

EVS XT[2]/XS INTEGRATION WITH AVID POST-PRODUCTION

The multi-channel EVS XT[2] and XS production servers provide SD or HD content as well as endless loop-recording management. All EVS applications have immediate access to ingested content on any XT[2] or XS servers via the EVS XNet[2], high bandwidth media sharing network from EVS, or directly through the gigabit Ethernet network. Due to the EVS servers' native support of Avid's DNxHD® codec, any media can be easily transferred or streamed onto Avid editing stations. Since there is no encoding or decoding process, the media exchange between EVS and Avid can be managed at a high speed rate while guarantying high quality preservation.

There are two ways to link the EVS servers 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] and/or XS servers. Since the servers natively support the Avid DNxHD® codec, clipped files can be directly transferred to the Avid production environment at high speed, without the need

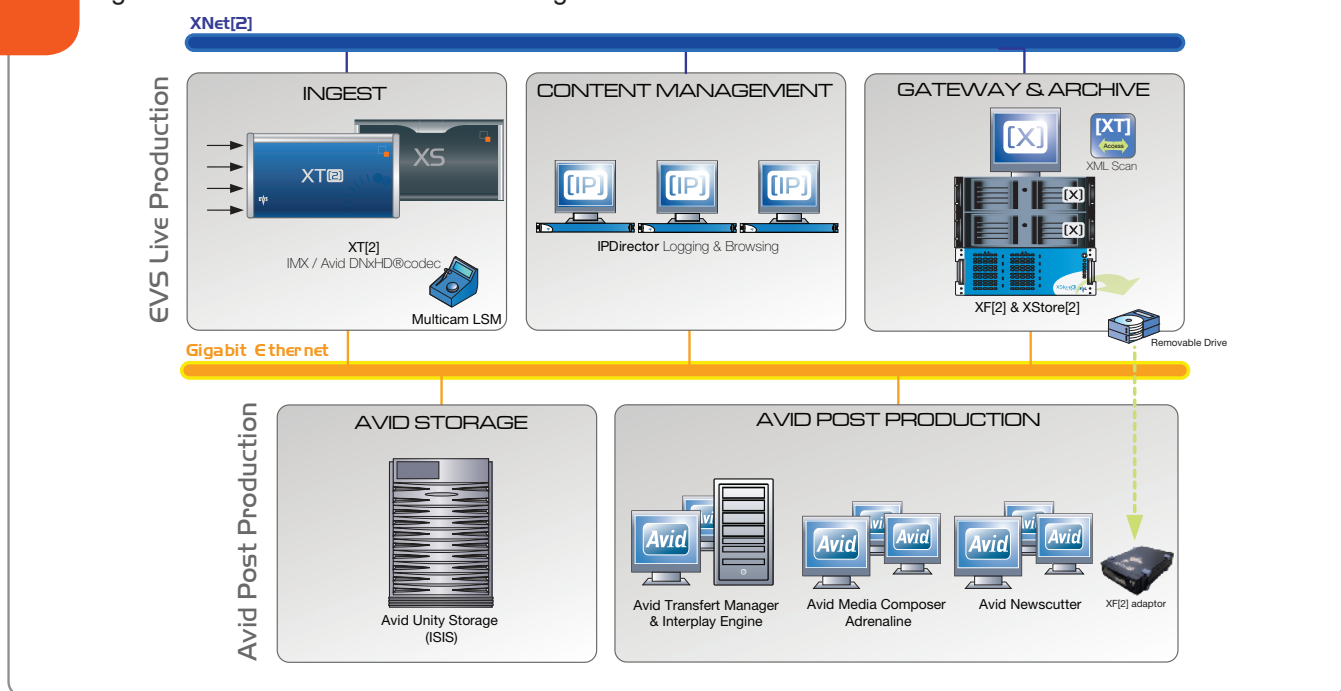
for additional encoding or decoding. Also, EVS XFile streaming modules allow users to instantly stream content recorded on EVS servers to any Avid station through the network while recording is still in progress. The reverse process allows craft-edited packages prepared in Avid post-production suites to be retrieved by EVS XT[2] and/or XS servers for immediate playout. These packages can be played out even while the media is still being transferred.

