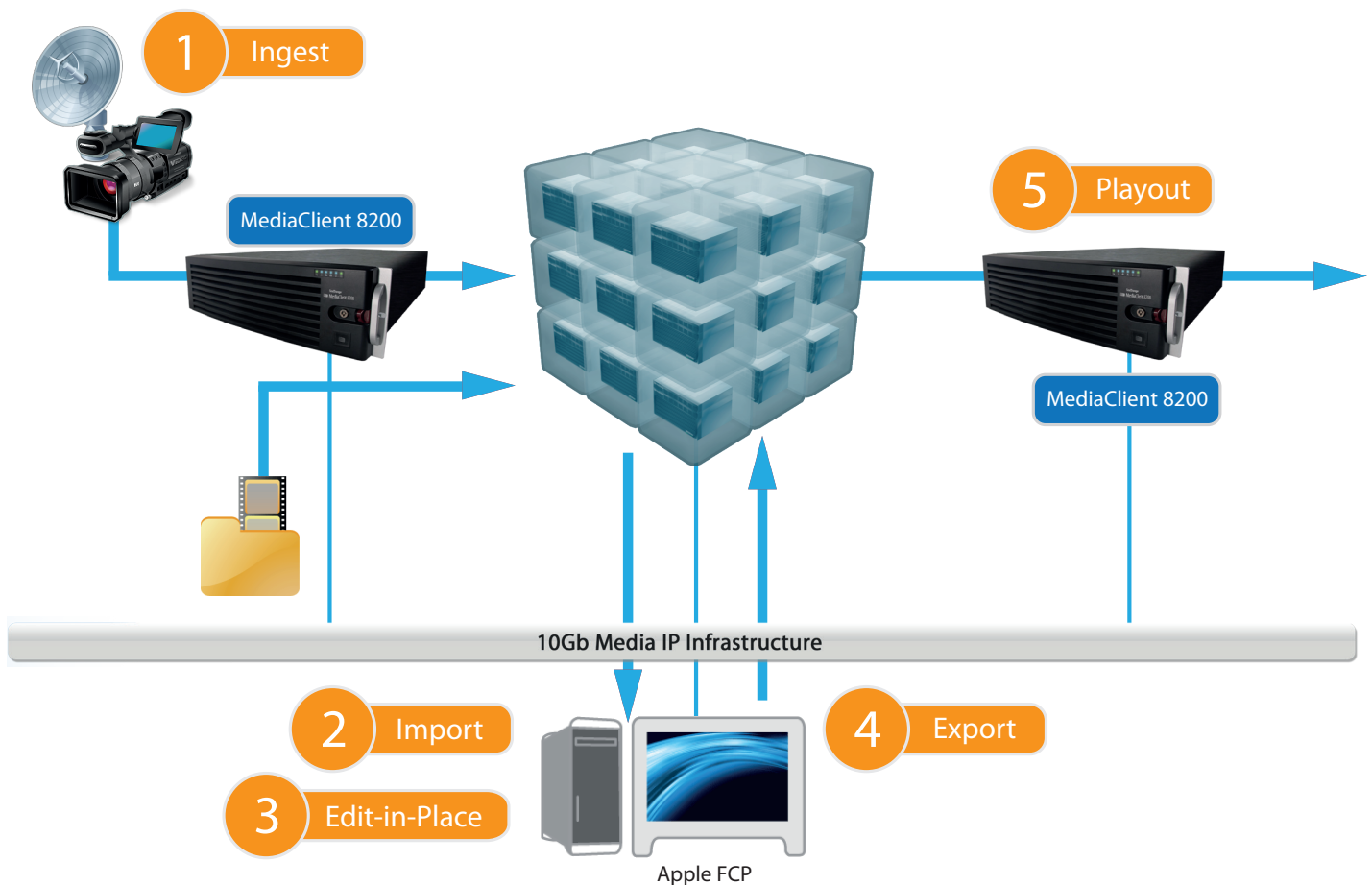


Enabling file-based workflows with Universal MediaLibrary and Final Cut Pro

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 SeaChange Universal MediaLibrary (UML) is changing the dynamics of broadcast facilities editing with Final Cut Pro (FCP). The system's Common Internet File System (CIFS) storage structure, FTP support, and flexible SeaChange 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.

