

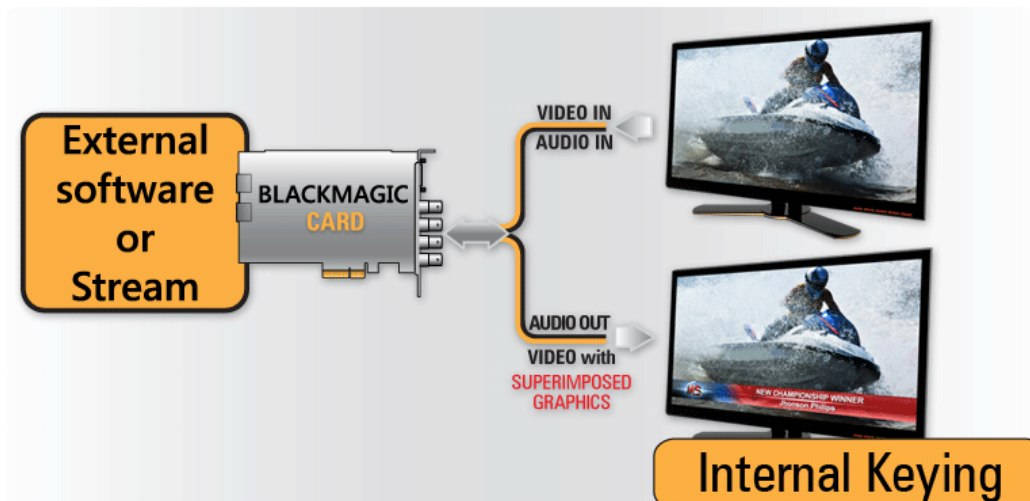
Internal and External Keying

PLAYDECK supports both Internal (Superimposed Graphics over Incoming Signal) and External (Generating Video Fill and Key Signal) Keying, given that the Output card supports it too. You can also output the key or fill signal separately.

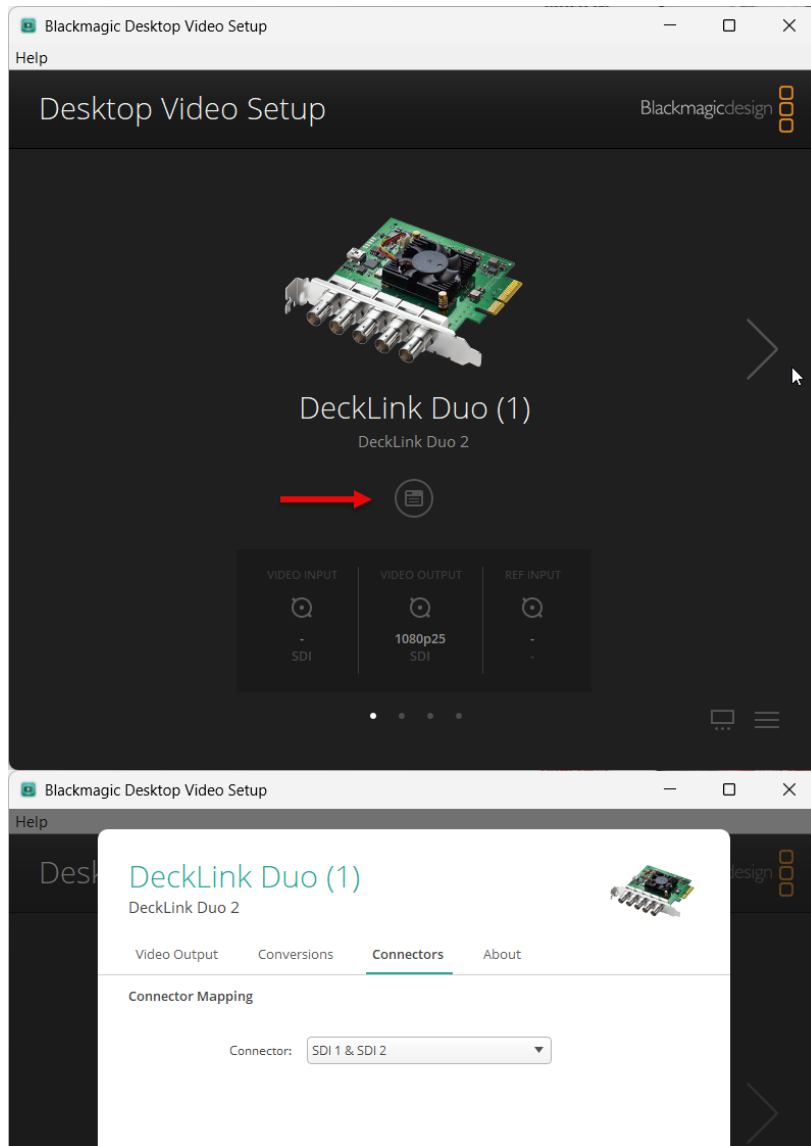
You can also use NDI to send your Key or Fill Signal with Alpha Channel Support.

