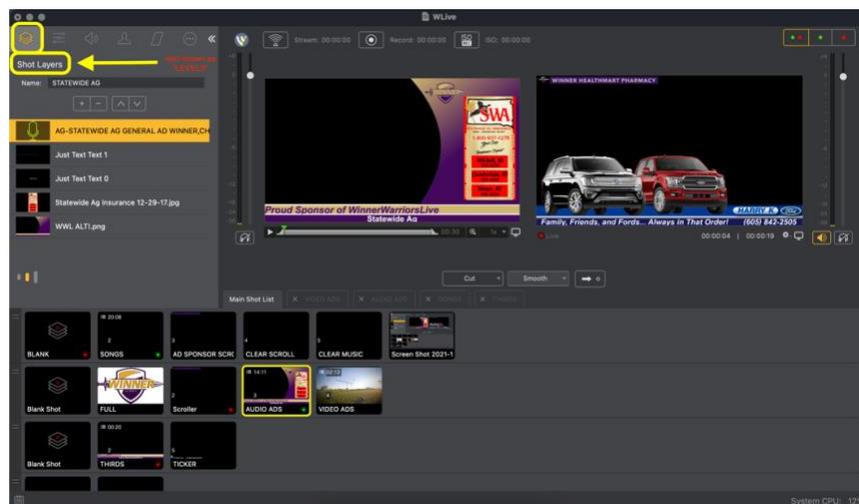
- **EDITING PANEL**

- The location of the EDITING PANEL is in the UPPER LEFT portion of the WIRECAST PANEL
- ALL changes to TILES, SUB-TILES, and PLAYLIST are performed in this PANEL



- **EDITING TABS**

- The EDITING PANEL has six (6) EDITING TABS in the TOP of the panel
- **LEVELS**
 - This TAB contains all the FILES utilized to create the TILE. LEFT CLICK on the FILE needing EDITING and it will be HIGHLIGHTED YELLOW

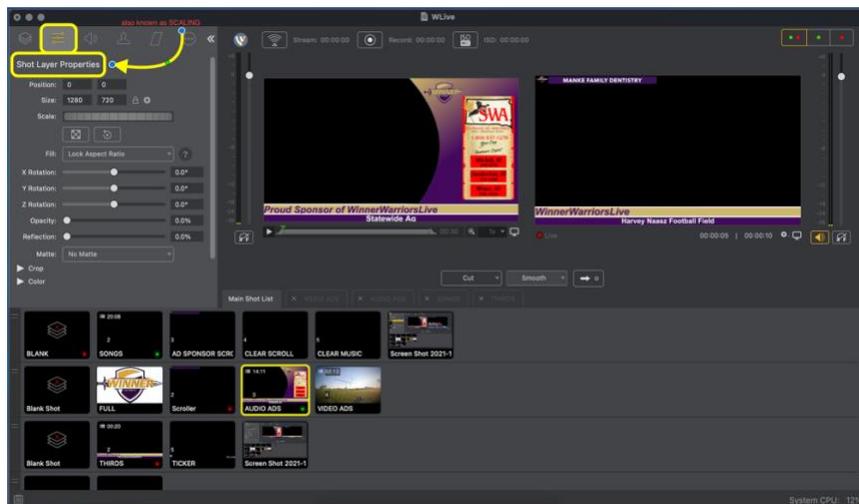




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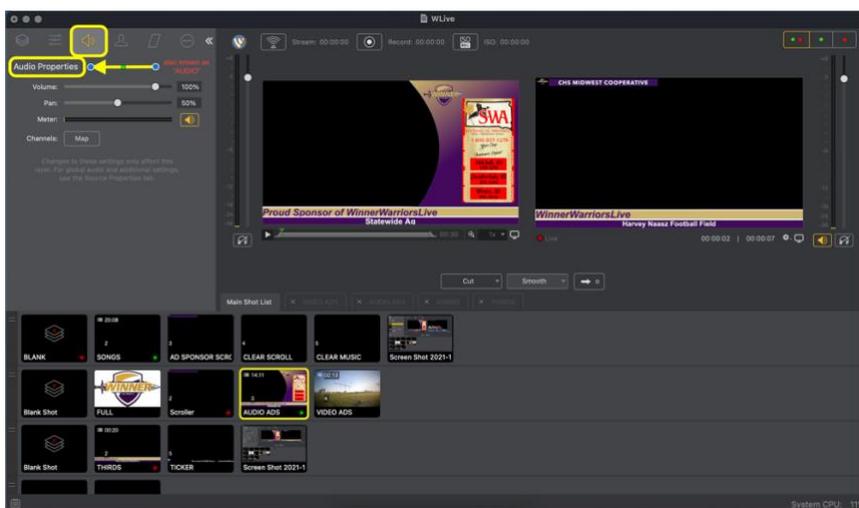
○ SCALING

