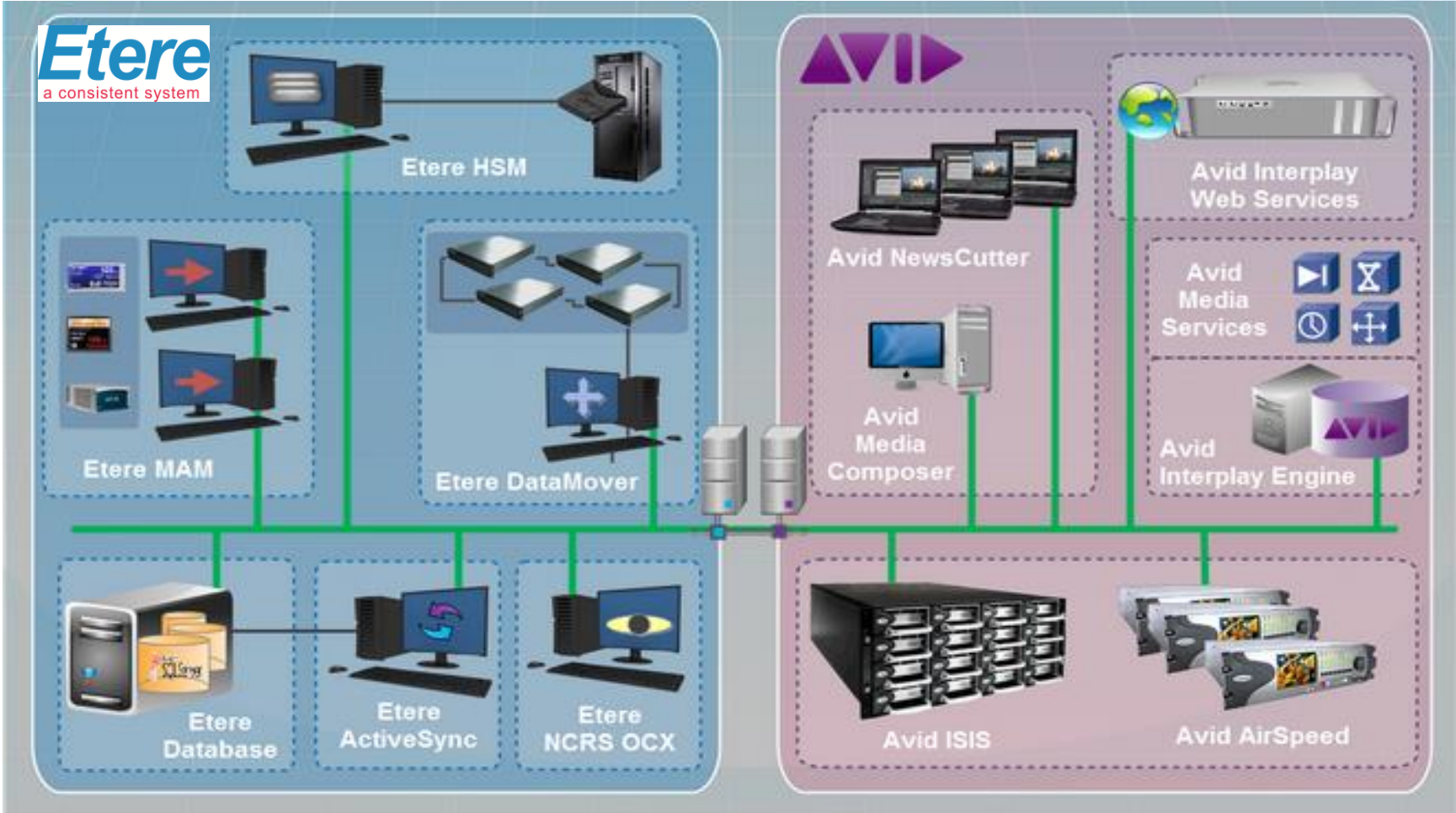


# Avid Integration



# Integration

- Post-Production integration
- HSM integration