Content Transfer Methods

Transfer Type	Content Source Type	Feature	Initiating Device
Clip Transfer	Clips from EVS XT[2]/XS to Avid Gateway: <ul style="list-style-type: none">XFile (XNet2 SDTI network)XTAccess (gigabit Ethernet Gateway)	Edit clip while transfer in progress	EVS IPDirector (XT[2] /XS) EVS INSIO (XS)
Instant Feed Streaming	Active feed from XT[2]/XS to Avid Gateway: <ul style="list-style-type: none">XFile (XNet2 SDTI network)XTAccess (gigabit Ethernet Gateway)	Stream active recording material and edit while transfer is in progress	EVS XFile streaming module
File Transport	EVS MXF file to Avid Gateway: <ul style="list-style-type: none">XFile (XNet2 SDTI network)XTAccess (gigabit Ethernet Gateway)	Extend file-based workflow for remote broadcasts	Avid Media Composer
Avid Transfer to Playback	Avid Sequence to EVS XT[2]/XS Gateway: <ul style="list-style-type: none">XFile (XNet2 SDTI network)XTAccess (gigabit Ethernet Gateway)	Craft edits integrated seamlessly back into production workflow	Avid Media Composer



Fig. 1: File Transfer and Feed Streaming EVS - AVID



Workflow

1) Clip Transfer

The clips created on the XT[2] and XS servers with the various EVS software applications are selected and directly transferred via the 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.

2) Live Feed Streaming

In this process, multiple active feeds (recorded trains) from the EVS XT[2]/XS servers 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 to the Avid Media Composer bin. Multiple live feeds can be edited during transfer, with a delay of less than one minute.

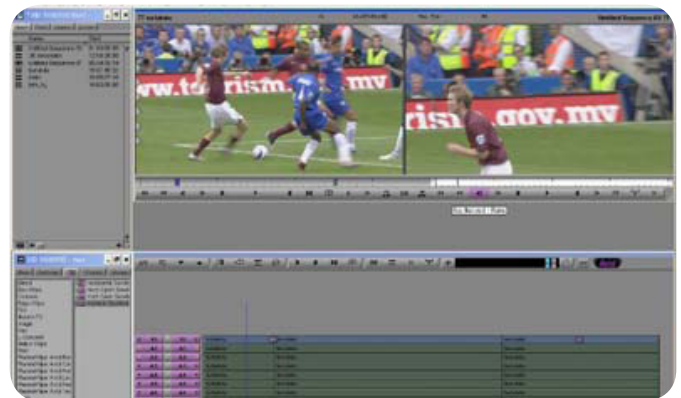
3) File Import

In a remote broadcast scenario, content originally recorded on an XT[2] or an XS 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 in any EVS XF[2] or EVS XStore[2] storage platform, or simply imported directly to the Avid editing station via a hard disk drive with a USB adaptor. Files are then simply imported to Avid storage via Avid Transfer Manager using a dedicated browser.

4) Avid Transfer to Playback

An Avid sequence can be transferred to an EVS XT[2] or an XS 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 server platform. Any clips or highlights packages can be transferred directly through the gigabit Ethernet network, which allows the server to start the playout during the transfer process.



Live Production

A common EVS configuration would give 12 inputs, generally enough to record all of the available cameras, ISOs, and line cut. The XNet[2] (EVS high bandwidth Media Sharing Network) allows every recorded input to be instantly and simultaneously available on the network. In addition to live replays and playlist creations, EVS production workflows allow Avid editors to access instantly any content recorded on the XT[2] and/or XS servers.

EVS production servers combined with XF[2] removable storage and XTAcess can be connected to Avid through a simple Gigabit Ethernet connector. Media can then be exchanged with either a single Avid or multiple Avid stations connected to an ISIS network via a fiber channel. A user can stream active open-ended recordings and/or transfer clips to one or more Avid workstations on the network.

In most production models, this last scenario offers the highest level of control. The IPDirector has complete visibility of all the media available on the network. This allows the user to selectively transfer only the relevant content. The XT[2] or XS server acts as a giant front-end server, freeing the Avid editor from the task of sorting through a large amount of content to find the best shots. As a result storage capacity is freed and the editor's time is saved.

Remote Production

In this scenario, the EVS XT[2] or XS server represents the encoding point for multiple feeds. Again, all of the work that is currently done on the network continues and the production workflow remains undisturbed. By using EVS' different applications, all or selected portions of the content can be stored and transported back to a post-production facility.

KEY FEATURES

- Bi-directional EVS/AVID transfer process through XFile Gateway or gigabit Ethernet.
- XTAcess 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.
- Integration with Avid Interplay and Avid Interplay Media Asset Management.

The removable storage medium could be:

- The XF[2]'s 750 GB or 1 TB removable drives
- Any Windows mountable storage volume (i.e. USB, Firewire) connected to the XF[2] (with certain performance restrictions based on the storage).
- Network Attached Storage accessible via EVS XTAcess.

Once the content is transported to the studio or post-production facility, the user simply mounts the storage so that it is accessible from the Avid editing station(s), the clip can then be dragged and dropped into a bin so that the editing process can begin. Content can also be copied from the removable storage to a central storage volume within the facility for archiving. Metadata created on site with IPDirector software, can also be transported and imported into the Media Asset Management system.

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