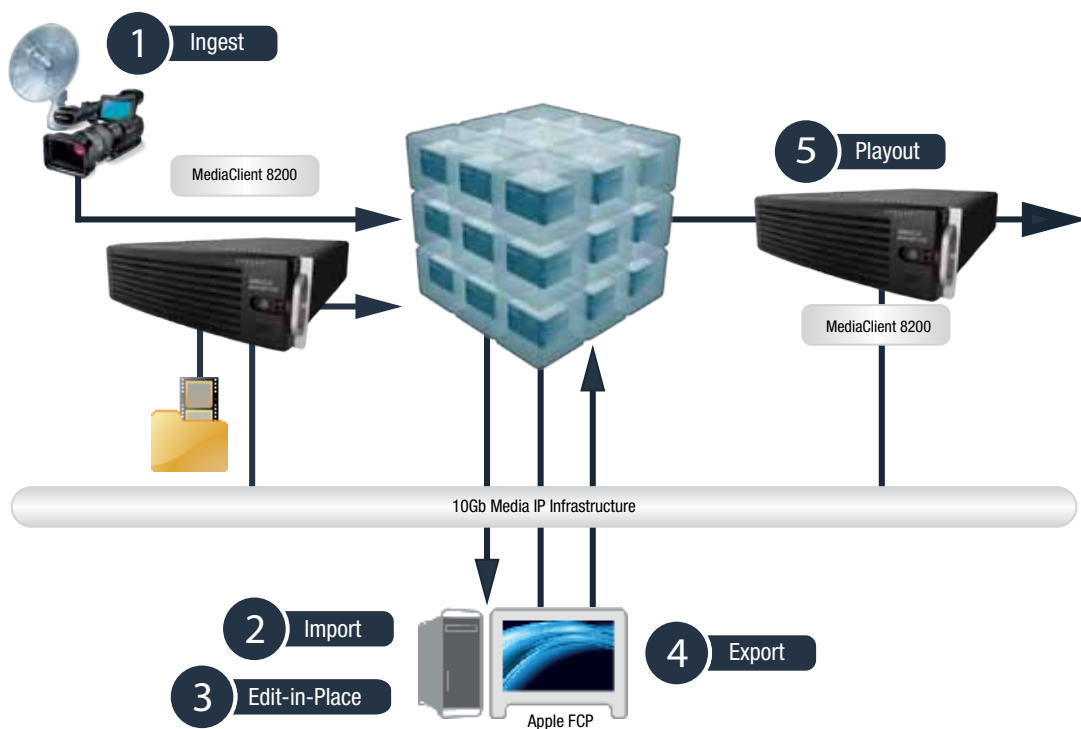




Enabling file-based workflows with Universal MediaLibrary and Final Cut Pro

Workflows continue to evolve around file-based architectures, leaving out tape as a media source almost completely. Video servers and non-linear editors have streamlined master control play-to-air and video editing applications, but they continue to operate on separate islands. Even if created and aired as compressed video files, assets are brought back to baseband between edit and playout. Tape remains the medium for delivering a completed program from the edit bay to master control's video server ingest station.

The XOR Universal MediaLibrary (UML) is changing the dynamics of editing with Apple Final Cut Pro (FCP). The system's Common Internet File System (CIFS) storage structure, FTP support, and flexible XOR MediaClient codecs enable Final Cut Pro users to simply push their video content to the UML for playout. The MediaClient decoder plays the FCP-edited file natively once checked into the system. The simplified workflow saves time and money by removing the need to record completed programming on tape just to deliver the content to the play-to-air server. The tapeless workflow also enables material to move back and forth easily between edit workstation and playout server, so last minute changes, versioning, and updated edits are easily accommodated.