# POST-PRODUCTION INTEGRATION



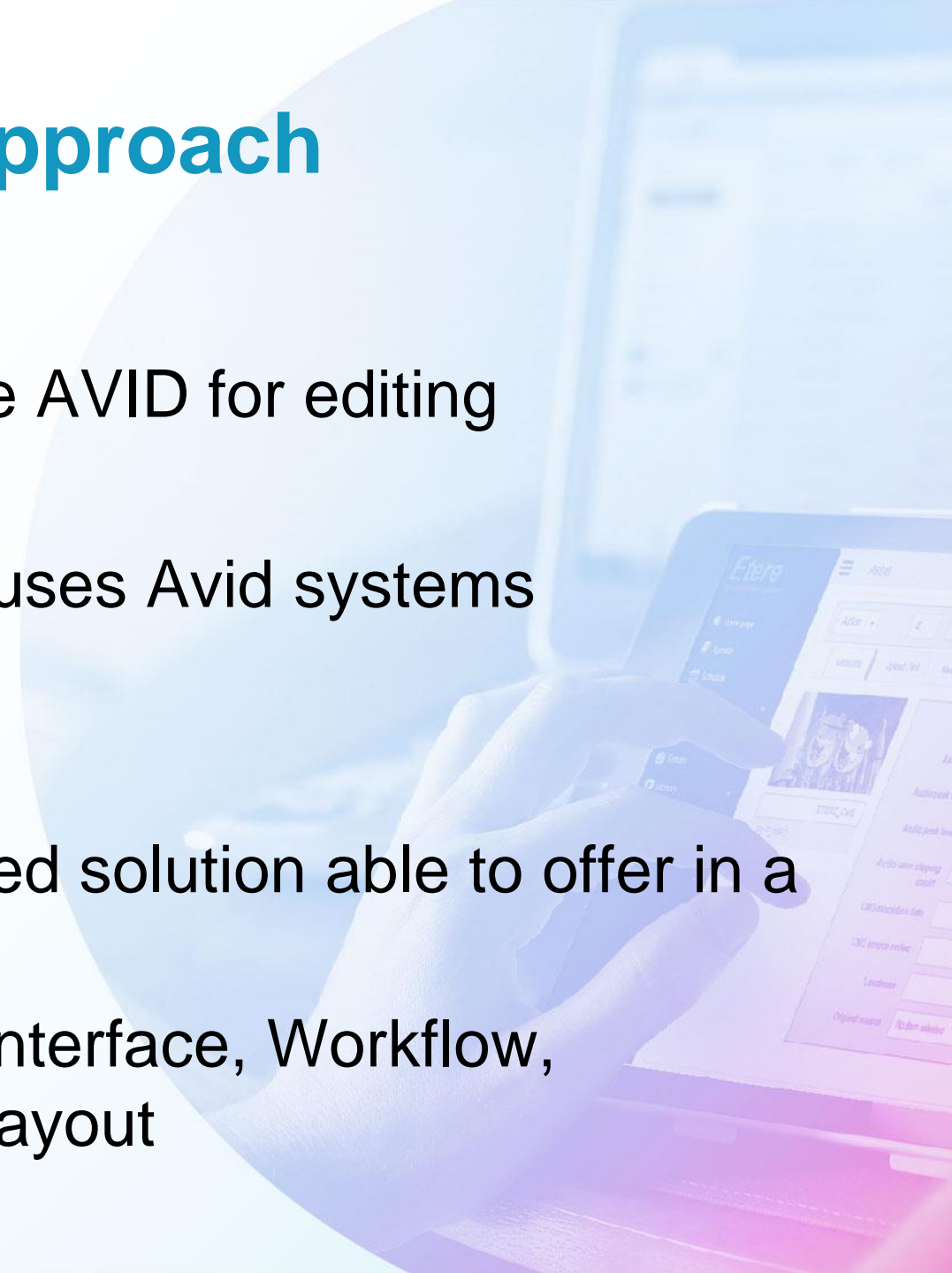
# Post Production Approach

Target customer:

