

Final Cut Studio Solutions

Third-Party integration featuring EVS



The Solution

The EVS XT[2] Production and Playout Server is a versatile and reliable system used for ingest, management and playout of premium-quality video for studio, outside broadcast and other live or near-live environments.

The XT[2] is flexible enough to handle both SD and HD formats and boasts an always on permanent-loop recording. It can manage a wide range of source feeds simultaneously, from multiple cameras at a sporting event or concert, to satellite or VTR feeds in a studio environment. Every second of every event can be logged, attaching searchable keywords and other metadata to the media for comprehensive file management.

The XT[2] can employ a variety of compression options, allowing users to control bit rate, and is expandable to hold as much as 60 hours of on line content. The XT[2] server natively supports multiple formats and codecs including ProRes 422.

Through this native support of ProRes 422 encoding and decoding, the XT[2] server offers seamless compatibility with Final Cut Studio. Footage and associated metadata can be stored directly on an Xsan and shared by multiple editors simultaneously, even while the content is still being captured. Edited sequences can rapidly be exported back to the XT[2] server for on demand Playback.

The XT[2] has a wide range of benefits to meet the demanding needs of sports, news, entertainment and other live or near-live production environments.

Key features:

- Native ProRes 422 encoding in SD and HD
- Edit-while-ingest support for Final Cut Pro
- Continuous uninterrupted recording
- Proven reliability with secure, risk-free operation, even in extreme environments
- Matchless audio and video quality
- Support for popular broadcast standards
- Maximum interoperability and control
- Fully expandable and upgradeable
- Powerful networking with instant content sharing
- Extensive audio support including embedded, AES, analog, and Dolby E

Primary components

Continuous uninterrupted recording

XT[2]'s permanent loop recording ensures you never miss a shot and enables instant playback with a simple keystroke

Proven reliability

Even in extreme environments, EVS's XT[2] offers secure, risk-free operation with redundant power supplies and integrated RAID 3 data protection

Matchless audio and video quality

Capable of up to 6 simultaneous high-definition channels. 24bit audio support includes embedded, AES, analog and Dolby E

Support for popular broadcast standards

From standard definition NTSC or PAL to high definition in either 720p or 1080i, XT[2] handles it all.

Maximum interoperability and control

Each channel is user configurable as either a player or a recorder and different channels can simultaneously be controlled by different protocols.

Fully expandable and upgradeable

Unique architecture allows easy upgrade from SD to HD, both online and near-line storage can grow as your needs grow, and even I/O ports can be added as your facility expands.

Powerful networking with instant content sharing

Capable of up to 12 HD, or 30 SD simultaneous network transfers, all controlled by a dynamic priority management system to avoid conflicts

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The Workflow

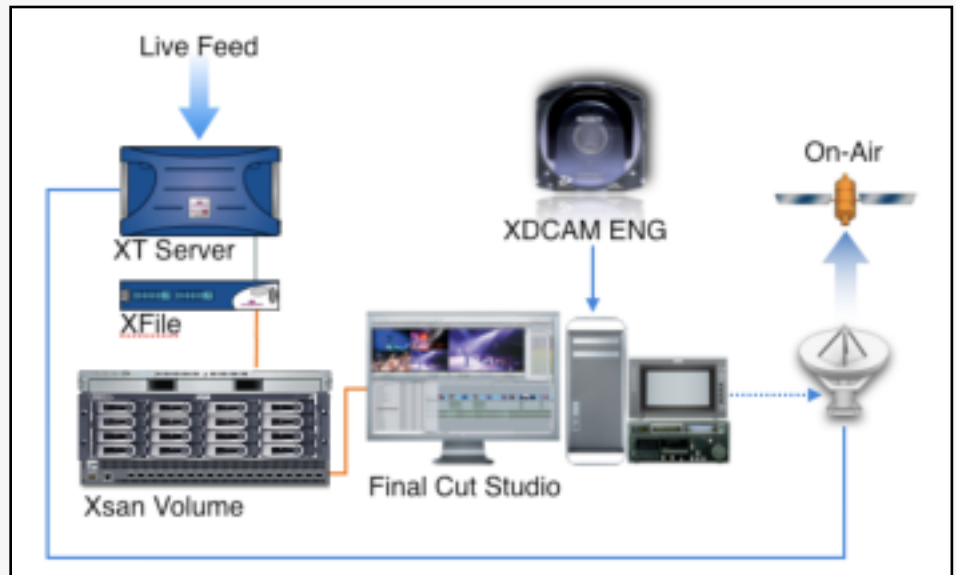
The EVS XT[2] Server provides a fast, reliable, and comprehensive workflow, and through integration with Final Cut Studio, users get the combined benefits of shared access to multiple video feeds with associated metadata and Apple's Emmy™ Award-winning editing and finishing environment. Finished sequences are transferred back to the XT[2] and can then be played out to broadcast or other distribution methods.

The first step is the creation of clips on the XT[2] server which can be

done manually or automatically using the EVS LSM Remote or the IP Director software suite. IP Director includes thorough logging capabilities; so both existing clips and "in progress" recordings can be categorized and organized using keywords and other user defined metadata. Clips are then wrapped as QuickTime or QuickTime Reference movies suitable for editing in Final Cut Pro. Standard definition files remain in their native IMX-D10 format, while High Definition files remain in their native ProRes 422 format.

The QuickTime files can be stored directly on an Apple Xsan storage network to be shared by multiple Final Cut Pro seats, or captured to an EVS XFile removable drive for transport back to a studio facility for direct use by one or more Final Cut Pro editors.

Metadata associated with the clips can be imported directly into Final Cut Pro through XML and automatically linked to the QuickTime movies. In Final Cut Pro, clips are edited and users can take advantage of full integration with the entire Final Cut Studio. Finished sequences are exported into standard QuickTime movies and EVS software transparently restores them onto the XT[2] server. These files are then available to the XT[2] network, and can be checked and played out directly from any XT[2] server.



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EVS Broadcast Equipment is a leader in the design of hardware and software for the production and play out of sport, news and TV programs in both live and near-live environments. Their innovative Live Slow Motion system revolutionized live broadcasting and their technology is now widely used in nonlinear editing and High Definition Television across the television broadcast market worldwide.

The company sells their branded products in more than 70 countries and is capable of providing service in any region. The company has offices in Belgium, Dubai, France, Italy, the United Kingdom, Hong Kong and the United States.