EVS Open Solutions

Third-Party integration featuring Avid HD XT[2] Native Avid DNXHD ® Codec Support

Introduction

The multi-channel EVS XT[2] production server offers capture of SD or HD content and endless loop-recording management. All EVS applications have immediate access to ingested content on any XT[2] server via the EVS XNet[2], 1.5 Gbps SDTI network, or directly on the gigabit Ethernet network. Now, because of the XT[2]'s native support of Avid's DNxHD® codec, Avid's craft editing tools can also access, and be accessed by, the XT[2] production server.

There are two ways to link the EVS XT[2] server and Avid craft editing applications. Media can be sent through an EVS **XFile gateway** system, either via clip transfer or media streaming. The second method is by going through **XTAccess**, the gigabit Ethernet network, connected directly to the XT[2] server.

Because the XT[2] natively supports the Avid DNxHD® codec, clipped files can be directly transferred to the Avid production environment at high speed, without the need for additional encoding or decoding. EVS XFile streaming modules also allow users to instantly stream EVS XT[2] content to any Avid station through the network while recording is still in progress. The reverse process allows craft-edited packages prepared in Avid post production suites to be retrieved by the EVS XT[2] server for immediate playout. These packages can be played out even while the media is still in transfer process.

> **KEY FEATURES**
>
> - Bi-directional EVS/AVID transfer process through XFile Gateway or gigabit Ethernet.
> - XTAccess and Avid Interplay/Transfer Manager Server with Avid Interplay Media Asset Management for HD and Avid WG 4 in SD IMX-D10.
> - Avid DNxHD® codec native support means no decoding/encoding process.
> - Native media quality is preserved.
> - Data are transferred over the network at an efficient speed of up to 50 MB/s.
> - Avid Interplay integration and integration with Avid Interplay Media Asset Management.
> - Clips can be edited during transfer to the Avid environment.

Content Transfer Methods

Transfer Type	Content Source Type	Feature	Initiating Device
Clip Transfer	Clips from EVS XT[2] to Avid Gateway: • XFile (XNet2 SDTI network) • Direct XT access (gigabit Ethernet)	Edit clip while transfer in progress	EVS IPDirector
Instant Feed Streaming	Active feed from EVS XT[2] to Avid Gateway: • XFile (XNet2 SDTI network) • Direct XT2 access (gigabit Ethernet)	Stream active recording material and edit while transfer is in progress	EVS XFile streaming module
File Transport	EVS MXF file to Avid Gateway: • XFile (XNet2 SDTI network) • Direct XT access (gigabit Ethernet)	Extend file-based workflow for remote broadcasts	Avid Media Composer
Avid Transfer to Playback	Avid Sequence to EVS XT[2] Gateway: • XFile (XNet2 SDTI network) • Direct XT access (gigabit Ethernet)	Craft edits integrated seamlessly back into production workflow	Avid Media Composer

EVS Instant Tapeless Technology

Clip Transfer

The clips created on the XT[2] network from the various EVS application options are selected and directly transferred via high speed gigabit Ethernet network to Avid storage. The Avid Media Manager or Interplay Access Server applications are used to retrieve the transferred files and link them to the appropriate Avid Media Composer bin. The clipped content is then available to the editor even while the transfer is still in progress.

Instant Feed Streaming

In this process, multiple active feeds (record trains) from the EVS XT[2] server are selected and directly streamed through the gigabit Ethernet network to Avid storage. Again, Avid Media Manager or Interplay Access applications are used to retrieve the transferred files and link them into the Avid Media Composer bin. Multiple live feeds can be edited during transfer, with a delay of less than one minute.