- Production House that already use AVID for editing
- INEWS systems that need MAM
- Networks based on multiple sites uses Avid systems

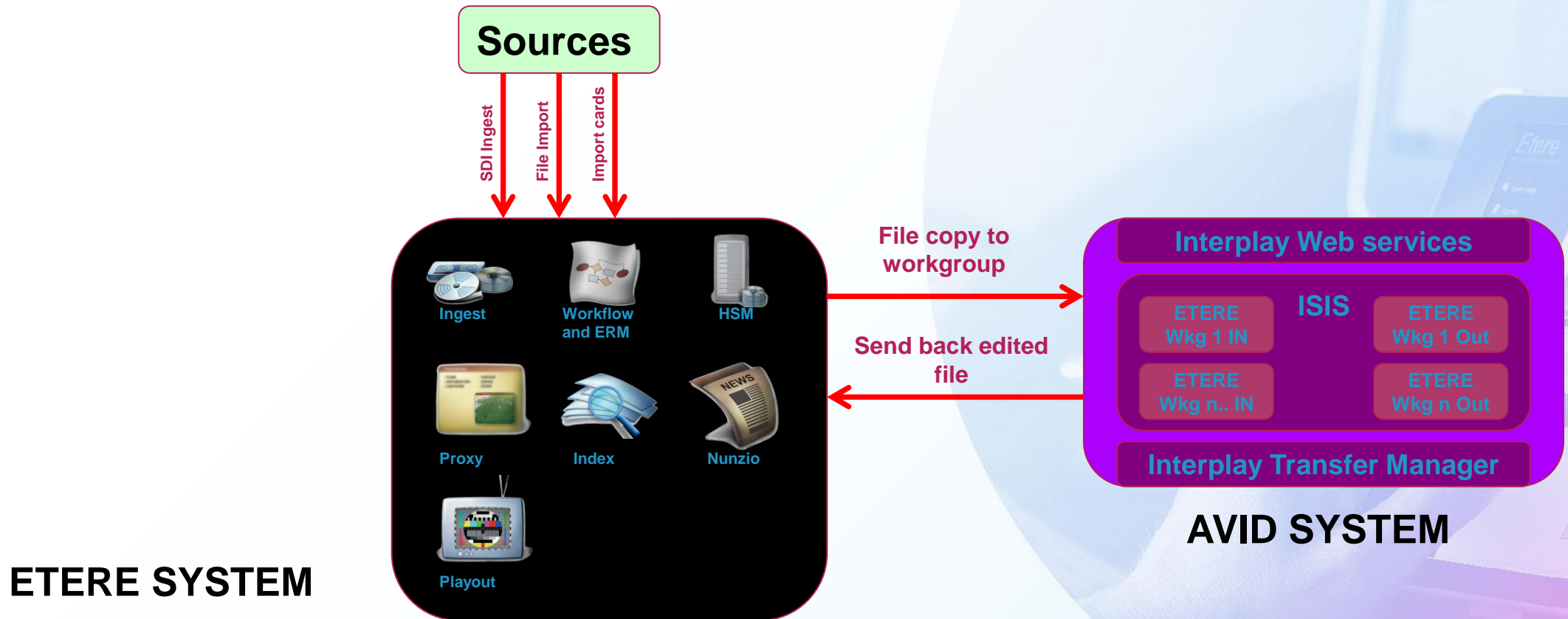
Why:

- Etere MERP is the first Cloud based solution able to offer in a single framework:
- Mam, Media Management, Web interface, Workflow, ERM, HSM, Playout and News Playout