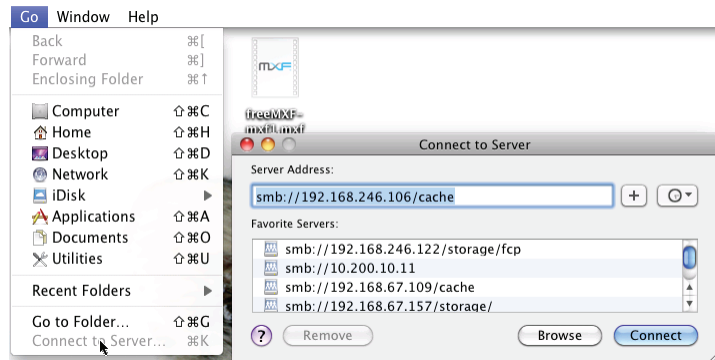


Go tapeless in 3 steps.

1 Mount the UML file system.

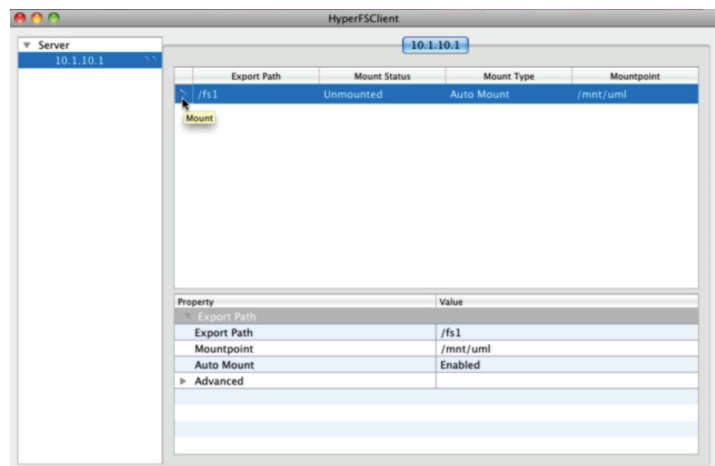
NAS connection

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 SeaChange Grid File System (GFS)

1. Launch GFS client software from **Applications > Utilities > GFS**.
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.



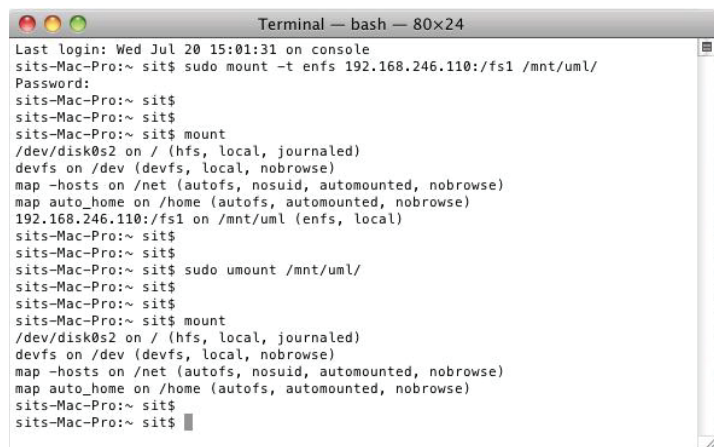
iSCSI connection using command line (CLI)

1. Open **Terminal** under **Applications > Utilities**.

2. Enter the following:

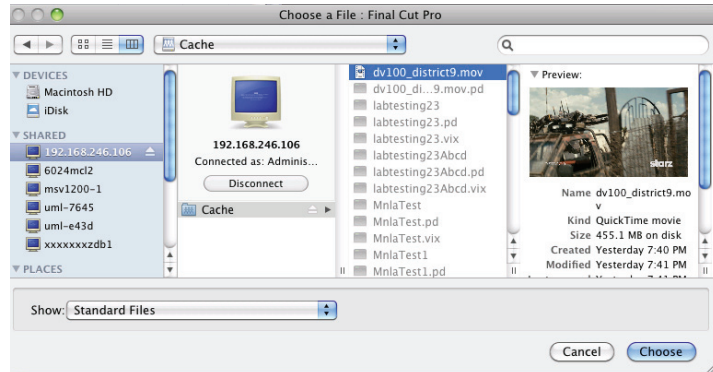
```
sudo mount -t enfs mdc_ip:/fs1 /mnt/fs1
```

where `mdc_IP` is the IP address of the UML.



