

# **CAMIO Adobe Premiere Pro CC Plugin User Guide**

## **V5.5.5**

June 2026



Chyron CAMIO Adobe Premiere Pro CC Plugin User Guide V5.5.5 December 2024. This document is distributed by Chyron in online (electronic) form only, and is not available for purchase in printed form.

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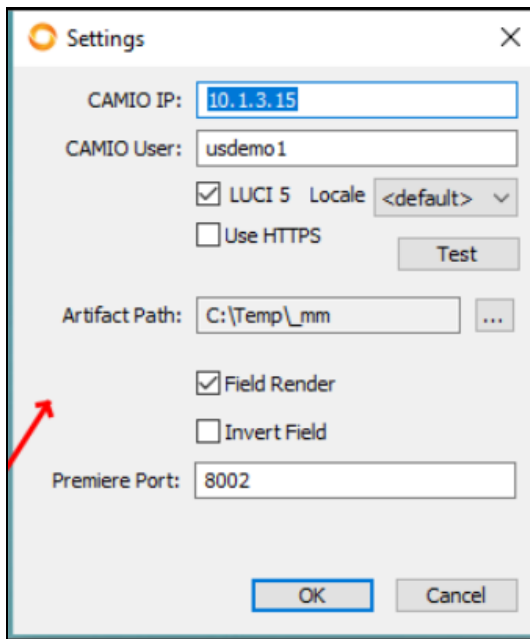
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# Installation

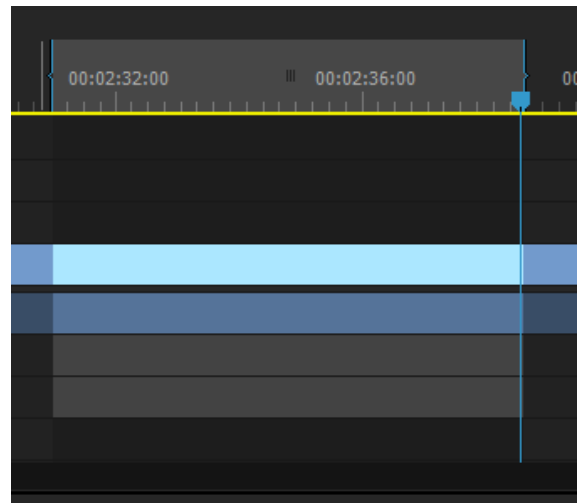
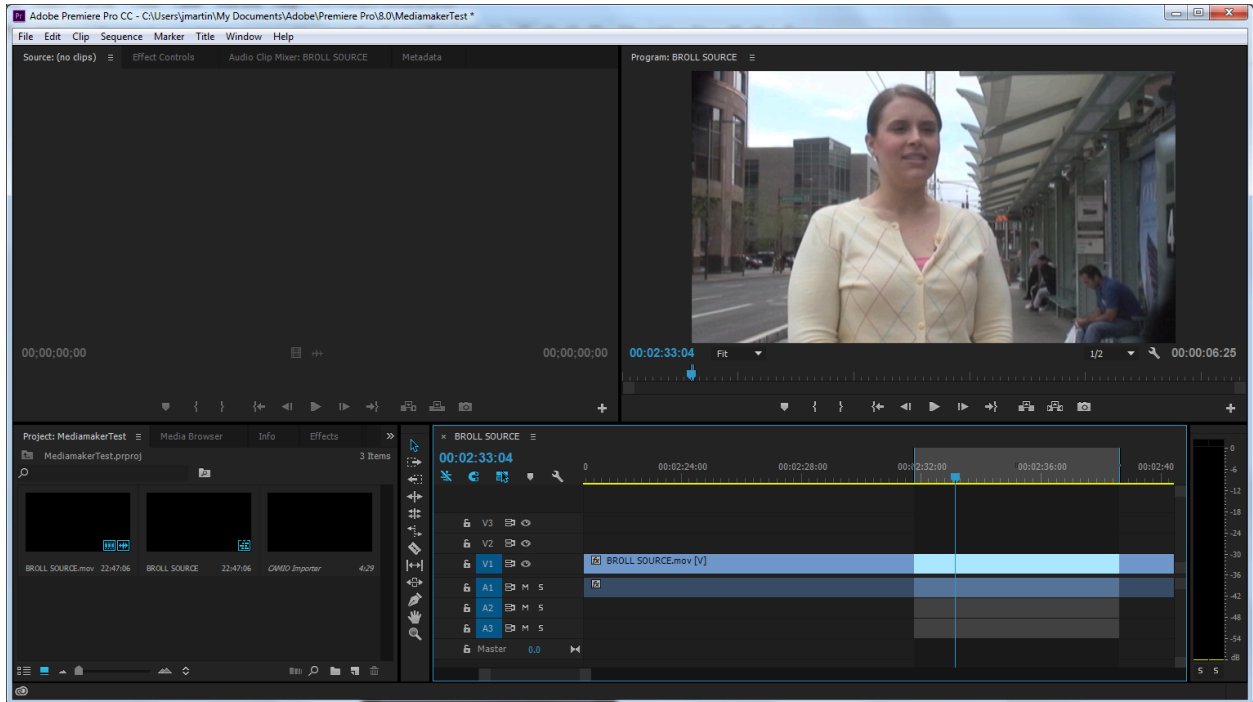
See the **CAMIO NLE Plugins User Guide** for installation instructions.

