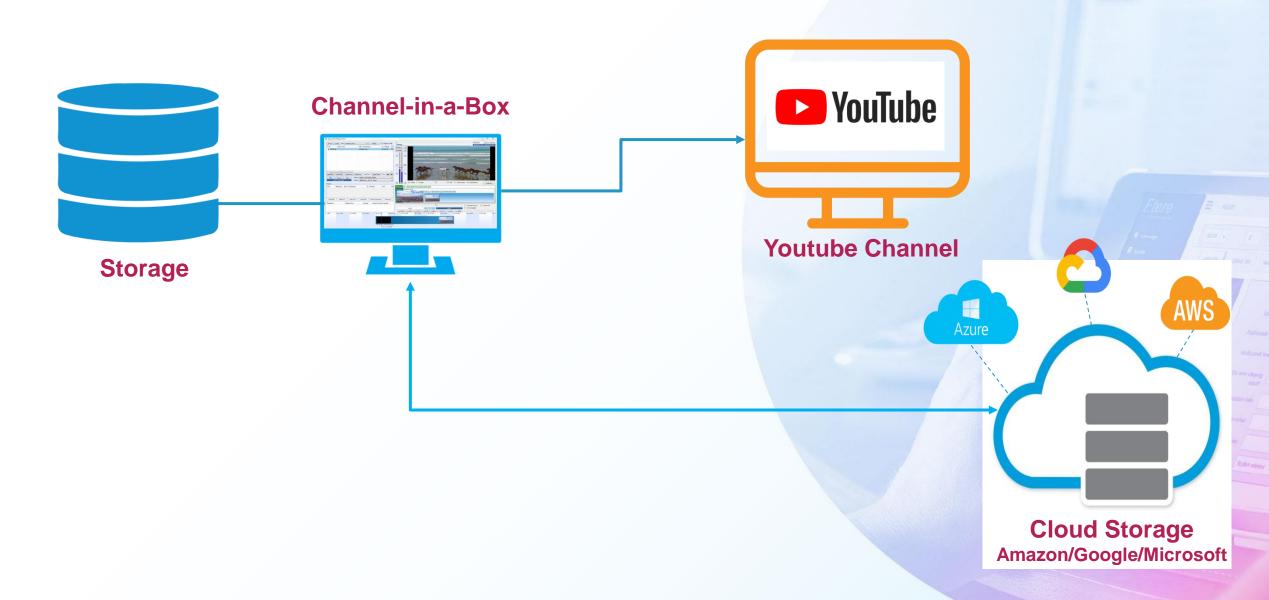


Etere Channel-in-the-Cloud

The Smarter Cloud Solution

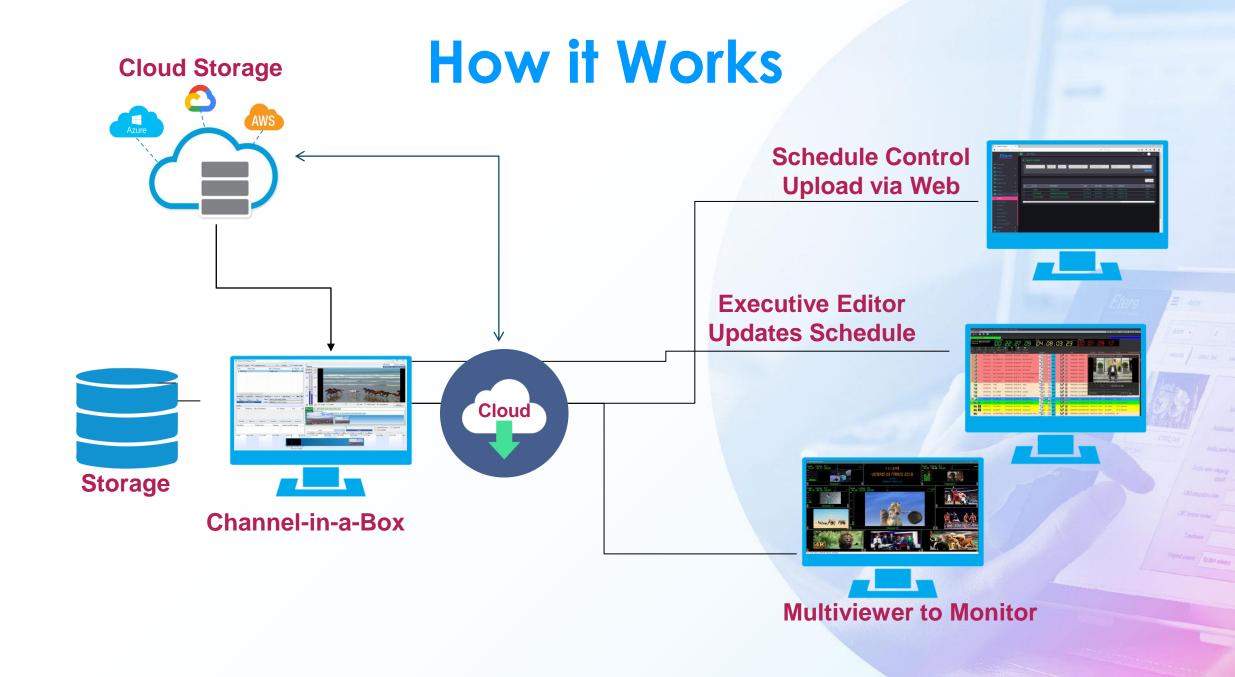
How it Works

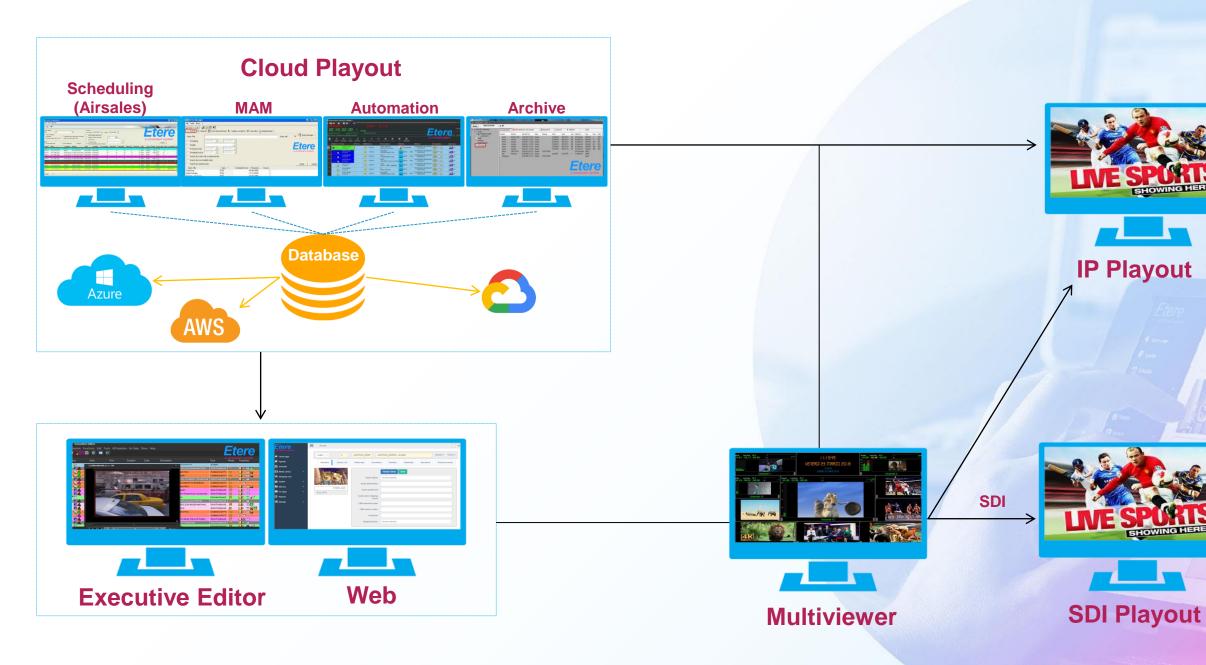


Etere Channel-in-the-Cloud

- Cloud-based channel playout, management and distribution
- Easy expansions of channels without the costs
- Compatible with Amazon Web Services, Microsoft Azure & Google Cloud
- Multi-protocol deliveries
- Live playlist and monitoring
- 4K, SD, HD







