



Quick Starter Guide for Xpress

Welcome to the Quick Starter Guide for downloading, installing, and using WASP3D XPRESS from the WASP3D Store. Follow a few simple steps to get started and enhance your live graphics experience.

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Overview

WASP3D XPRESS is a free livestreaming 3D graphics overlay solution for video content creators and live streamers. It delivers broadcast-quality graphics such as dynamic tickers, lower thirds, channel logos, and live bugs.

XPRESS features a comprehensive 2D-3D design environment with materials, lighting, textures, and an animation timeline. Its professional, customizable interface allows users to create or modify templated graphics effortlessly.

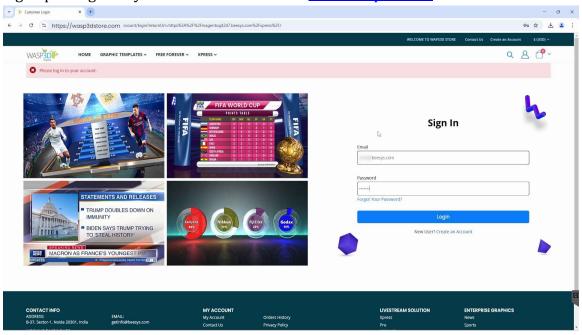
With intuitive drag-and-drop graphics management, users can preview, organize, and edit graphics in real-time without needing the design application. Personalized data entry interfaces enable dynamic content updates, while live elements automatically adjust for a seamless display.

Ideal for news, sports, eSports, live events, business, and elections, XPRESS streamlines professional live graphics production.

Get started in a few simple steps.

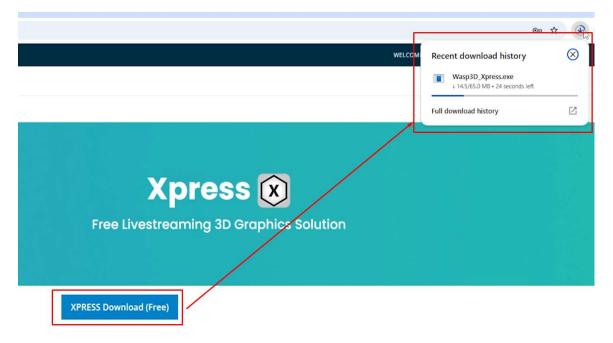
Step 1: Downloading XPRESS

1. Sign up or log in to your WASP3D account at store.wasp3d.com.



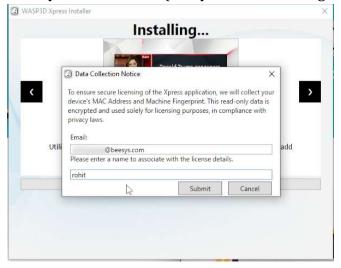


2. Go to 'XPRESS' in the WASP3D Store and click 'Download' to begin the process.



Step 2: Installing XPRESS

- 1. Open the downloaded installer and click Continue.
- 2. After the Configuration check, click on Proceed and then Install.
- 3. Enter your credentials (that you used while signing up).

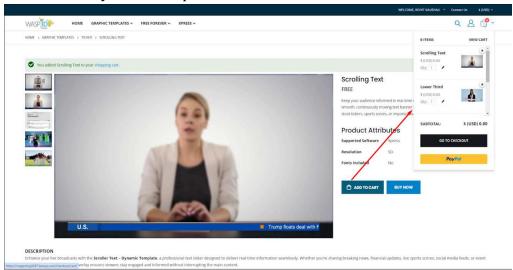


Once installed, click OK and exit the installer. You're now ready to create and use live graphics with WASP3D XPRESS.

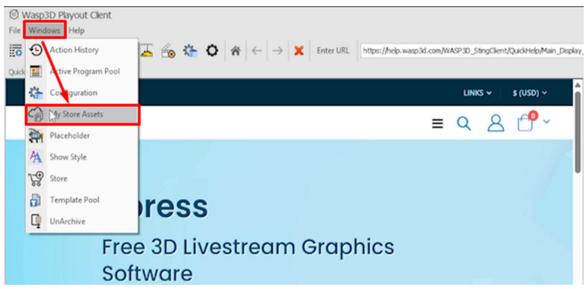


Step 3: Purchasing & Managing Assets

1. Purchase ready-made templates from the WASP3D Store.

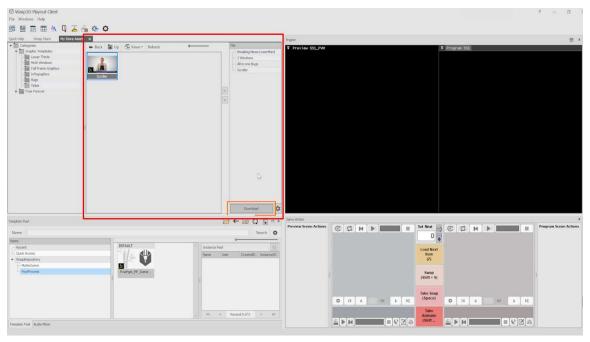


- 2. Your purchased assets will now automatically appear in the XPRESS Playout Client.
- 3. Open the Xpress Playout Client. Go to 'Windows' in the Menu bar and select 'My store assets'.



