



IPDirector Director's Cut

Version 8.03 | May 2023

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User Manuals on EVS Website

The latest version of the user manual and other EVS product documentation can be found on the EVS documentation portal. The documentation portal can be accessed through the VIA Portal on the following webpage: <https://viaportal.evs.com/>.

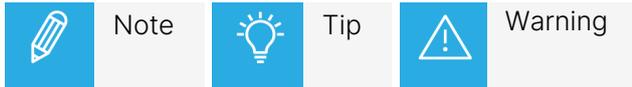
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ICONOGRAPHY



What's New?

In the User Manual, the icon **NEW !** has been added next to the text to highlight information on new and updated features.

The sections updated to reflect the new and modified features in Director's Cut version 8.03 are listed below.

Integration of Director's Cut with Cerebrum

Possibility to use Cerebrum with Director's Cut.

- See section "Typical Workflow" on page 2.
- See section "Setting Audio/Video Parameters" on page 8.

1. Introduction

1.1. Product Overview

Description

Director's Cut is an IPDirector module allowing production operators to stream the director's cut and the ISOs clips from the EVS production servers to post-production NLE systems, and to send associated metadata (all the cut points from the switcher input) as an EDL, in native formats.

Director's Cut is dedicated to single live or near-live post-produced multi-camera productions, like shows, entertainment, operas, music concerts, special events, awards... It reduces production times, drastically reduces post-production time, and allows editors to focus more on the artistic aspect.

Configuration of the Production

Before working on a production, a few parameters must be configured:

- Video input(s) (with associated audio inputs, if needed)
- Destinations target(s) (they may differ from a video input to another)
- A file format for the streamed clips
- The timecode of the production
- A metadata profile (if needed)
- A bin to store the media of the production (optional)

The configuration settings can be saved, so that they can be easily reused later.

See section "Configuration" on page 7.

Scenes and Takes Edition in the Production

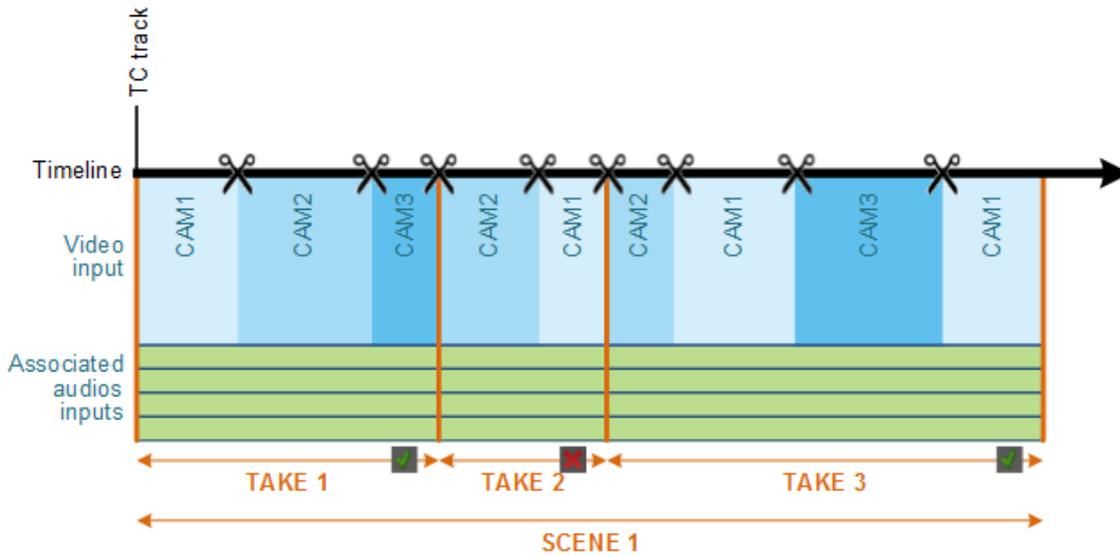
Once the production has been configured, the operators will start and stop recording takes. They might organize them into scenes, or set some as "bad" takes.

Whenever during the production recording (as soon as at least one take has been shot and is complete, most often when the production is ended), the operators can send the EDL. The EDL contains all the director's cut points. The different camera angles are grouped so that they can be displayed in a multi-camera viewer. The audio channels are also associated in the EDL.

A Transfer Monitoring window inside the module allows to follow up the current transfers.

A review channel can be picked out to replay the current production takes.

See section "Recording and Reviewing Takes" on page 21.

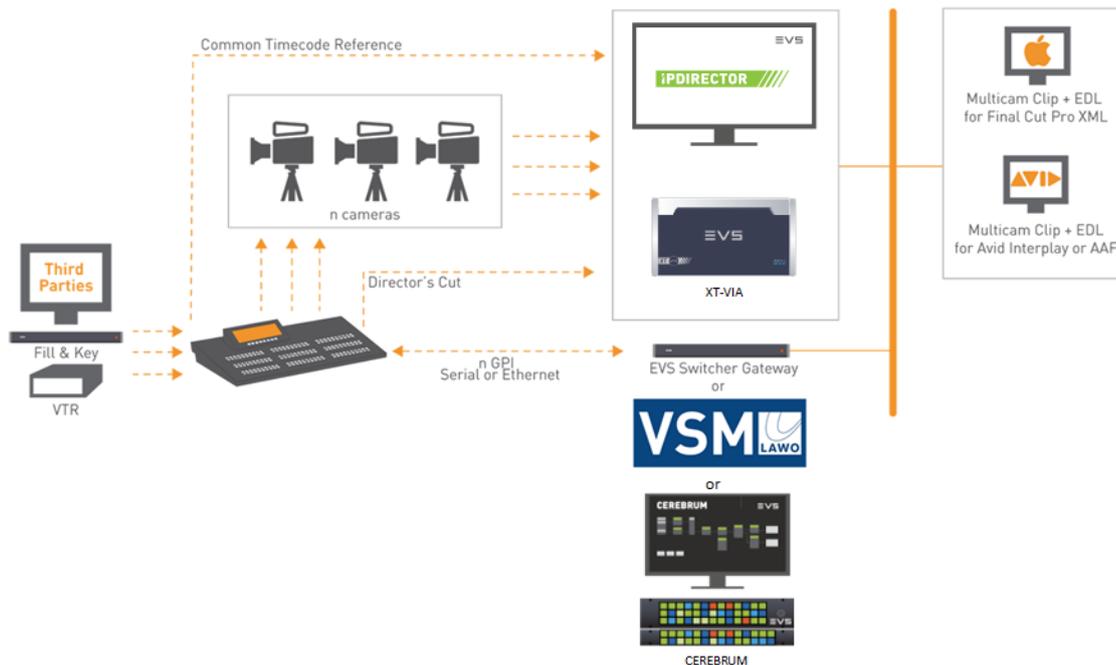


Supported EDL Formats

Director's Cut supports the following EDL export formats:

- AVID media composer (AAF)
- AVID interplay (webservice AAF checkin)
- FCP (XML EDL)
- Adobe Premiere Pro CC7.x (XML EDL)
- IPDirector NL or targets (basically on removable HDD)

1.2. Typical Workflow



NEW ! A common timecode reference is shared between the EVS servers, the switcher, and the switcher gateway (DC-100, Cerebrum or VSM).

Camera inputs are connected to the switcher outputs and to the EVS server recorders.

The switcher output is connected to one EVS server recorder, and to the switcher gateway over Ethernet. The switcher gateway understands the output from most switchers on the market, and can translate this information for the Director's Cut module. When assigning a switcher gateway to the production (in the configuration settings), all the information about cameras and director's cut points is automatically retrieved from the switcher output. It can then be integrated in the EDL for the post-production team. For a complete information about the EVS switcher gateway, refer to the Cerebrum user manual or to the DC-100 – Technical Reference Manual.