File Import

In a remote broadcast scenario, content originally recorded on an XT[2] is archived on XF[2] removable hard disk drives that can be transported back to a studio facility. The files created on these drives are EVS MXF files - encoded in compatible IMX-D10 or Avid DNxHD® codec - which allows them to be plugged into any EVS XF[2] or EVS XStore[2] storage platform, or simply imported directly to the Avid editing station via hard disk drive USB adaptor. Files are then simply imported to Avid storage via Avid Transfer Manager using a dedicated browser.
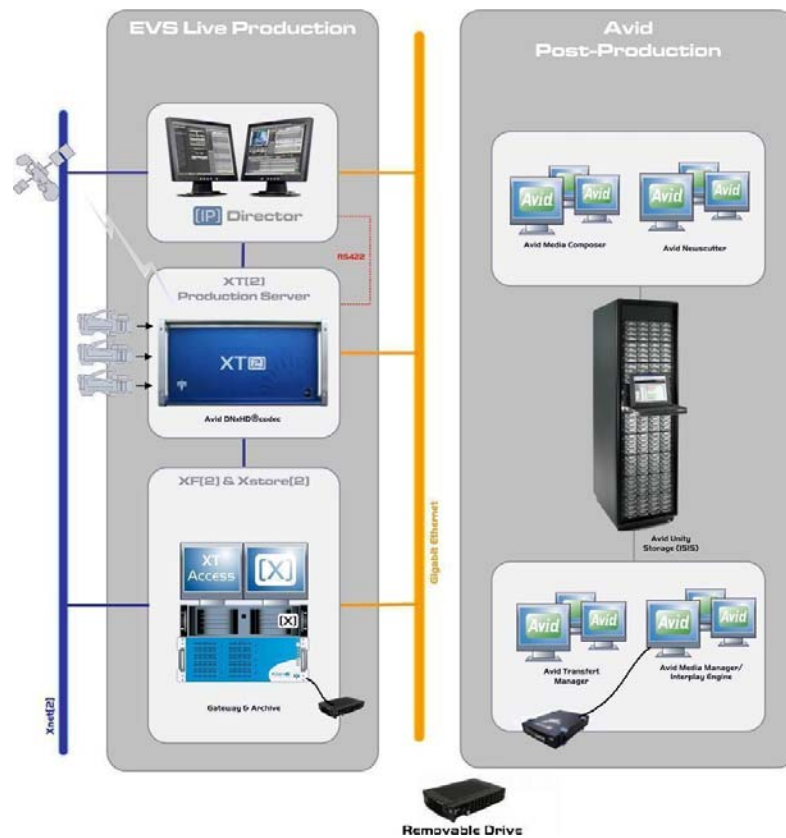
Avid Transfer to Playback

An Avid sequence can be transferred to an EVS XT[2] server directly from the Avid Media Composer editing station. After selecting a sequence, the editor uses the "send to playback" feature on Avid Media Composer via Avid Transfer Manager for playback on the XT[2] server platform. Any clips or highlights packages can be transferred directly through the gigabit Ethernet network, and the XT[2] can start the playout during the transfer process.

TYPICAL WORKFLOWS
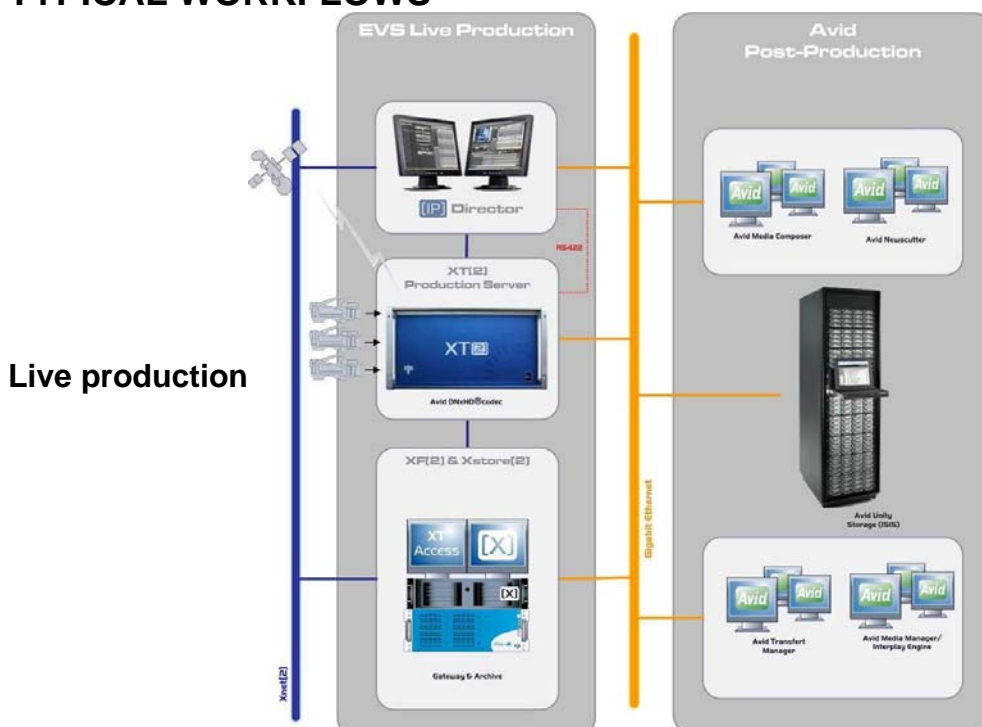
Post Production Utilizing Transportable Media

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