The Premiere Port setting is required for a script that passes the timeline duration from Premiere to the plugin. This should be left as 8002 unless there is a known conflict on that port.

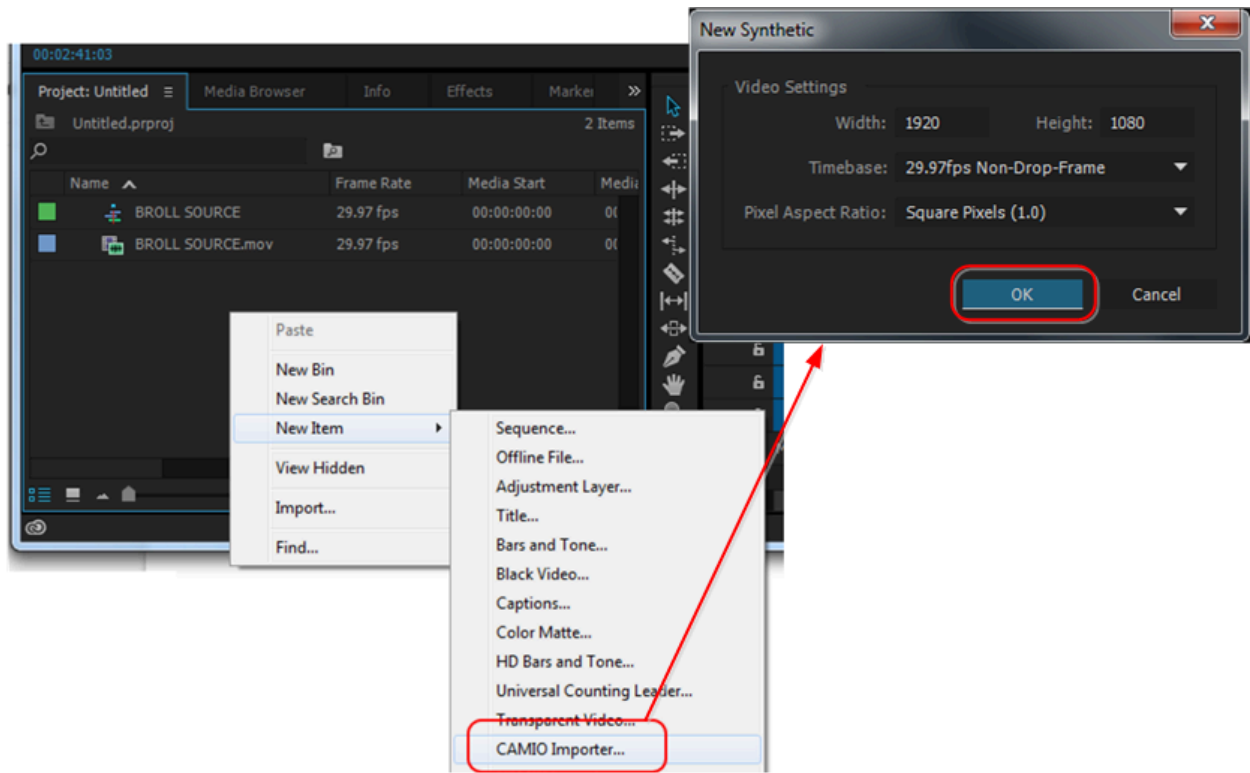


# Operation

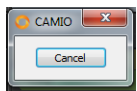
Select the in and out points for the graphic. Move the timeline cursor and press “I” to select the in point select then “O” to select the out point of the graphic insert.