Director's Cut can work in a connected/shared environment, or not. The destination targets can be directly available for the post-production operators through network connections, or can be transportable storage devices. When the production and post-production entities are connected, as shown on the diagram, all the scenes and takes are directly sent to the targets as growing clips as soon as the record starts. This makes it possible for the editor to start working even if the show is not over. When the production and post-production entities are not connected, all the scenes and takes are streamed to removable hard disks with the director's cut EDL. The disks are then transported to the post-production facility and ingested there.

When recording a take, each recorder channel records a clip on the EVS video server. All the recorder channels act as ganged channels, and all the resulting clips are linked.

1.3. Limitations

The current version of Director's Cut has the following limitations:

- The primary TC of all the recorders selected during Director's Cut configuration must be set to LTC.
- The production name is limited to 50 characters.



- In the Autaname setting, it is mandatory to define at least one variable which is specific to each clip.
- The clips (takes) created on the EVS video servers by Director's Cut have no guardbands when the selected destination is not a target set in VIA Xsquare, while a guardband is added before the TC IN of takes when the selected destination is a target set in VIA Xsquare.
- The EDL generated by Director's Cut cannot be used in Xedio CleanEdit.
- When an EDL generated by Director's Cut is imported in Avid Standalone, the metadata of the edit are not displayed at the Edit level but only at the Media level.
- When an EDL generated by Director's Cut is imported in Avid Interplay, the multicamera group and media are not automatically imported with the edit. The user must import them separately.

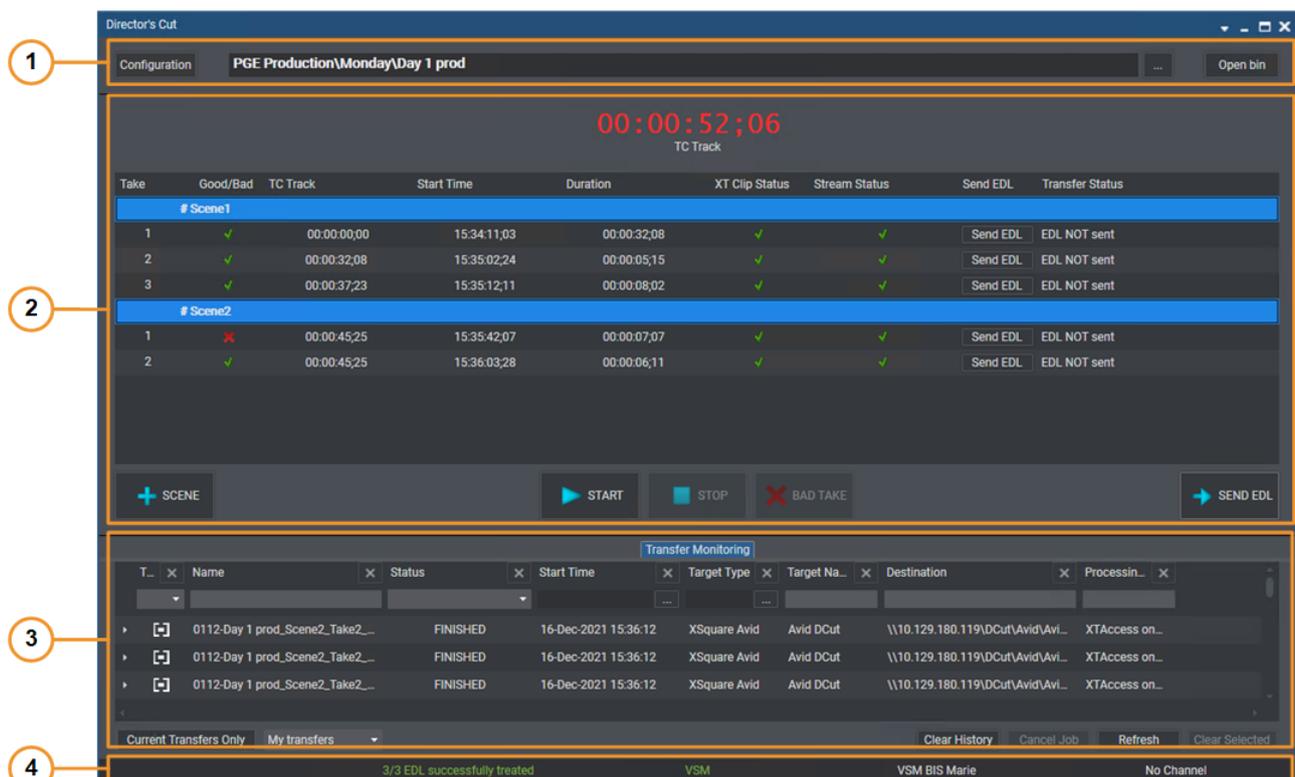
1.4. Opening the Director's Cut

To open the Director's Cut module, select the corresponding icon  on the IPDirector Application bar. The Director's Cut window will open.

2. Touring the Director's Cut User Interface

Overview of the Director's Cut Window

The Director's Cut window contains the areas highlighted on the screenshot below:



Configuration area (1)

This area allows you to configure the production, the A/V sources and the destination targets.

See section "Configuration" on page 7 and "Configuring A/V Sources and Destinations" on page 8.

It gives the name of the selected production.

Takes Management pane (2)

This area displays the list of takes for the scenes already recorded or being recorded. It allows you to edit the takes, to organize scenes, and to send the EDL.

See section "Recording and Reviewing Takes" on page 21.



Transfer Monitoring pane (3)

This area displays information about transfers, as explained in the section "Monitoring the Transfer Status" on page 29.

Status bar (4)

The Status bar displays information on current settings and statuses.

It allows you to set a player channel for the review of production takes.



It contains five areas shortly described in the table below, from left to right:

Field	Description
Capacity left	Not currently available.
EDL transfer status	Last EDL transfer status.
Switcher gateway	Name of the switcher gateway, as set in the Configuration window. See section "Managing A/V Sources and Destinations Configurations" on page 14.
Configuration name	Current configuration name, as set in the Configuration window. See section "Managing A/V Sources and Destinations Configurations" on page 14.
Associated Channel zone	This area provides information regarding the associated player channel, if any. When no channel is associated with the Director's Cut application, No Channel is displayed. See section "Reviewing Takes" on page 24 for more information on how to assign a player channel.

Adaptable Display

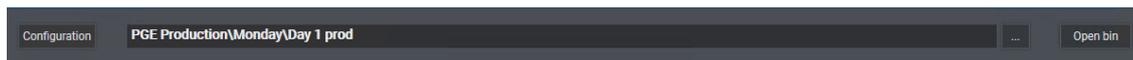
The layout of the Director's Cut window can be adapted to users' needs:

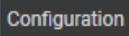
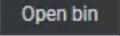
- the Transfer Monitoring pane can be displayed or hidden by clicking the **Transfer Monitoring** button.
- the Transfer Monitoring pane and the Takes pane can be enlarged or reduced by moving the intersection line between them

3. Configuration

3.1. Overview of the Configuration Area

The Configuration area allows you to access configuration settings, and to manage the current production.