2 Import file or asset into Final Cut Pro.

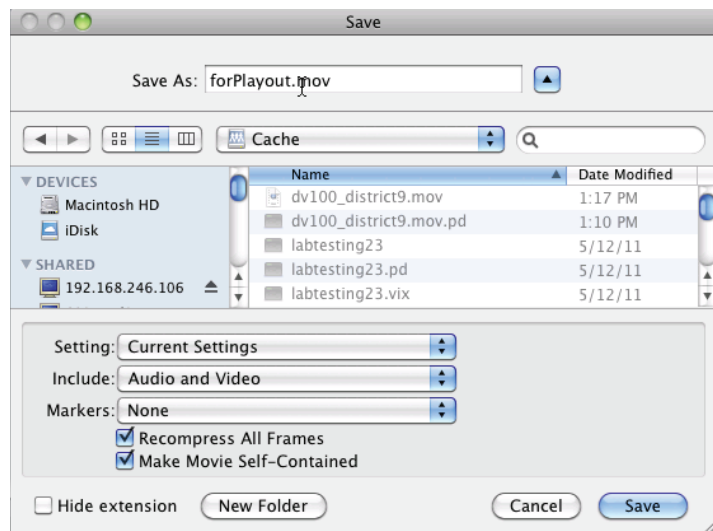
1. In FCP, import the recorded clip.
2. Go to **File > Import > Files** and browse for the encoded video file in the UML storage.
3. Edit and prepare sequence/s in FCP.



3 Export and playback

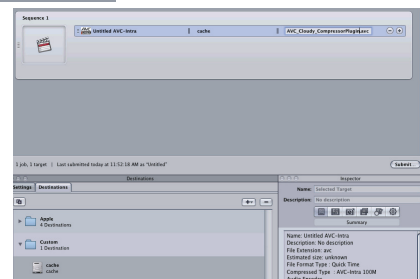
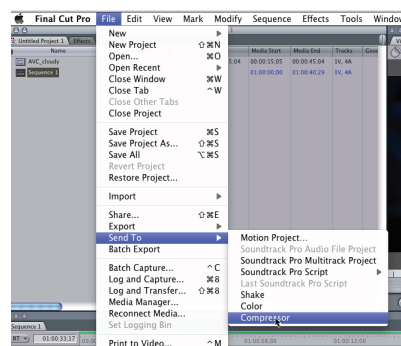
Export to QuickTime

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



Export to 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 SeaChange MediaClient directly from the UML, or it can be transferred to the SeaChange standalone playout server – MediaServer.

File Name	Date/Time	Type
AVC_cloudy.mov	6/1/2011 7:55 PM	PD File
AVC_cloudy_fcpEdit.mov	6/1/2011 8:07 PM	QuickTime Movie
AVC_cloudy_fcpEdit.mov.pd	6/1/2011 8:07 PM	PD File
dv100_district9.mov	5/31/2011 2:17 ...	QuickTime Movie
dv100_district9.mov.pd	5/31/2011 2:10 ...	PD File
dv100_district9_fcpEdit.mov	6/1/2011 4:03 PM	QuickTime Movie
dv100_district9_fcpEdit.mov.pd	6/1/2011 4:03 PM	PD File
imx50.mov	6/1/2011 6:37 PM	QuickTime Movie
imx50.mov.pd	6/1/2011 8:03 PM	PD File
imx50_fcpEdit.mov	6/1/2011 6:39 PM	QuickTime Movie
imx50_fcpEdit.mov.pd	6/1/2011 7:08 PM	PD File

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