Internal Keying

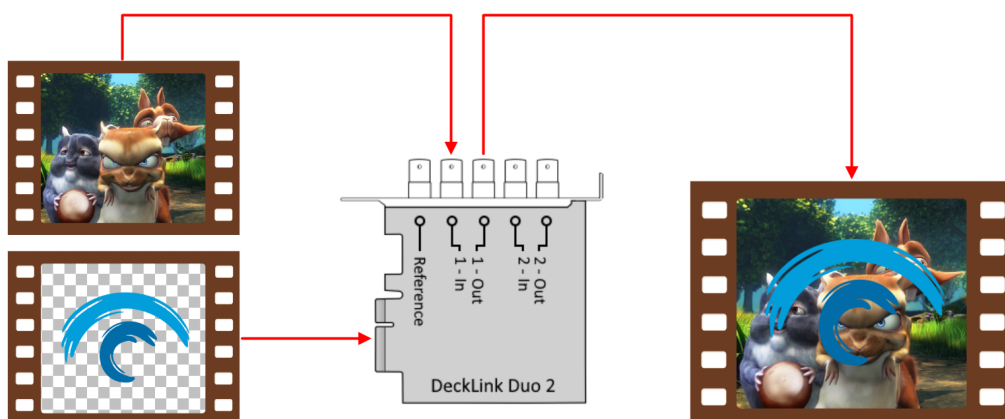
In Internal Keying mode, PLAYDECK will superimpose the video over an incoming signal on the same card:



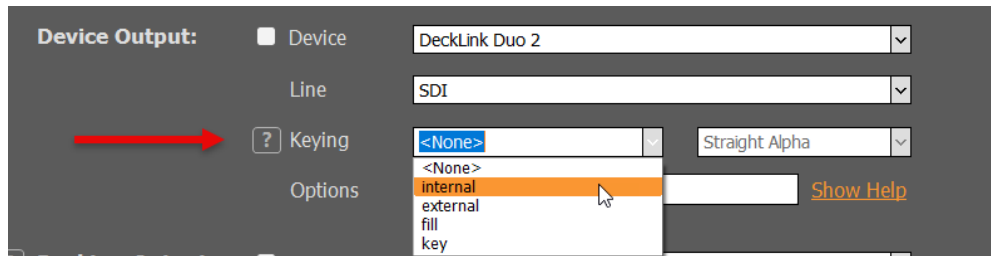
Lets take the Decklink Duo 2 for example: It has 4 SDI Ports. We need to tell the Card, which 2 Ports will be used for Internal Keying with the help of Desktop Video Setup (Blackmagic's own Setup-App):



The Decklink will now operate like this:



If we start PLAYDECK now, the INTERNAL Option becomes selectable as Device Output:



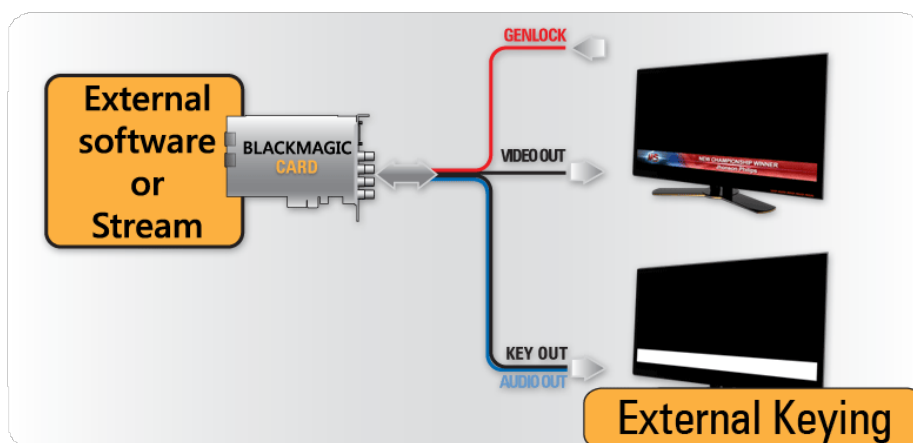
Once you activate the Device for Keying, PLAYDECK will automatically change your Background to TRANSPARENT and your Color Space to ARGB32 (to support Alpha Channel):



The Image shows PLAYDECK Overlays Sample: Create Overlay > HTML > Screen-Title.html.