Part	Description
	<p>Opens the Configuration window, that allows you to define current working parameters, as audio/video inputs assignments, or destination targets. See section "Configuring A/V Sources and Destinations" on page 8.</p> <p>Those working parameters can be saved as a configuration, so that they can be re-used in another production. See section "Managing A/V Sources and Destinations Configurations" on page 14.</p>
Production text area	Displays the current production name.
	<p>Opens the Manage Productions window, that allows you to select, update, create and remove a production. See section "Configuring the Production" on page 15.</p>
	<p>Opens a Database Explorer window focused on the bin containing the production materials. See section "Opening the Working Bin" on page 20.</p>



3.2. Configuring A/V Sources and Destinations

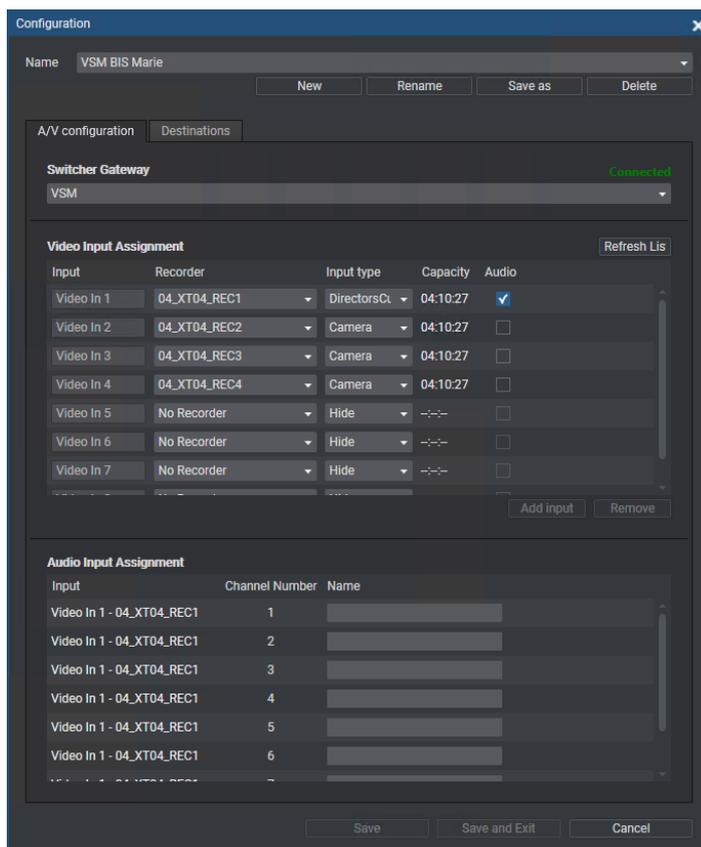
3.2.1. Setting Audio/Video Parameters

Introduction

NEW ! The system can be used with or without a switcher gateway (DC-100, Cerebrum or VSM). It must have been configured in the Remote Installer.

If a switcher gateway is selected, the video input assignment is retrieved from the switcher as soon as the connection has been established.

In case no switcher gateway is available, the users must set the video input assignments one by one from the A/V Configuration tab of the Configuration window.



Managing the Video Inputs

Working with a Switcher Gateway

Select the switcher gateway from the **Switcher Gateway** dropdown list.

When the system tries to establish the connection to the switcher gateway, a status message is displayed above the field: "Connecting ...". If the connection has failed, the message becomes "Connection error ...". When the connection is successfully established, the message becomes "Connected", and the recorders video inputs are automatically added in the **Video Input Assignment** list.

Working without Switcher Gateway



When working without a switcher gateway, the operator must manually add the recorders video inputs. In this case, the director's cut points will not be written in the metadata EDL.

Managing video inputs manually is possible only if no switcher gateway is selected.

How to add a video input

Click the **Add input** button. An item is appended to the list of video inputs.

How to remove a video input

Select an item from the list of video inputs, and click the **Remove** button. The selected item disappears.



There is no confirmation asked when removing an item. This action is not reversible.

How to actualize the list

Click the **Refresh Lis** button.



List of Video Inputs

No parameter can be modified from the list when a switcher gateway is used.

The list of video inputs displays the following information:

Field	Description
Input	Name of the video input, as it has been entered in the switcher.
Recorder	Recorder channel assigned to the video input to record it on the corresponding EVS server.  The primary TC of all the selected recorders must have been set to LTC.
InputType	Type of the video input. The following options are available: <ul style="list-style-type: none">• Camera: corresponds to the video recorded by a camera.• Mixer OUT: corresponds to the switcher output. This option can be selected only once.• Hide: corresponds to other input, such as graphics, that must not be taken into account by the Director's Cut module. It is only available when no recorder channel has been selected.
Capacity	Capacity left on the recorder channel.
Audio	Checkbox allowing to add in the list of audio inputs below as many audio lines as audio channels available for the recorder assigned to the current video input.

Managing the Audio Inputs

How to add audio inputs

In the list of video inputs, tick the audio checkbox of the associated recorder. Audio inputs (4, 8, 16) are added to the list.

How to remove audio inputs

In the list of video inputs, untick the audio checkbox of the associated recorder. Audio inputs are removed from the list.

List of Audio Inputs

There can be at most 24 audio inputs in the list, regardless of the number of video inputs they are associated with. Therefore, Director's Cut does not support 32-audio channels.

The list of audio inputs displays the following information:

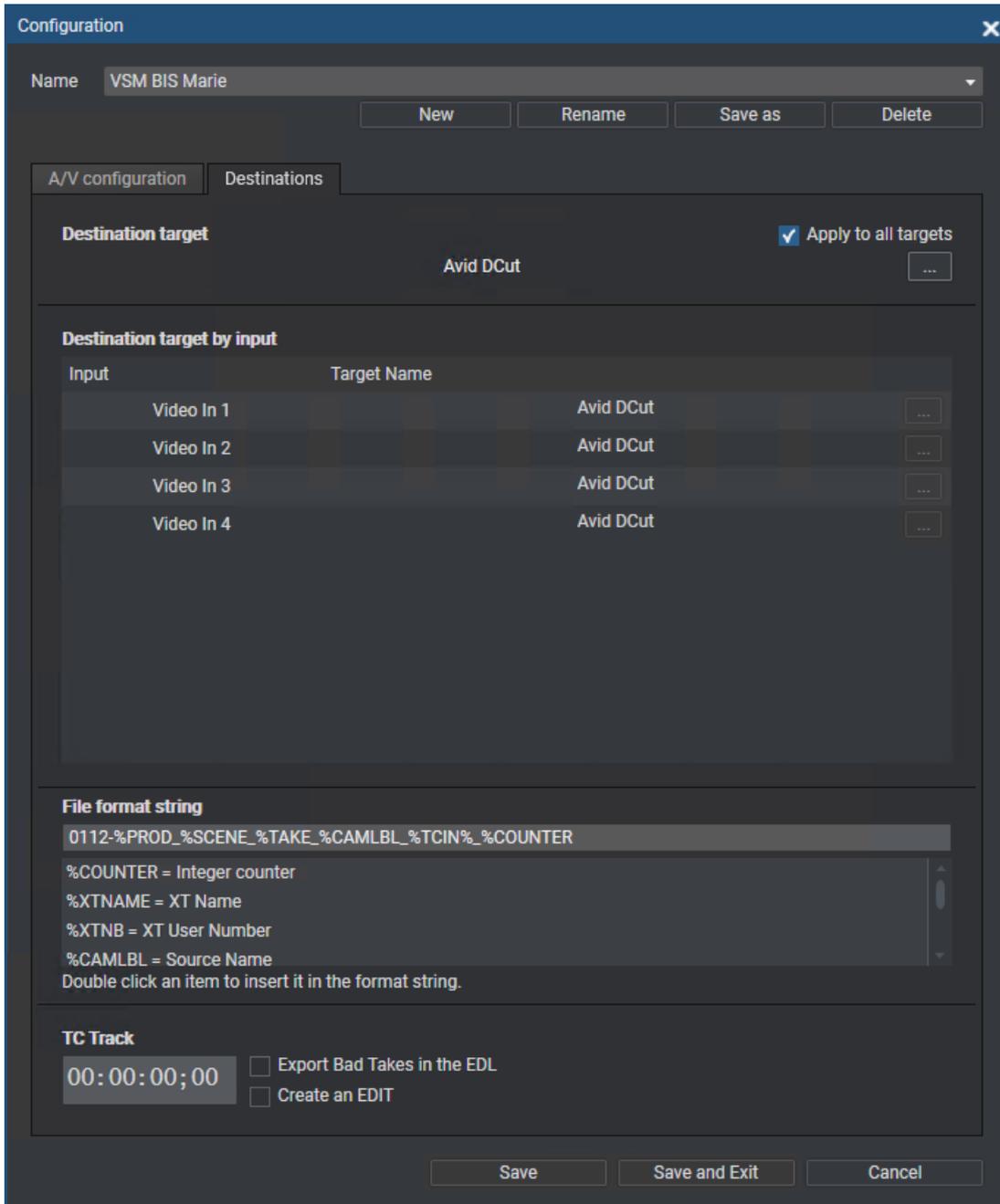
Field	Description
Input	Name of the associated video input.
Channel N°	Audio channel number.
Name	Name of the audio input. If needed, edit the field and set a name to the audio input, for example "FrontL", "BackR", etc.