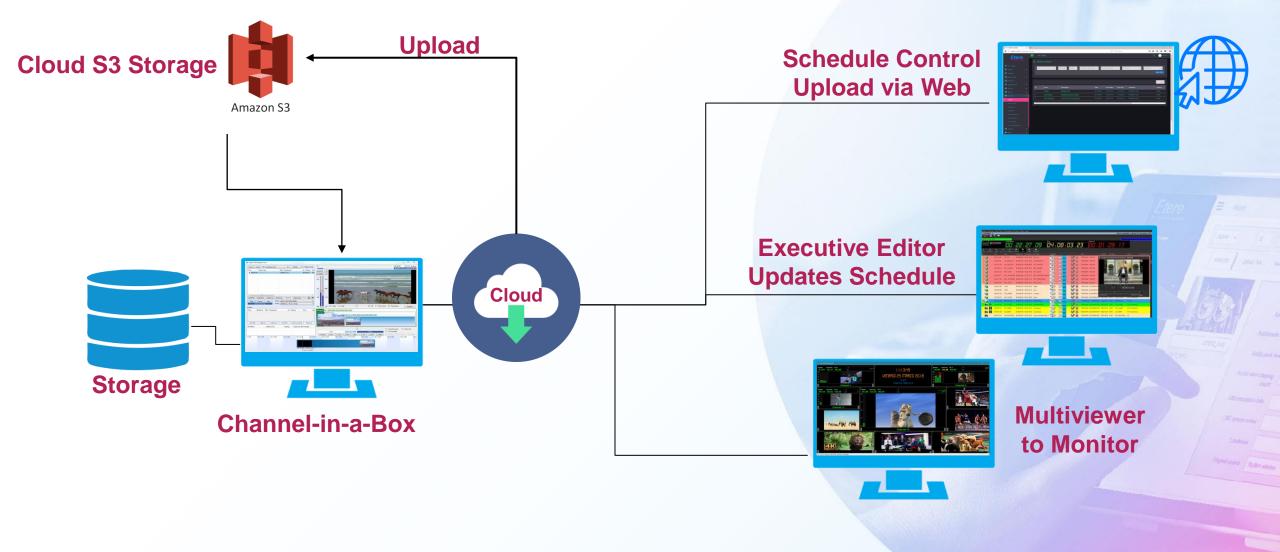
CG Insertions in the Cloud

- Multiple overlays of graphics, logos, crawlers, tickets and image sequences
- Integrated with resource editor
- Supports HTML5, TGA, AVI, MOV, SWF, PNG, JPEG and GIF
- Capture web pages as live multimedia sources
- Preview