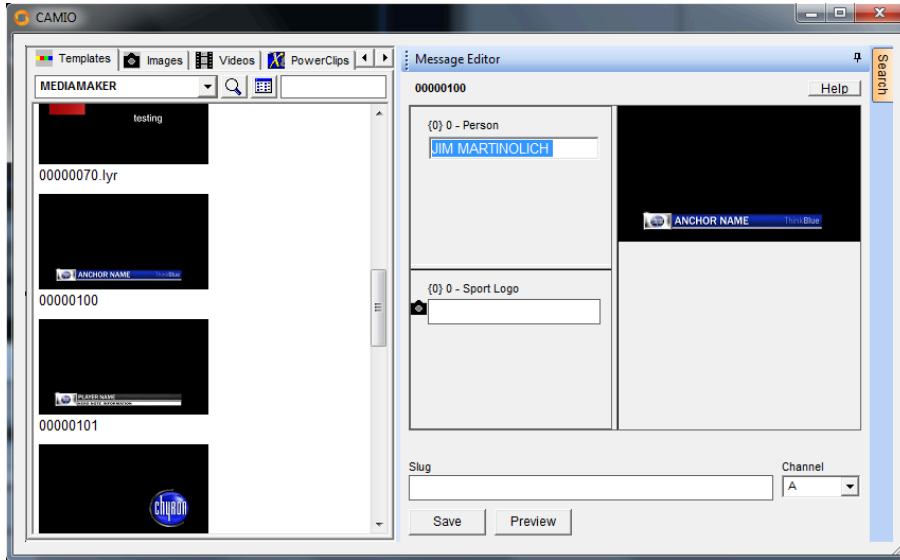
Create a graphics item by right-clicking in the bin, select “New Item”, then “CAMIO Importer”. This opens New Synthetic dialog, click OK.



LUCI may open behind Premiere. If so click on LUCI Icon in the taskbar.

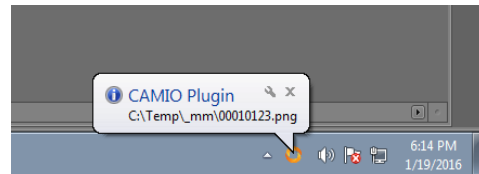
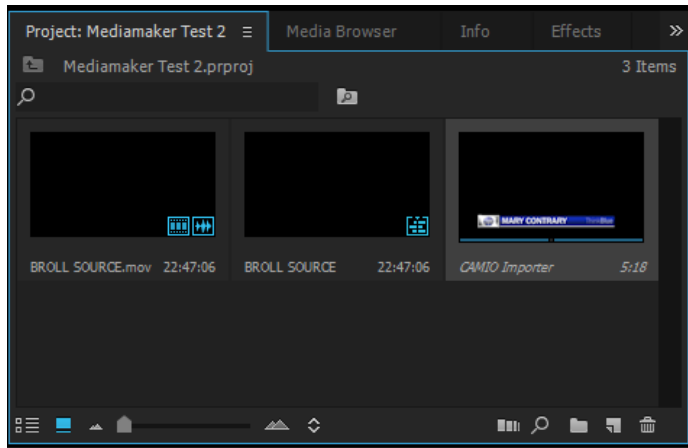


Ignore the Cancel Dialog, that is just needed to interact with Premiere. It can be used to CANCEL out.