3.2.2. Setting Destination Targets

Introduction

The destination parameters must be set through the Destinations tab of the Configuration window.

The Destinations tab allows to browse for destinations targets, to define a string pattern for the name of streamed videos, to set the timecode of the production, and to enable other options.



Assigning a Destination Target

Available Destinations

The available destinations are the targets set from the Remote Installer, the VIA Xsquare targets set from VIA Xsquare and the nearline.



Visibility of VIA Xsquare targets

VIA Xsquare targets are visible provided that



- the VIA Xsquare has been declared in the Remote Installer and that it can be reached
- the user logged into IPDirector has a VIA Xsquare account with the same access codes (login and password) in both applications.
- the user belongs to the same groups in both applications
- in VIA Xsquare, targets have been published to a group the user belongs to (or target visibility for that user is set to **All**).

Assigning a Destination Target to All Inputs

1. From the **Destination Target** area, tick the **Apply to all inputs** checkbox.
 2. Then, click the  button. The Target window opens.
 3. Browse through the available target folders, and select a target folder. Click **OK** to validate.
- The selected target is associated with all the inputs.

Assigning a Destination Target to Each Input

1. From the Destination Target area, make sure that the **Apply to all inputs** checkbox is not ticked.
2. From the **Destination Target by Input** area, click the  button in each input line you want to assign a target to. The Target window opens.
3. Browse through the available target folders, and select a target folder. Click **OK** to validate.



Limitation to the selection of targets

- It is possible to assign different nearline folders and/or different targets set from the Remote Installer (also called V1 targets) to the different inputs.
- It is possible to assign different VIA Xsquare targets (also called SOAP jobs) to the different inputs.
- It is not possible to assign VIA Xsquare targets to some inputs and other targets/nearline to other inputs.

Defining a Filename for the Recorded Takes

You can define a pattern for the filename of the recorded takes. The filename pattern can combine static text as well as dynamic variables (as the production date, or the production owner). The variables available for use in the file naming are shortly described in a text area below the **File format string** field.



Double-click a variable in the scroll list to insert it directly in the field.

For example, with a file format string defined as %PROD-%TAKE-%SCENE-%CAMLBL, the recorded video clips of one take would be named U2-Take 1-Scene1-03_XT112690_REC1, U2-Take 1-Scene1-03_XT112690_REC2, and U2-Take 1-Scene1-03_XT112690_REC3.

It is highly recommended to define at least one variable which is specific to each clip.



Defining the TC Track

By default, the timecode reference for the production is set to 00:00:00:00. To change the timecode, edit the **TC Track** field, and click **ENTER** to validate.

The timecode is set once for the whole production. It runs when a take is being recorded; it stops when a take is stopped or the system is idle.

Exporting Bad Takes in the EDL

All the takes, good or bad, are streamed as video clips. The metadata of the bad takes can be written in the EDL. If you do want the bad takes metadata to be available for the post-production, you can tick the **Export bad takes in the EDL** checkbox.

Creating an EDIT

Select the **Create an EDIT** option if you will use the streamed videos with IPEdit or Xedio CleanEdit.



Xedio CleanEdit supports 5 audio tracks. If the production is configured with more than 5 audio inputs, information will be lost when creating an edit.

3.2.3. Managing A/V Sources and Destinations Configurations

Introduction

The configuration settings (A/V sources and destinations) can be saved and named as a configuration from the Configuration window, so that they can be re-used later.

Possible Actions

In order to ...	Proceed as follows:
Select a configuration	Select an existing configuration from the drop-down list.
Create a configuration	<ul style="list-style-type: none">Click the New button, type a name for the new configuration, and click OK to confirm. A new configuration with default settings has been created. <p>OR</p> <ul style="list-style-type: none">Click the Save as button, type a name for the new configuration, and click OK to confirm. A new configuration with the current settings has been created.

In order to ...	Proceed as follows:
Rename a configuration	Click the Rename button, type a new name for the configuration, and click OK to confirm.
Save a configuration	<ul style="list-style-type: none"> Click the Save button to save the current configuration. <p>OR</p> <ul style="list-style-type: none"> Click the Save and Exit button to save the current configuration and exit the Configuration window. <p>OR</p> <ul style="list-style-type: none"> Click the Save as button to save the current settings as a new configuration.
Delete a configuration	Click the Delete button, and click Yes to confirm. The Configuration window displays default configuration settings.



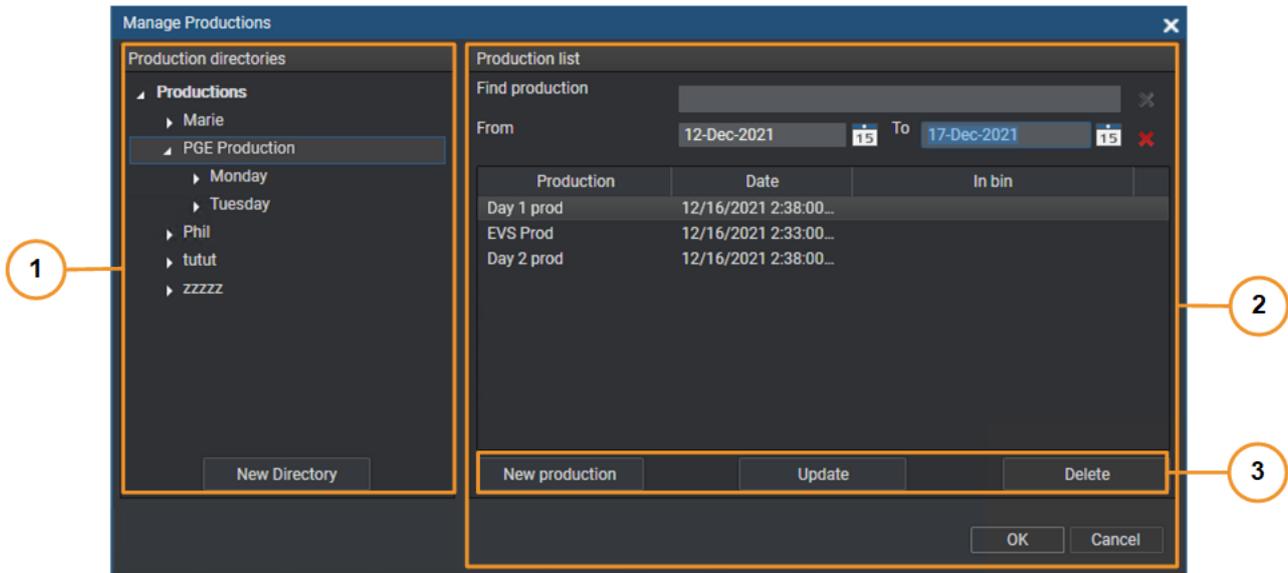
Giving the same name as an existing configuration does not replace the existing configuration. Both configurations will coexist in the dropdown list (with the same name).