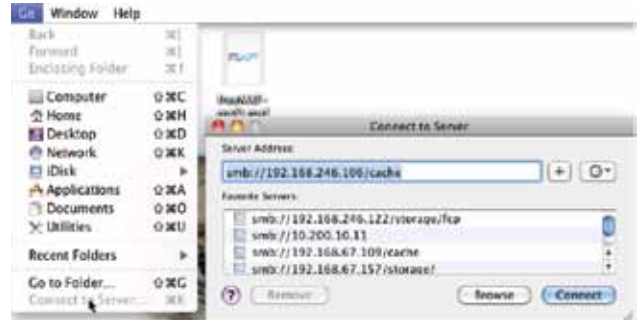


Go tapeless in 3 steps

1 Mount the UML file system.

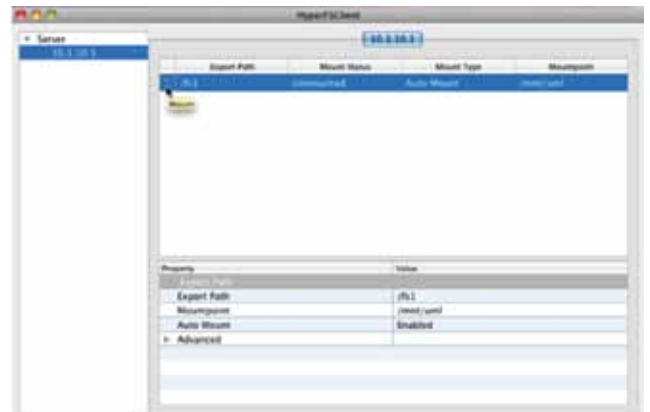
NAS connection

1. Click on Finder.
2. Click on Go, then choose Connect to Server.
3. In the Server Address field, type smb://10.1.10.1/storage (use the actual UML IP address).
4. Click Connect.



iSCSI connection using the Blue Whale File System (BWFS)

1. Launch BWFS client software from Applications > Utilities > BWFS.
2. Click on the server (an IP address) defined under the Server heading.
3. Click on the blue right-arrow symbol (>) next to /fs1 export path to mount.



iSCSI connection using command line (CLI)

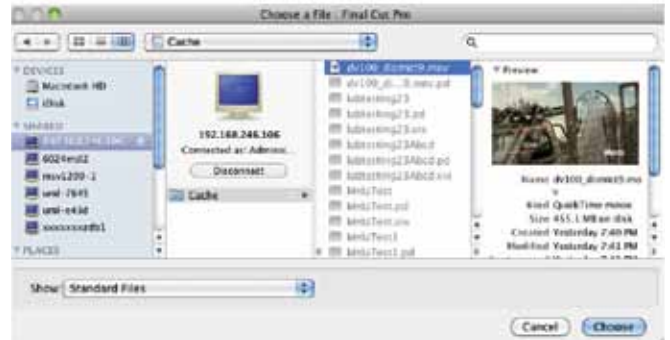
1. Open Terminal under Applications\ Utilities.
2. Enter the following:
`sudo mount -t enfs mdc_ip:/fs1 /mnt/fs1`

where mdc_IP is the IP address of the UML.



2 Import file or asset into Final Cut Pro.

1. In FCP, import the recorded clip.
2. Go to File > Import > Files and browse for the encoded video file in the UML storage.
3. Edit and prepare sequence/s in FCP.



3 Export and Playout

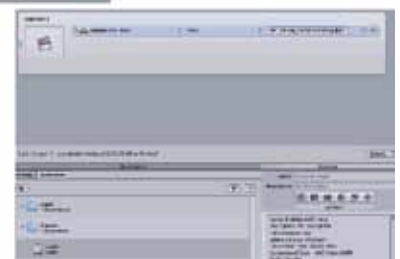
Export to QuickTime

1. Go to File > Export > Quicktime Movie
2. Specify desired location in mounted UML file share.
3. Specify file name.
4. Click Save.



Export AVC Intra

1. Install Panasonic AVC Intra Encoder for Compressor plugin.
2. Highlight the sequence, and select Send to Compressor to open Compress or window.
3. Drag the settings created for AVC Intra to the sequence settings and cache on the destination.
4. Click Submit to start export process.





After the export process is completed, the file will be ready for playout on XOR MediaClient directly from the UML, or it can be transferred to XOR Media's standalone playout server – MediaServer.

AVC_cloudy_fcpEdit.mov	6/1/2011 8:07 PM	QuickTime Movie
dv100_district9.mov	5/31/2011 2:17 ...	QuickTime Movie
dv100_district9_fcpEdit.mov	6/1/2011 4:03 PM	QuickTime Movie
imx50.mov	6/1/2011 6:37 PM	QuickTime Movie
imx50_fcpEdit.mov	6/1/2011 6:39 PM	QuickTime Movie