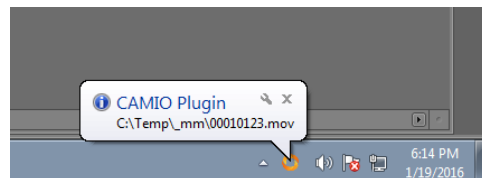


Templates can be from any context as long as the correct channel is assigned and they are Mediamaker compatible.

The graphic will be delivered to the bin in two stages; first the still png preview frame will be seen in the bin, and then it is replaced with the completed animation when that is ready. A pop up in the system tray will let you know when the png and mov files have been delivered.



Drag and



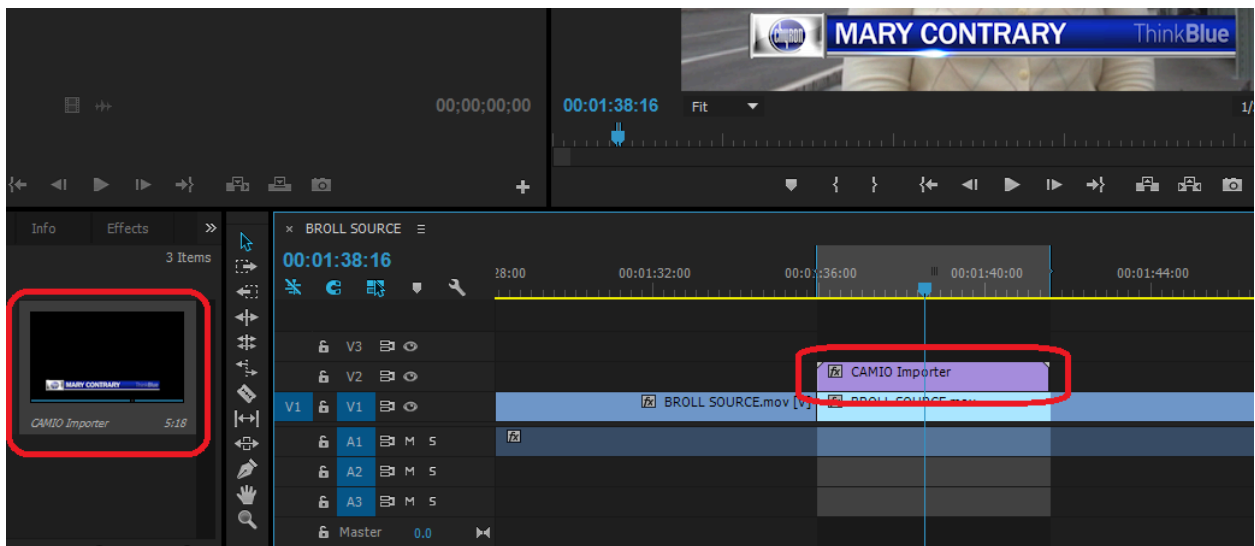
Drop the png item into the timeline where desired. It will be replaced in the timeline by mov file when it is delivered.



Movie file replaces the still image when it is delivered

PRELIMINARY (NEEDS TESTING) : Editing the Contents of a Graphic

Double click on either the object in the timeline or in the bin to open LUCI in Edit Mode



Make change in LUCI and press SAVE. Contents of bin and timeline will be updated

## **ABOUT US**

Chyron is ushering in the next generation of storytelling in the digital age. Founded in 1966, the company pioneered broadcast titling and graphics systems. With a strong foundation built on over 50 years of innovation and efficiency, the name Chyron is synonymous with broadcast graphics. Chyron continues that legacy as a global leader focused on customer-centric broadcast solutions. Today, the company offers production professionals the industry's most comprehensive software portfolio for designing, sharing, and playing live graphics to air with ease. Chyron products are increasingly deployed to empower OTA & OTT workflows and deliver richer, more immersive experiences for audiences and sports fans in the arena, at home, or on the go.

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