3.3. Configuring the Production

3.3.1. Overview of the Manage Productions Window

The Manage Productions window allows you to create, edit, and delete productions, and to select an existing production to work with.

The Manage Productions window opens when you click the **...** button from the Configuration area of the Director's Cut main window.



Production Directories Area (1)

This area displays the Productions folder as a tree. Production directories are created from this area.

Production List (2)

This area lists the productions found in the directory selected in the Productions Directories area, and provides fields to filter the list.

Productions Management Toolbar (3)

This toolbar features buttons allowing you to create, edit and delete productions.

3.3.2. Creating a Production

Context of Use

Productions are created from the Manage Productions window. It is reachable by clicking the button from the Configuration area of the Director's Cut main window.

From the Manage Productions window, you will set a production name and date, select a working bin where to store the production materials, and associate a metadata profile to a production.

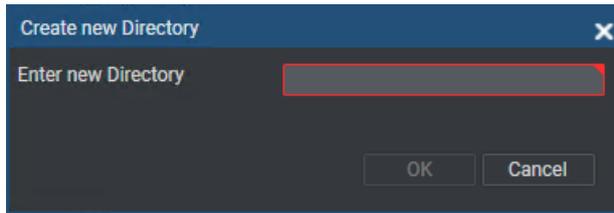
Productions are classified in Production directories.

How to Create a Production Directory

By default, the Productions directory does not contain any folder or sub-folder.

1. Click the **New Directory** button from the Manage Productions window.

The Create New Directory window opens.



2. Enter a name for the directory and click **OK**.

The Production directory is displayed in the Production directories pane.

3. (optional) Create a sub-folder of the Production directory:

- a. Select the Production directory.
- b. Click the **New Directory** button.

(OR Right-click the Production directory name and select **Create** from the contextual menu.)

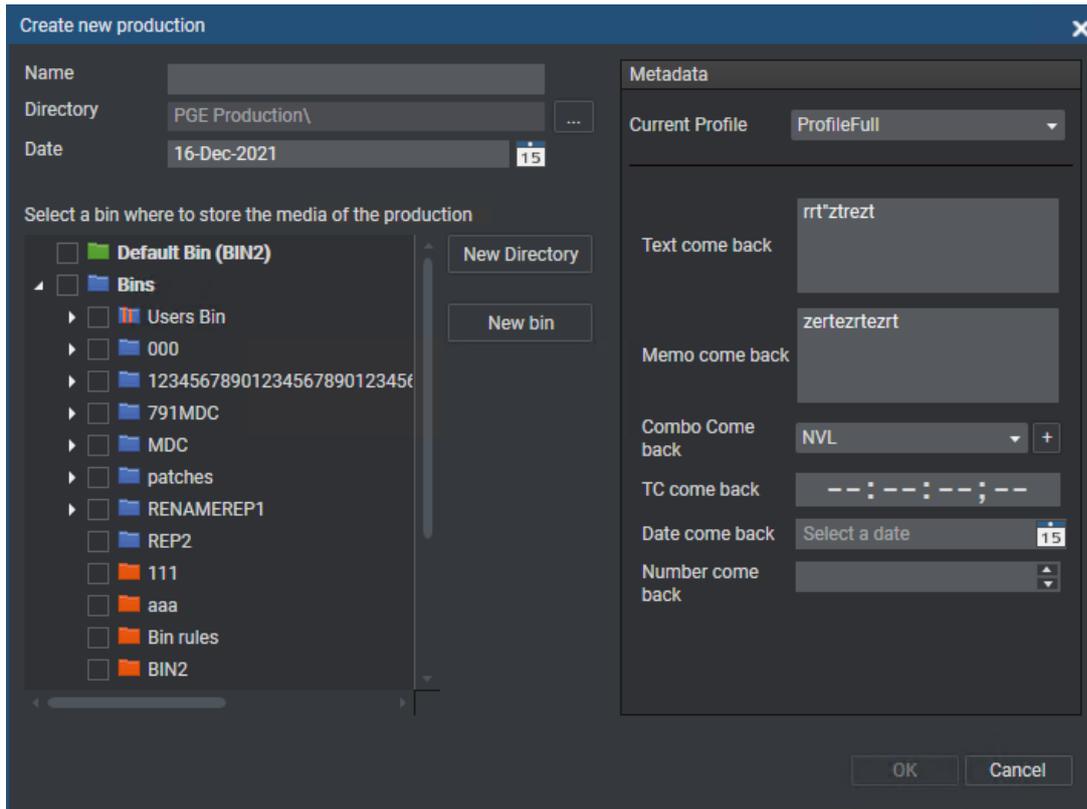
The Create New Directory window opens.

- c. Enter a name for the sub-directory and click **OK**.

How to Create a Production

1. From the Production Directories area, select the directory where you want the new production.
2. Click the **New production** button from the Production Management toolbar.

The Create New Production field window opens with empty settings, except the selected directory written in the **Directory** field and the current date.



3. Enter a name for the production. The production name is limited to 50 characters.
4. (optional) Select another Production directory by clicking the  button next to the **Directory** field.
5. (optional) Select another date for the production by clicking the calendar icon  next to the **Date** field.
6. Select a bin where to store the media of the production.
(OR create a bin or a bin directory from the bins tree folder structure thanks to the **New Bin** and **New Directory** buttons.
7. (optional) Select a metadata profile from the **Current Profile** field and, if needed, fill in the corresponding user fields.
The metadata will be written in the EDL.
8. Click **OK**.

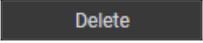
3.3.3. Editing or Deleting a Production

How to Edit a Production

1. Select the production to edit from the Manage Productions window.
2. Click the  button from the Production Management toolbar. The Update Production window opens.

3. Make the required changes.
4. Click **OK**.

How to Delete a Production

1. Select the production to edit from the Manage Productions window.
2. Click the  button from the Production Management toolbar.
3. Click **Yes** to confirm the deletion.

3.3.4. Selecting a Production

General Description

The Manage Productions window allows you to display a list of the productions found in the Productions directory (and sub-folders), and to select a production from this list. To facilitate the selection, the list can be filtered out.

The Manage Productions windows opens when you click the  button from the Configuration area of the Director's Cut main window.

How to Filter the Productions List Based on the Production Name

1. From the tree folder structure, select a directory.

All the productions from this directory and its sub-folders are displayed in the Productions list.
2. Enter a character in the **Find Production** field.

