



New Tapeless Production system from Gee Broadcast and Lightworks

The new tapeless production system based on Geevs Servers and Lightworks Softworks editors provides a fast efficient workflow keeping Material in place on the central storage while allowing rapid access and editing from Softworks editors.

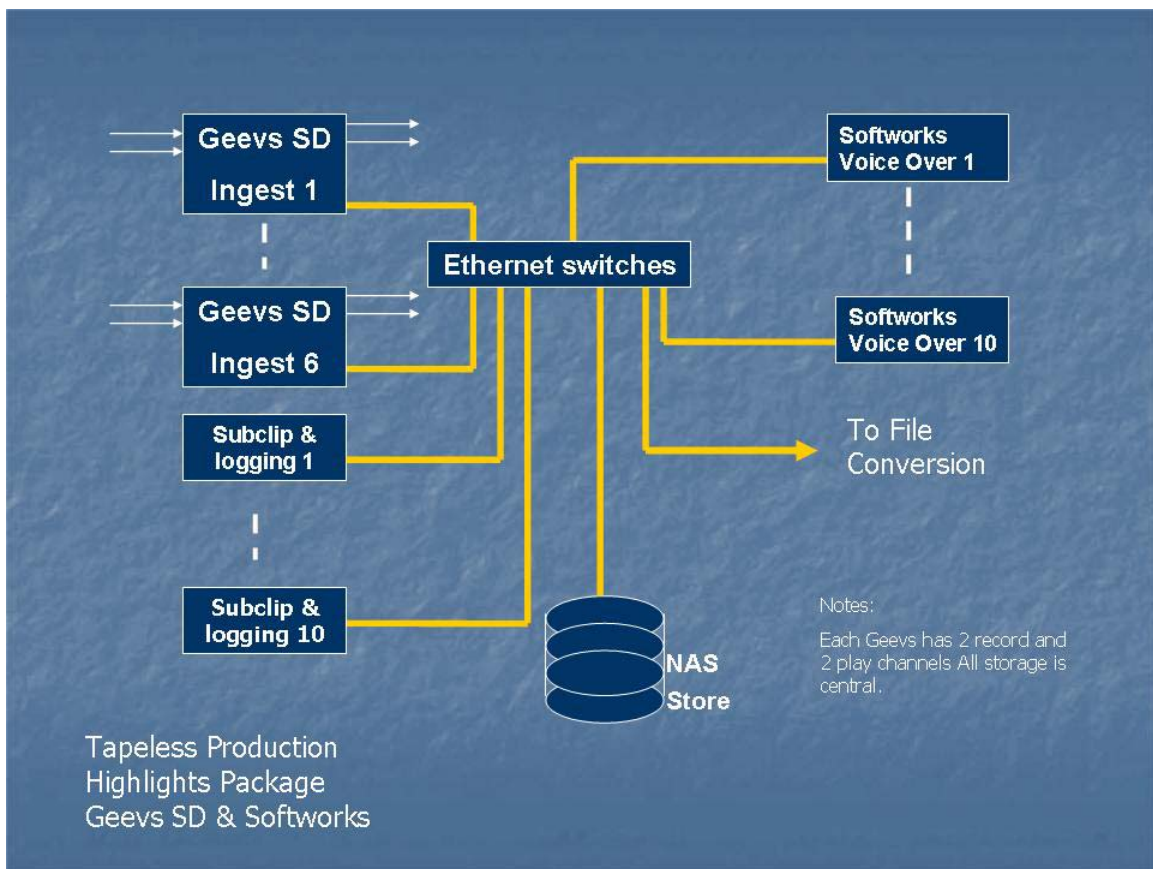
From a live feed there is often a need to be able to quickly create a number of differently encoded clips of the same event for broadcast to a range of devices/applications. Associated metadata needs to accompany the material. The process is based upon producing a high resolution master clip, associated metadata and then triggering the transmission/encoding process as fast as possible.

A scalable solution has been devised using Geevs Servers for multi-channel ingest, a central store for the material and attached to this are Logging stations and Lightworks Softworks editors. The following workflow provides an extremely fast turnaround of highlight clips and packages.

Prior to the start of the event (eg a football match) the feed is assigned to an editing booth(s) and to specific record channel(s) on Geevs Servers. When something of interest happens an operator can press a hardware button or a logger operator can press a button on the keyboard or click a mouse to trigger the creations of a Virtual subclip. This subclip has a predetermined duration starting prior to the button press. There will be a short delay while the application waits for the preconfigured postroll to pass and then for the data to be available on the server storage. This will create a live virtual clip which references the files being recorded without creating any new material. This process is fast because no data movement is required. The Virtual clip can then be loaded by the logger operator to the logger channel on the Geevs Server and be visible on the server output video monitor for review, the logger can also then edit the clip by trimming the head and tail to create a new Virtual or Real clip. The creation of a Real clip will take some additional time as it involves copying the media from the parent clip, whereas a Virtual clip will be created almost instantly. When the logger triggers the creation of the new sub-clip, a window is displayed with a list of metadata events for the match. These are listed chronologically with the most recent at the top. The metadata can be populated from an external feed, another application or manually. The user can then select the event metadata that matches the clip they have just created. The user cannot dismiss

the metadata window without selecting some data, either listed or custom. When the user dismisses the window, the logger software triggers the sending of material and metadata via a network connection to the encoder machine (eg. flip factory array).

For highlight packages, more complex editing and Voice Over the Virtual or Real subclips can be taken into Softworks via drag and drop from the Geevs clip list or search selection. When Virtual clips are dropped into Softworks the clip appears as an edit but with access to the whole recording from which it was extracted. Softworks can then be used to rapidly edit a single clip or create a highlights package from a compilation of clips. After editing, the resulting highlight or package can be similarly exported with metadata for encoding or transmission. The export process to create a Real clip is faster than real time.



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