- This TAB allows for the adjustment of SIZE, SCALE, and CROPPING
- When using the SCALING TAB, we recommend switching the GEAR ICON to “Adjust by Percentage”



○ AUDIO

- This TAB allows for the adjustment of .mp3 FILES volume
- This TAB will need adjusted for every AUDIO AD and VIDEO AD, being EDITED or CREATED

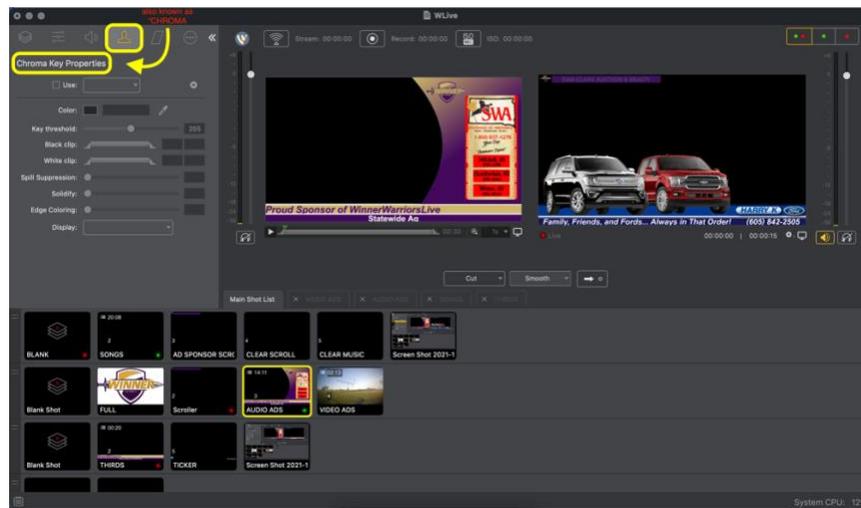




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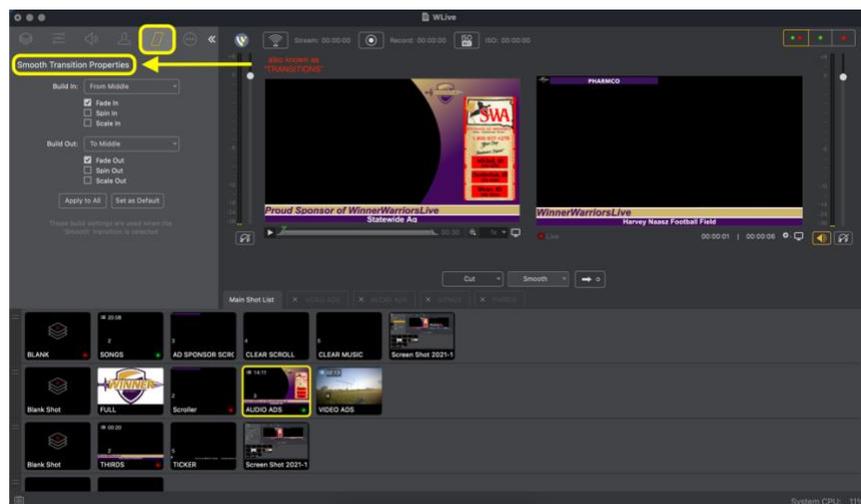
○ CHROMA

- This TAB allows for the use of GREEN SCREENING during LIVE or RECORDED productions
- This TAB is not utilized during the PRODUCTION of activities



○ TRANSITIONS

- This TAB allows for the adjustment of the SMOOTH TRANSITION properties
- This TAB is not utilized during the PRODUCTION of activities





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○ DATA ENTRY

- This TAB allows for the entry of TEXT and NUMBERS properties
- This TAB will be utilized for every AUDIO AD and PRODUCTION SET-UP