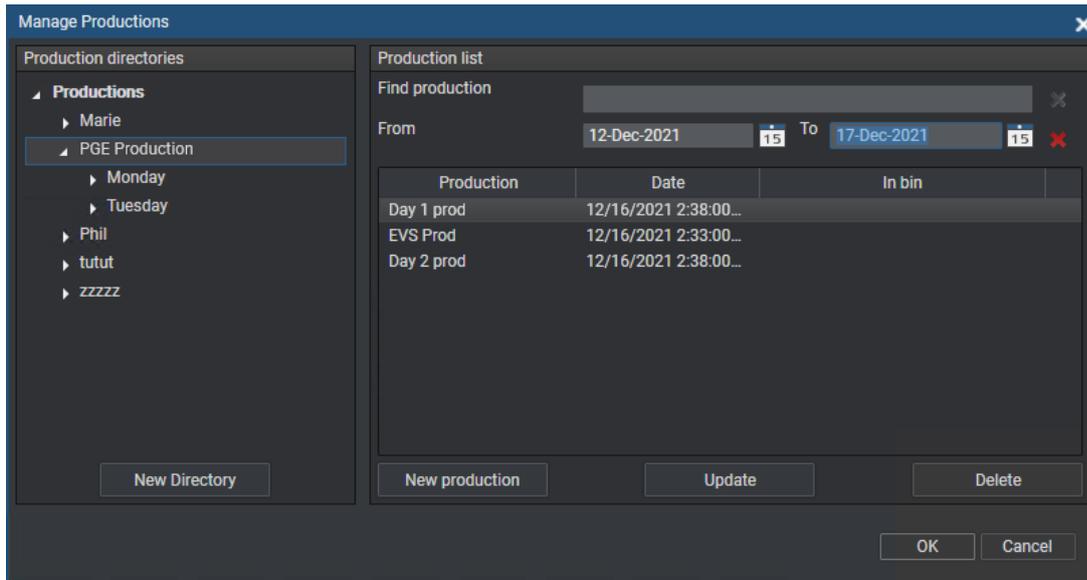
The list of productions is automatically restricted to the productions containing this character in their name.

How to Filter the Productions List Based on the Production Date

1. From the tree folder structure, select a directory.

All the productions from this directory and its sub-folders are displayed in the Productions list.
2. Enter a date range by clicking the calendar buttons  next to the **From [date]** and **To [date]** fields.

The list of productions is automatically restricted to the productions contained in this date range.

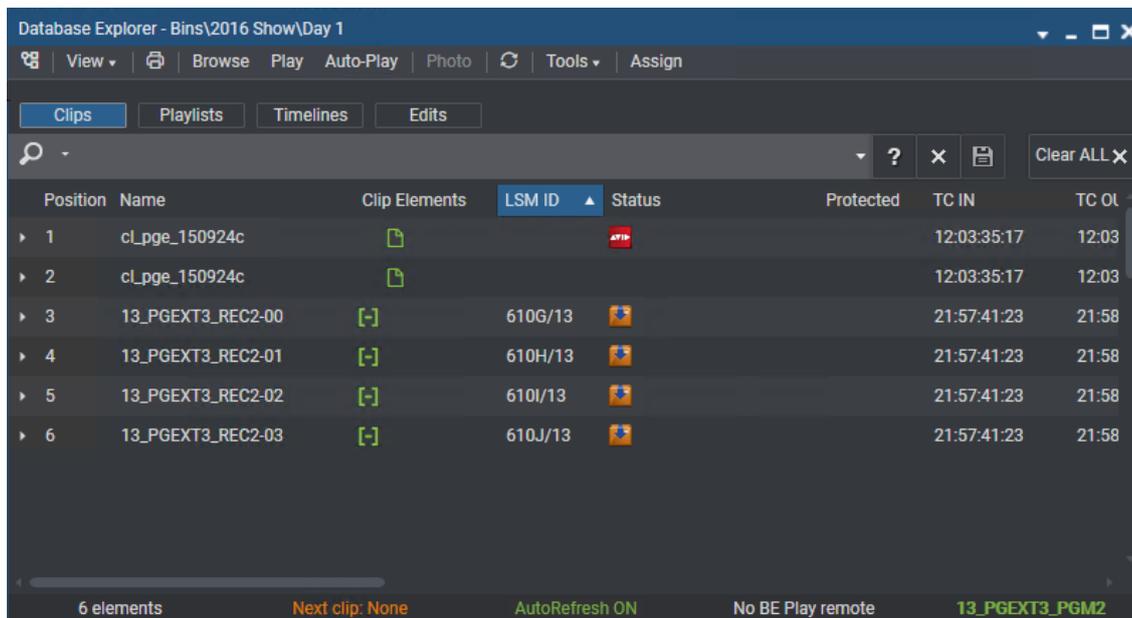


How to Remove a Filter

- Click the button next to the filter field.

3.4. Opening the Working Bin

From the Configuration area of the Director's Cut main window, click the **Open Bin** button to open a Database Explorer window, focused on the bin associated with the production.



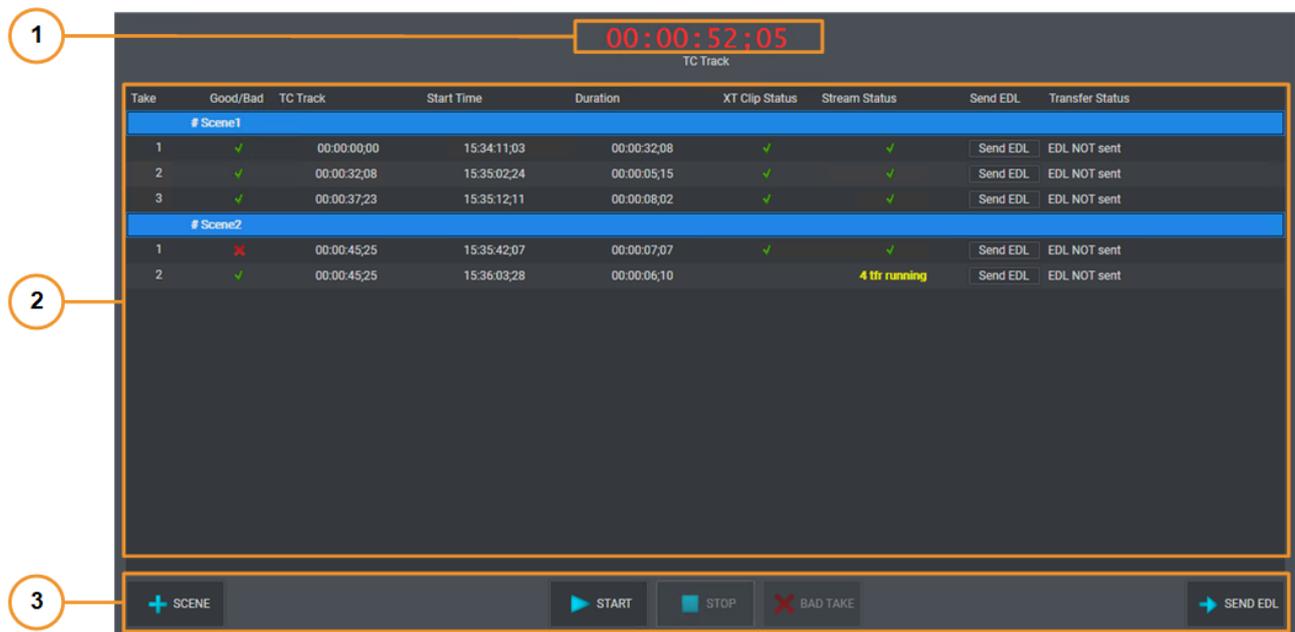
If no bin has been specified, the **Open Bin** button is not available.

To associate a bin with the production, see section "Creating a Production" on page 16.

4. Recording and Reviewing Takes

4.1. Overview of the Takes Management Pane

The Takes Management pane area contains information on the current production timecode, the takes (and scenes) of the current production, and a toolbar to manage and edit the takes.



Timecode Field (1)

This field displays the current timecode of the production. (By default, the starting timecode of a production is set to 00:00:00:00.)

The timecode is incremented each time a take is recorded. It stops when the take recording is stopped or the system is idle.