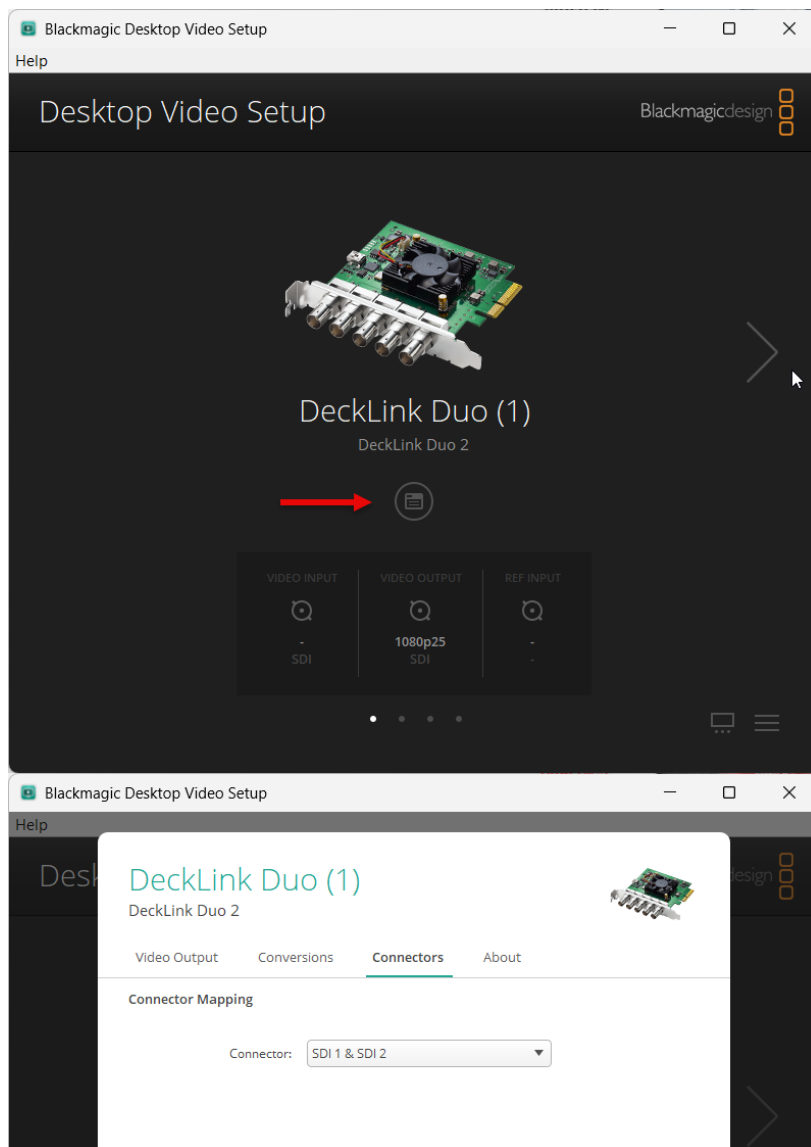
External Keying

In External Keying mode, PLAYDECK generates both Fill and Key signals and the keying is made by an external keyer:

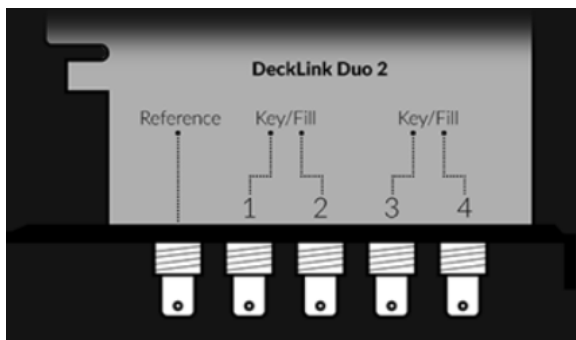


Lets take the Decklink Duo 2 for example: It has 4 SDI Ports. We need to tell the Card, which 2 Ports will be used for External Keying with the help of

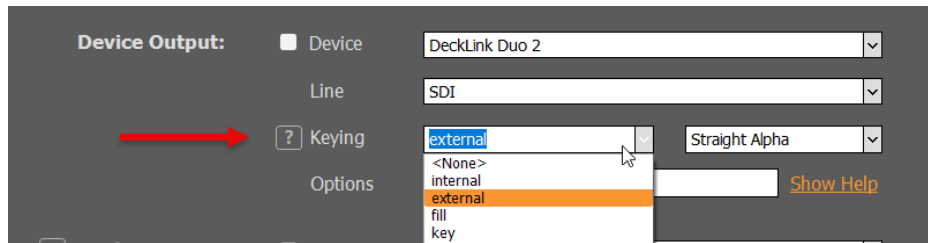
Desktop Video Setup (Blackmagic's own Setup-App):



The Decklink will now operate like this:



If we start PLAYDECK now, the EXTERNAL Option becomes selectable as Device Output:



Once you activate the Device for Keying, PLAYDECK will automatically change your Background to TRANSPARENT and your Color Space to ARGB32 (to support Alpha Channel):



The Image shows PLAYDECK Overlays Sample: Create Overlay > HTML > Screen-Title.html.