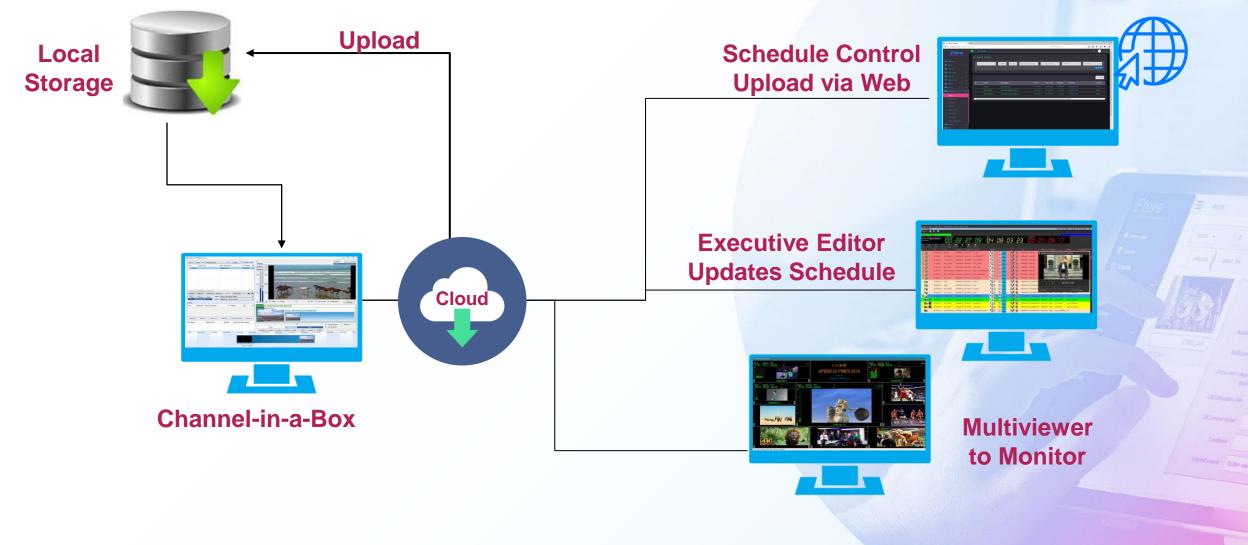




Use to Cloud S3 Storage

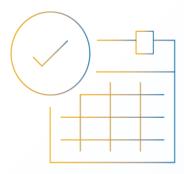


Use Only Local Storage



Scheduling

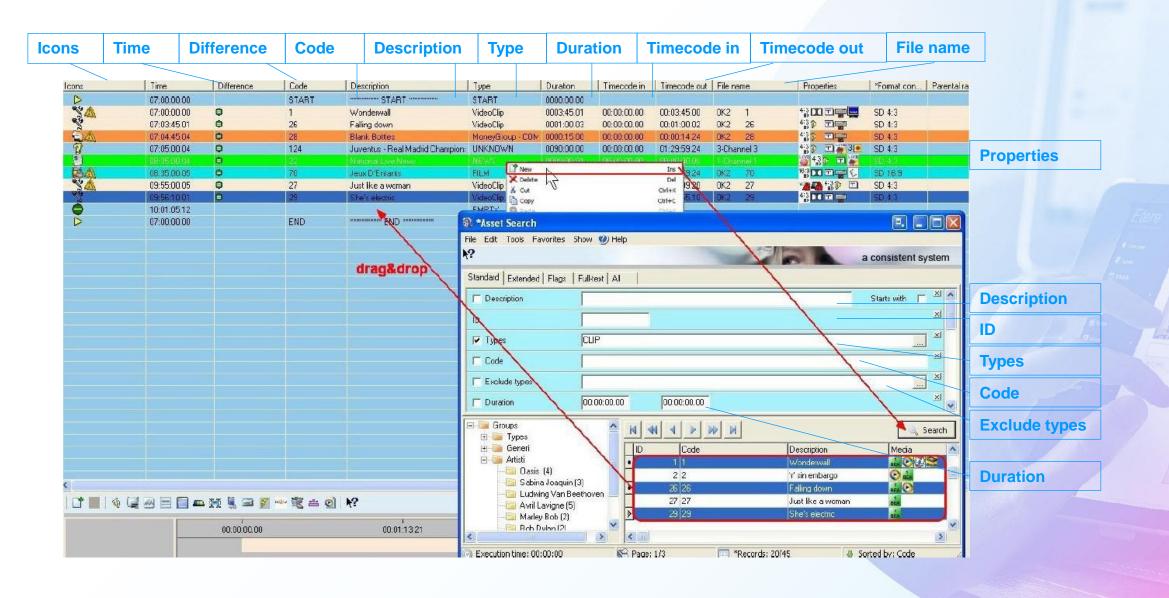
- Manage, plan and insert licensed content, contractual commercials, imported materials and ad insertions
- Insertion of primary and secondary events
- Import and export secondary events
- Media preview and loudness control
- Manage last minute amendments
- Access real-time audience reports