Scenes/Takes List (2)

This tables displays information about the scenes and takes of the production.

Field	Description
Take	Take number.
Good/Bad	Quality of the take. A take can be good ✔ or bad ✘ .



Field	Description
TC Track	Timecode when the take has been started (according to the timecode set in the production configuration).
Start Time	Timecode when the take has been started (according to the EVS server timecode reference).
Duration	Duration of the take.
XT Clip Status	Status of the clip transfer from the recorder to the EVS server. It should be  , or an error occurred.
Stream Status	Status of the take transfer to the destination target(s). It should be running, then  , or an error occurred.
Send EDL	Button to send the EDL of the corresponding take only.
Transfer Status	Status of the EDL transfer.

Toolbar (3)

This area allows you to manage scenes, to start and stop the recording of takes, and to send the EDL.

4.2. Managing Scenes

Introduction

By default, as soon as a production has been selected, the Scenes/Takes list displays an empty scene, named "Scene 1". This scene can be renamed, but it can not be deleted. If the production is not meant to be divided in several scenes, record all the takes in that unique scene.

Possible Actions

In order to ...	Proceed as follows:
Add a scene	 SCENE Click the  button from the toolbar. An empty scene is appended to the production.
Rename a scene	<ol style="list-style-type: none">1. Right-click the scene row in the list2. Select Rename from the contextual menu.3. Enter a new name for the scene.4. Click OK to confirm.

In order to ...	Proceed as follows:
Delete a scene	<ol style="list-style-type: none"> 1. Right-click the scene row in the list 2. Select Delete from the contextual menu. 3. Click Delete to confirm the deletion.
	 <p>Deleting a scene deletes all the takes included in the scene. This is not reversible.</p>

4.3. Recording Takes

Introduction

The Takes Management pane features controls to start and stop recording takes.

Depending on the destination selected in the configuration, a guardband will, or not, be added to the recorded takes before the start time of the take.

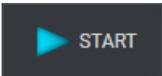
- This is only the case when VIA Xsquare targets (SOAP jobs) are selected. That is the reason why it is not possible to associate some inputs to VIA Xsquare targets and other inputs to other types of targets during the configuration.
- A guardband is only added before the start time of the take (TC IN). No guardband is added after the take TC OUT.
- The guardband is added both to the XT clip saved on the EVS server and to the file streamed to the destination target.
- The guardband duration is set by the **Guardband** setting from the **Tools>Settings>Clips>General** window.

Prerequisites

Before recording takes, you need to:

- Select a configuration. See section "Managing A/V Sources and Destinations Configurations" on page 14.
- Select a production. See section "Selecting a Production" on page 19.

How to Record a Take

1. Click the  button.

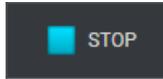
The current take is added to the list of takes.

The switcher gateway starts recording the incoming switcher notifications.

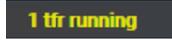


The system creates a growing clip from all the selected recorders, and streams all selected inputs to the destination target(s). See section "Configuring A/V Sources and Destinations" on page 8.

These new clip elements are inserted into the bin of the production.



2. Click the **STOP** button.



is displayed in the Stream Status column while streamed files progressively close.

A  icon is displayed in the XT Clip Status column as soon as the XT clip is saved and in the Stream Status column as soon as the streamed file is closed.

By default, the new take is flagged as a good take.

The transfer can be monitored from the Transfer Monitoring pane.

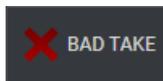
How to Flag a Take as Bad or Good

By default, a take is flagged as a good take as soon as it is stopped.

A take can be flagged as bad after the recording stopped

- Right-click the take in the list, and select **Set as bad**.

A take can be flagged as bad during its recording



- Click the **BAD TAKE** button.

This immediately stops the recording.

A bad take can be flagged as good

- Right-click the item in the list, and select **Set as good**.

How to Delete a Take

1. Right-click the take in the list
2. Select **Delete**.

4.4. Reviewing Takes

Introduction

Before sending the EDL to the destination target, takes can be reviewed in the Control Panel and trimmed, if needed.

To be able to load a take on the Control Panel, the same player channel, or the Software Player, must have been assigned to both the Director's Cut module and the Control Panel module.

During the recording of a take, a clip is recorded by each recorder channel on the EVS video server and these clips are linked. So, when a take is loaded on a player, the clip loaded is the one recorded by the first recorder defined in the A/V input assignment list. The linked clips and the associated streamed files are listed in the Linked To Clips list of the Clip Information tab in the Control Panel.

How to Assign a Player Channel or the Software Player

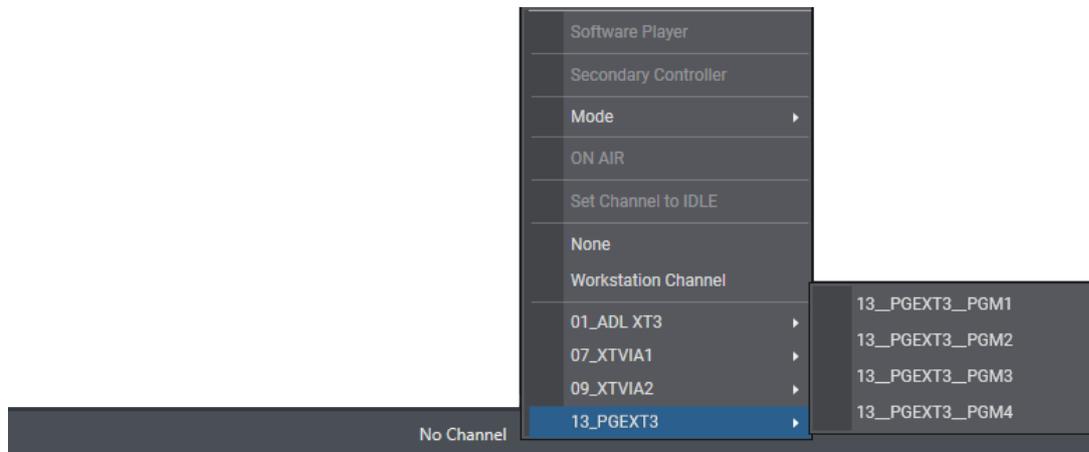
Users will be able to select a player from the Associated Channel zone.

This can be:

- a player channel from an EVS video server
- the workstation channel, this means the player channel set as **linked** from the IPDirector Configuration window of the Remote Installer
- the Software Player, if the workstation has a valid license for the OCX Software Player, and if the Software Player is currently associated with a Control Panel or a Playlist Panel.

To associate a player channel to the application,

1. Right-click the Associated Channel zone on the right of the Status bar.
A contextual menu is displayed.
2. Select a player from the menu.



The name of the selected player is displayed in the Associated Channel zone.

How to Review and Trim a Take

When a player has been associated with the Director's Cut module, you can load a take:

1. Double-click the take in the list.
The take is loaded on the associated player. Actually, this is the clip recorded by the first recorder defined in the A/V input assignment list. See section "Setting Audio/Video Parameters" on page 8.
2. Browse through the take thanks to the transport functions of the Control Panel or the ShuttlePRO.



If the assigned destination is a VIA Xsquare target, a guardband is drawn on the jog bar of the Control Panel, before the TC IN point of the clip (take start time).

3. Mark a new IN point and/or a new OUT point thanks to the clip creation buttons or shortcuts.

A/V media is available from the guardband if you want to adapt the starting point of the take.

4. Click the **Update Clip** button to save the updated clip.

The TC Track, the take start time and duration are automatically updated in the Scenes/Takes list.

Both the XT clip and the streamed file of the take are updated.

