

## Kahuna Basic Operations

### **Aims**

This course is aimed at giving existing TDs a good understanding of the basic operation of the Snell & Wilcox Kahuna vision mixer. Given the exceptional power and creative potential of this switcher this course is an essential knowledge upgrade for operators or producers looking to exploit the power of their new switcher.

### **Topics Covered**

This course covers all aspects of the operation, from basic source selection and transitions to more complex operations such as 3D effects and animated transitions. Other modules cover non live operations such as chroma key, effects creation, configuration and the filling system.

### **Results**

At the end of the course attendees should have gained sufficient knowledge and confidence to carry out typical daily live operations for general productions.

### **Duration**

This is normally a three day course involving direct teaching, interactive sessions and many hands on exercises.

### **Location and timing**

The course can be conducted on sight at your premises at a time to suit you.

# Kahuna Basic Training Modules

## Section 1

### 1.1 Introduction

- System Components
- Control System Architecture
- Main Panel Layout
- Basic features and capabilities
- Colours, menus conventions and buttons
- Delegation / Selection
- Number entry
- Keyboard

*Time: 30mins. Target: Engineers, operators, management, Students 15 max, Style: lecture+ demonstration*

### 1.2 The Mix effects area

- Selecting sources
  - Program, Keys, Utility buses
- Background Transitions
  - Mix, wipe, user mix auto and time
- Key transitions
  - Key + Background
  - Independent Key transition
  - Key & Background timing

*Time: 90 mins. Target: operators, Students 5 max, Style: lecture+ demonstration+ practical*

## Section 2

### 2.1 Key set-up, basics

- Key transition controls
  - Mix, wipe, matte mix
- Key wipe controls
- Key priorities
- Priority transitions
- Key source controls
  - Coupled, Split, Self, Matte fill,
- Key types
  - Full, Lin, Lum, Chroma,

*Time: 90 mins. Target: operators, Students 5 max, Style: lecture+ demonstration+ practical*

## **2.2 Key set-up, continued**

- Chroma key 2
  - Colour picking, key controls
- Border control,
  - Border, Drop shadows, Solids,
- Re-Size engines basics
  - Size, positions, aspects, borders,

*Time: 90 mins. Target: operator, Students 5 max, Style: lecture+ demonstration+ practical*

# Section 3

## **3.1 Colour Correction**

- Correction facilities
- Input colour applications
- Bus colour applications
- Output colour applications

*Time: 30 mins. Target: operators, Students 5 max, Style: lecture+ demonstration+ practical*

## **3.2 Still/Clip Stores**

- Concepts
- Finding pictures loading pictures.
- Playing clips
- Editing clips
- Saving clips
- Capturing stills
- Recording clips

*Time: 90 mins. Target: operators, Style: lecture+ demonstration+ practical*

## Section 4

### 4.1 Memory systems

- Projects

  - Changing projects, using multiple projects

- DMEMS

  - Saving & recalling settings

- DMEMS

  - Partial saves, partial recalls

- DMEMS

  - Transferring settings

- Snapshots

  - Saving, recalling, overwriting

- GMEMS

  - Saving groups of settings

  - Saving all settings

  - Linking other settings

  - Hard/soft and stores

*Time: 90 mins. Target: operators, Students 5 max, Style: lecture+ demonstration+ practical*

### 4.2 Timelines

- Types of time line

- Creating time lines

- Replaying time lines

- Modifying time lines

- Timeline enables, adding to time lines

*Time: 90 mins. Target: operators, Students 5 max, Style: lecture+ demonstration+ practical*

### 4.3 Macros

- Creating a Macro

- Running a macro

- Editing Macros

- Saving and attaching

*Time: 60 mins. Target: operators, Students 5 max, Style: lecture+ demonstration+ practical*

## Section 5

## **5.1 3D DVE I**

Introduction

System concepts, routing, source selection

Basic 3D effects,

Axis, zoom, size, position, rotation,

DVE with time line

Creating, recalling, editing,

Pre Set Transitions

*Time:690 mins. Target: operators, Students 5 max, Style: lecture+ demonstration+ practical*

## Section 6

### **6.1 System Set-up**

Memory system revisited

Store Set up

Mattes and washes

ME Outputs preview and clean feeds

Bus/cross point

User function buttons

Button maps

*Time: 30 mins. Target: operators, engineers, Students 10 max, Style: lecture+ demonstration*

## Section 7

### **7.1 Engineers Setups**

Engineering

Setting sources

Video timing

Overlays

User Configuration

Aux bus setup

Re-entry order

Defaults

Organising your system

Restoring factory settings

Setting Start up modes

*Time: 60 mins. Target: Engineers, Students 10 max, Style: lecture+ demonstration*