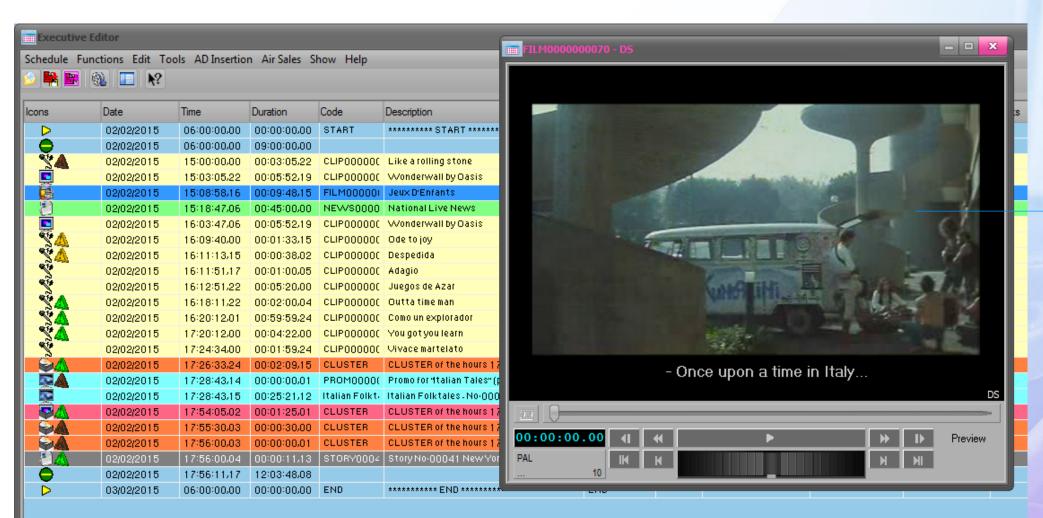
Scheduling



Generate Schedule

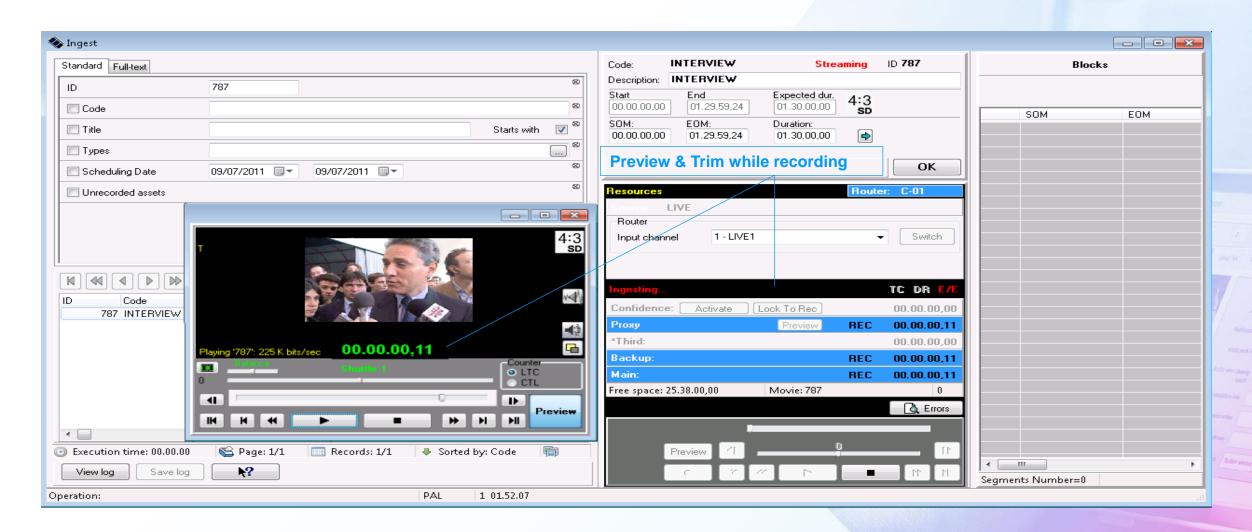


Scheduling & Preview

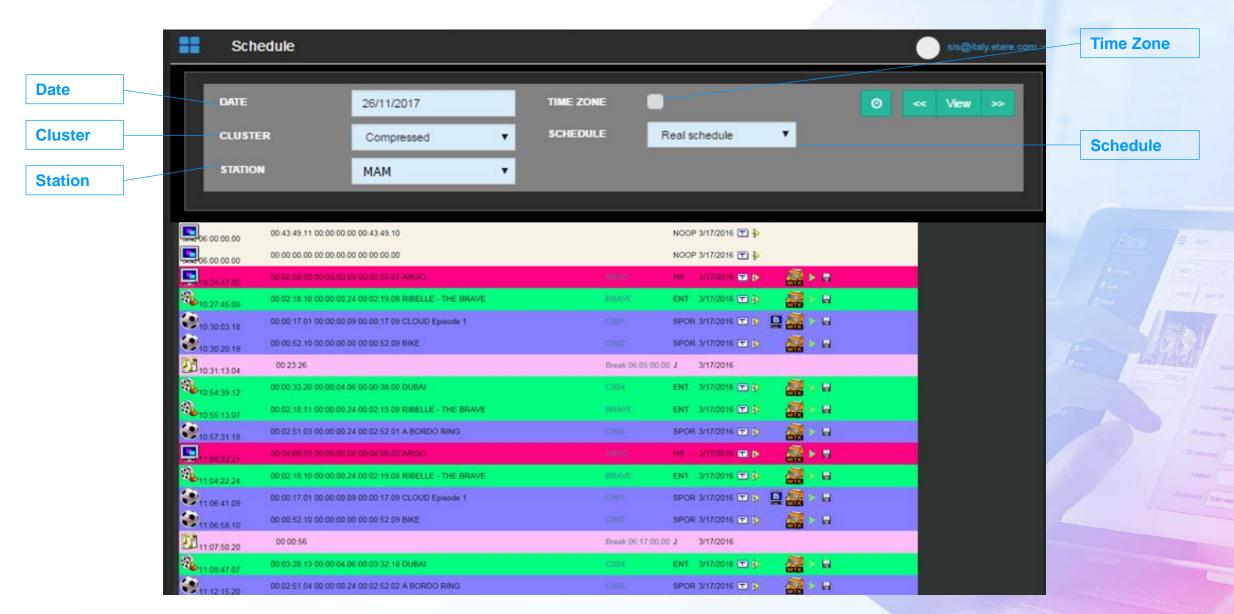


Preview

Preview and Trim



Web View

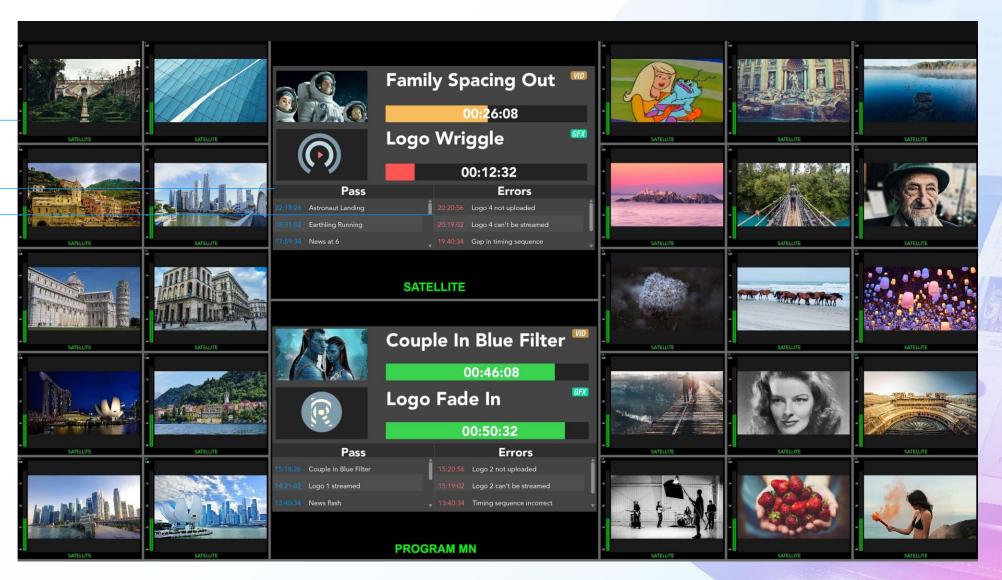


Monitor Playout: ETX-M Multiviewer

Loudness Control

Pass

Errors



Etere ETX-M IP Multiviewer

- Manage multiple inputs of network & live video sources for simultaneous broadcast
- Record simultaneously for live video & network video broadcast
- 4K resolution monitoring
- Up to 9 display monitors
- Up to 30 video streams in real-time
- Automatic email alerts
- Supports all stream types



Channel-in-the-Cloud

- A single license: Automation, playout, channel branding, master control, analytics, monitoring
- Automation can play any playlist and send the output to any CDN provider
- Encode, transmit and receive multiple streams of video and audio in real-time
- Low latency monitoring
- Etere IP Multiviewer to monitor streams from local and remote sources



How Many Servers are Needed

How Many Servers

- There are no fixed rules, however there are a few consideration factors:
 - 1 server
 - Single channel playout
 - 2 users connect remotely
 - Add another if transcoding and large data movement are needed
 - Add other servers if your CPU/IO will be overloaded
- GPU acceleration
 - You may need to use
 - H265/H264
 - DVB out