All the linked clips will be trimmed, provided that the **Trim all ganged clips** setting has been selected under **Tools > Settings > Clips > General**.

Refer to the Control Panel for more information on its functions. Refer to the General Functions manual for more information on the ShuttlePRO management.

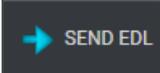
5. Transferring Media

5.1. Sending the EDL

Exporting an EDL for the Whole Production

When the show is completed you can export the EDL to the destination target.

To send the EDL,

- click the  button from the Takes Management pane.

The system creates an EDL with all the takes recorded so far, and sends it to the destination target(s).

When the EDL transfer is completed, this is written in the **EDL Transfer Status** field of the Director's Cut Status bar, and the **Send EDL** button is no more available.

In case a new take is recorded, the **EDL Transfer Status** field is updated and the **Send EDL** button can be used.

The EDL file has the same name as the production, with the `.xml` (FCP) or `.aaf` (AVID) extension.



If used, non-linear transition effects between cameras in the director's cut are converted in simple constant mixes in the EDL.

Exporting an EDL during a Production

The EDL can be exported for each take individually.

- Click the **Send EDL** button at the right of the take line.

The system creates an EDL for the take.

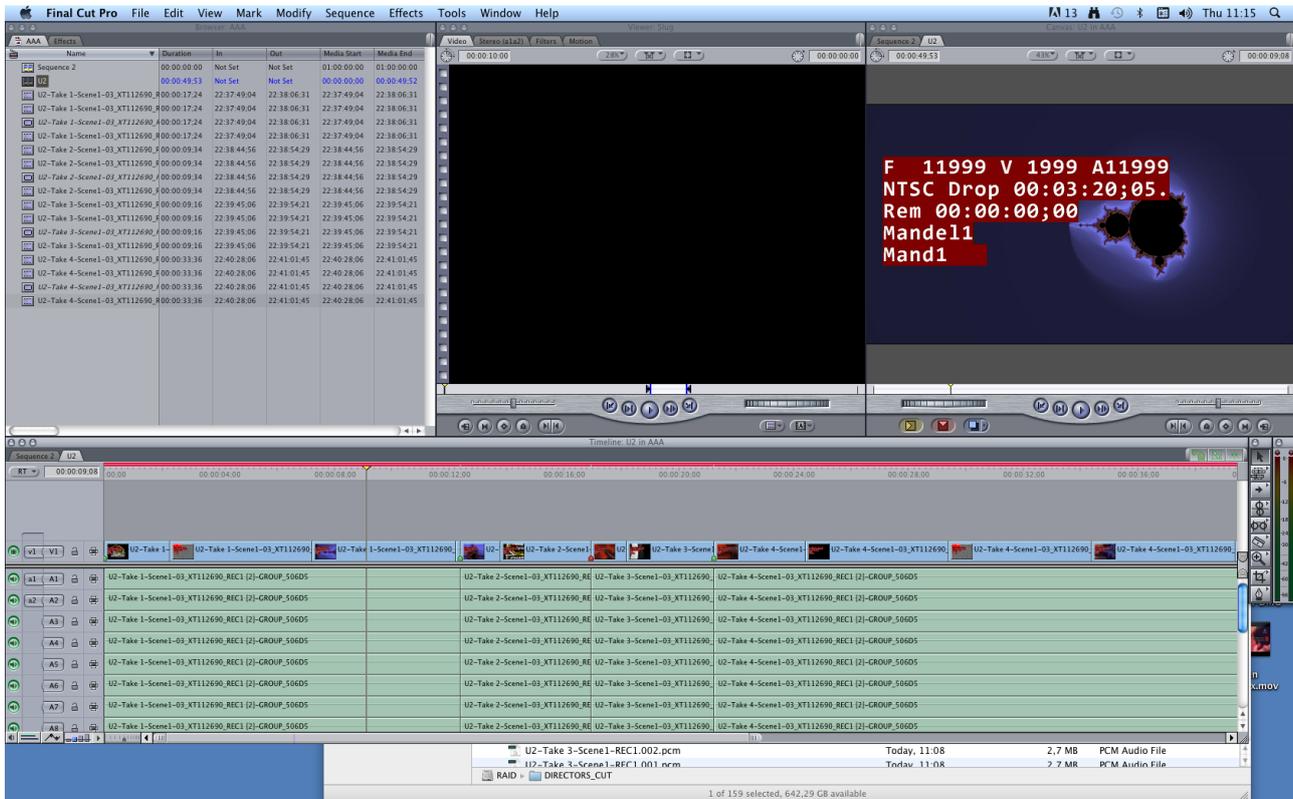
When the EDL transfer is completed, this is written in the Transfer Status column and the **Send EDL** button corresponding to the take is no more available.

Limitations

- The EDL generated by Director's Cut cannot be used in Xedio CleanEdit.
- When an EDL generated by Director's Cut is imported in Avid Standalone, the metadata of the edit are not displayed at the Edit level but only at the Media level.
- When an EDL generated by Director's Cut is imported in Avid Interplay, the multicamera group and media are not automatically imported with the edit. The user must import them separately.

Recovery of the EDL in Final Cut Pro

With Final Cut Pro, the EDL information is shown as follows:

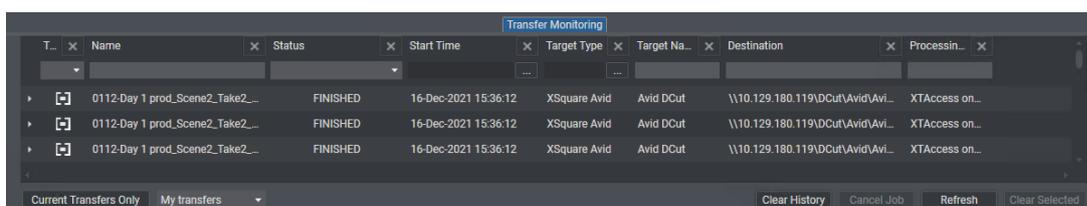


5.2. Monitoring the Transfer Status

Transfers of media items can be monitored from the Transfer Monitoring area.

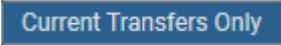
Information on the transfer status is available from different areas:

- The Transfer Monitoring window is accessed by clicking the **Transfer Monitoring** option of the main window Tools menu.
- The Transfer Monitoring area can be displayed in the Database Explorer by selecting the **Transfer Monitoring** option from the Database Explorer Tools menu.
- In the Transfer Monitoring pane located at the bottom of the Director's Cut window, below the Takes Management pane, it can be shown by clicking the **Transfer Monitoring** button.





The table below describes the various parts of the Transfer Monitoring area:

Name	Description
Transfer Jobs grid	<p>Transfer jobs are presented in rows and all their associated parameters and metadata are in columns.</p> <p>Filters are available from fields displayed at the top of each column and allow searches on a specific column of the grid.</p>
Current Transfer Only button	<p>This button gives access to the list of transfers currently in progress and scheduled. Its background is colored when it is enabled:</p>  <p>To go back to the list of all the transfers, click the Current Transfers Only button again.</p>
My Transfers / All Transfers option list button	<p>My Transfers: this option only shows the transfers initiated by the logged user.</p> <p>All Transfers: this option shows all the transfers initiated by all the users. It is only available for administrators / media managers or users with appropriate user rights.</p>
Clear History button	<p>This button removes all the transfers jobs from the list.</p>
Cancel Job button	<p>This button cancels the selected transfer job. It is available for transfers currently in progress.</p>
Refresh button	<p>This button allows users to manually refresh the view at a point in time. Otherwise, the system automatically refreshes the view.</p>
Clear Selected button	<p>This button removes the selected transfer job from the list.</p>



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