4. Open your templates' category and drag assets to the File section to unarchive them.

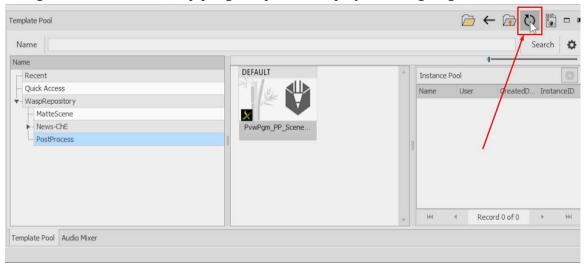




5. Click 'Download', and once unarchived, hit 'OK'.

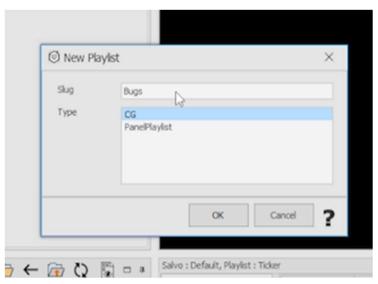
Step 4: Creating Playlists & Program Pools

1. To use assets in live production, refresh the Template Pool Widget and Navigate. You need to set up program pools and playlists for going on air.



- 2. Open the File Menu and create a New Playlist.
- 3. Name your playlist as you like and select CG as the type.





- 4. Create multiple playlists as per your production needs.
- 5. Drag and drop graphics into the appropriate playlists.

Step 5: Layering Graphics with Z-Order

- 1. Open the File Menu and create a New Program Pool.
- 2. Add playlists and arrange them in the preferred order. This is known as Z-order, and it controls the layering of graphics.



3. Adjust layers by dragging and shifting playlists in the Active Program Pool.



4. Switch from Edit Mode to Run Mode.



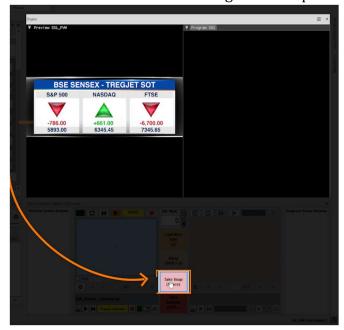
5. Open the updated Program File from the File Menu to load playlists with the updated Z-order.



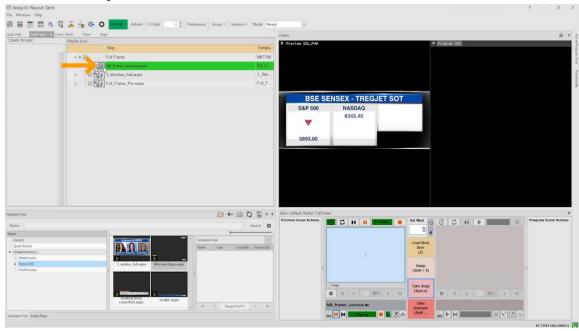


Step 6: Configure Data, Preview & Go Live.

1. Load an asset into Preview using 'Take Snap'.

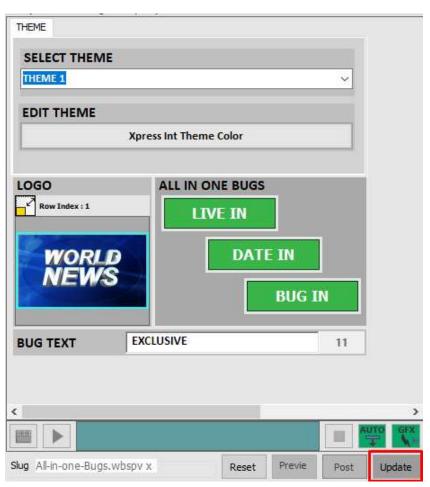


2. Click 'Edit' to update content in the Data Control Form.

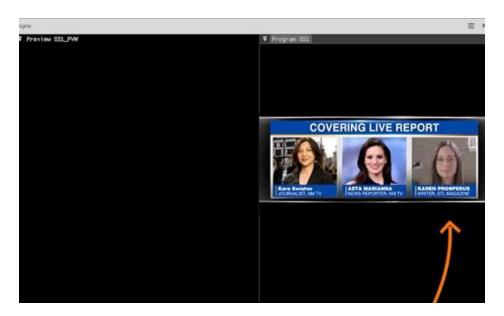


3. Modify the data as required and hit 'Update'.





4. Click "Take Snap" again to move the asset to the Program Window for live use.





5. Your next asset in the same playlist will automatically load in the Preview Window.



6. Take the Live Window Output as NDI and stream live via OBS, vMix, or any other livestream application.

You are now all set to Dream, Create and Xpress!