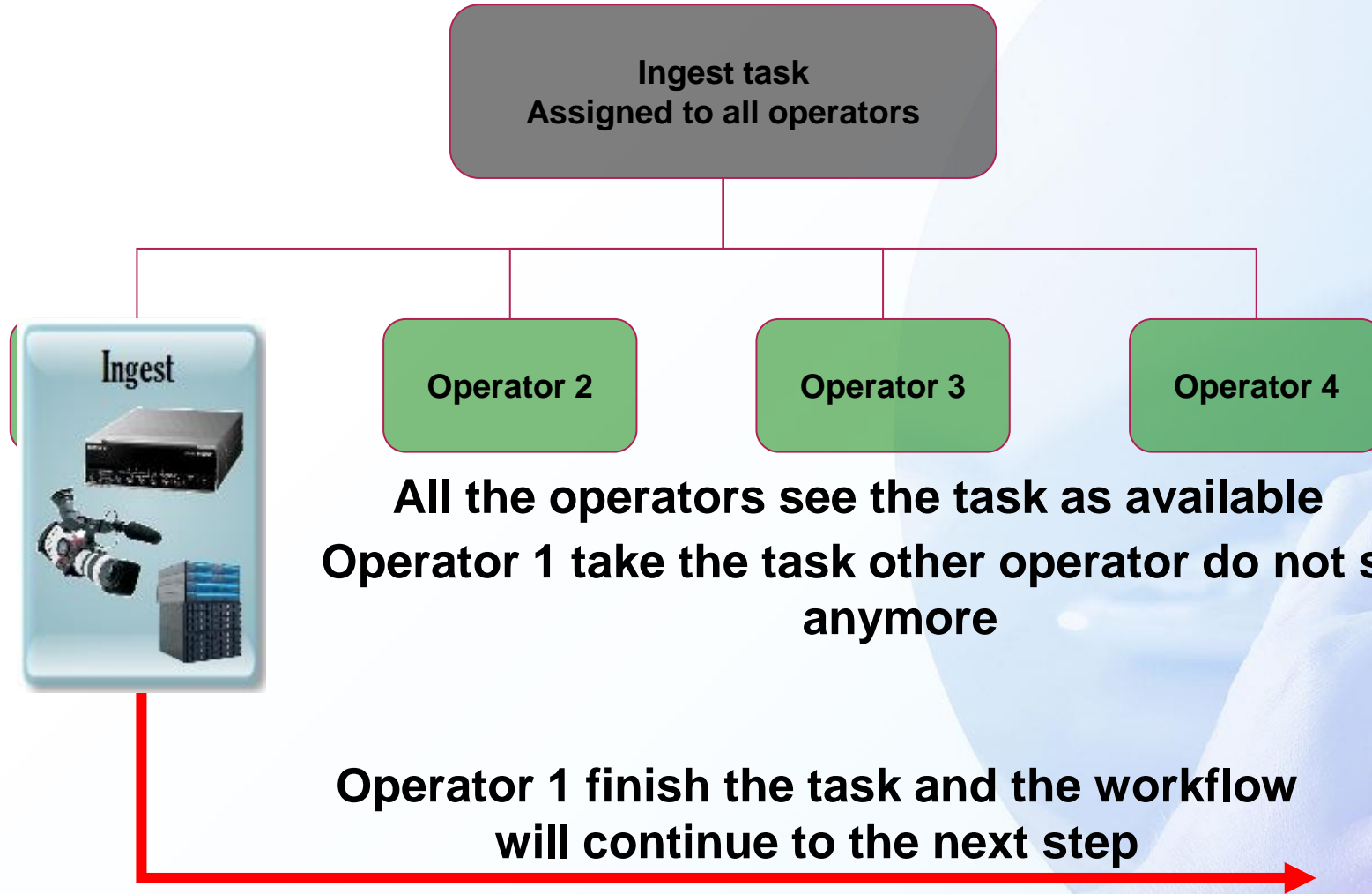


# Post Production Integration

- From Etere MERP to AVID for editing



# Ingest Task



Ingest task  
Assigned to all operators

Ingest

Operator 2

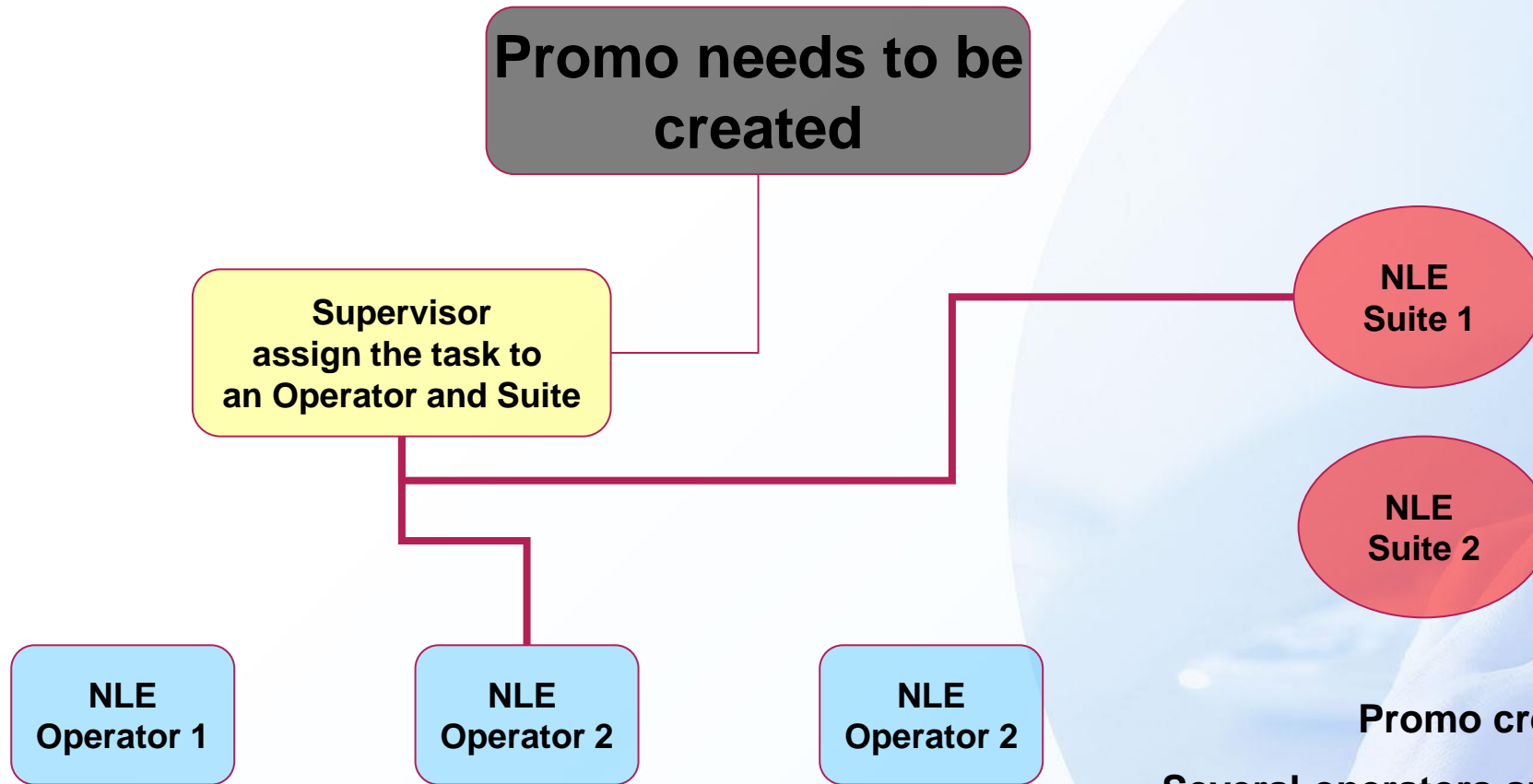
Operator 3

Operator 4

All the operators see the task as available  
Operator 1 take the task other operator do not see it  
anymore

Operator 1 finish the task and the workflow  
will continue to the next step

# Job to be Assigned



**Promo creation task**  
**Several operators and tasks are available**

**Supervisor assign OPERATOR**  
**Supervisor assign NLE SUITE**

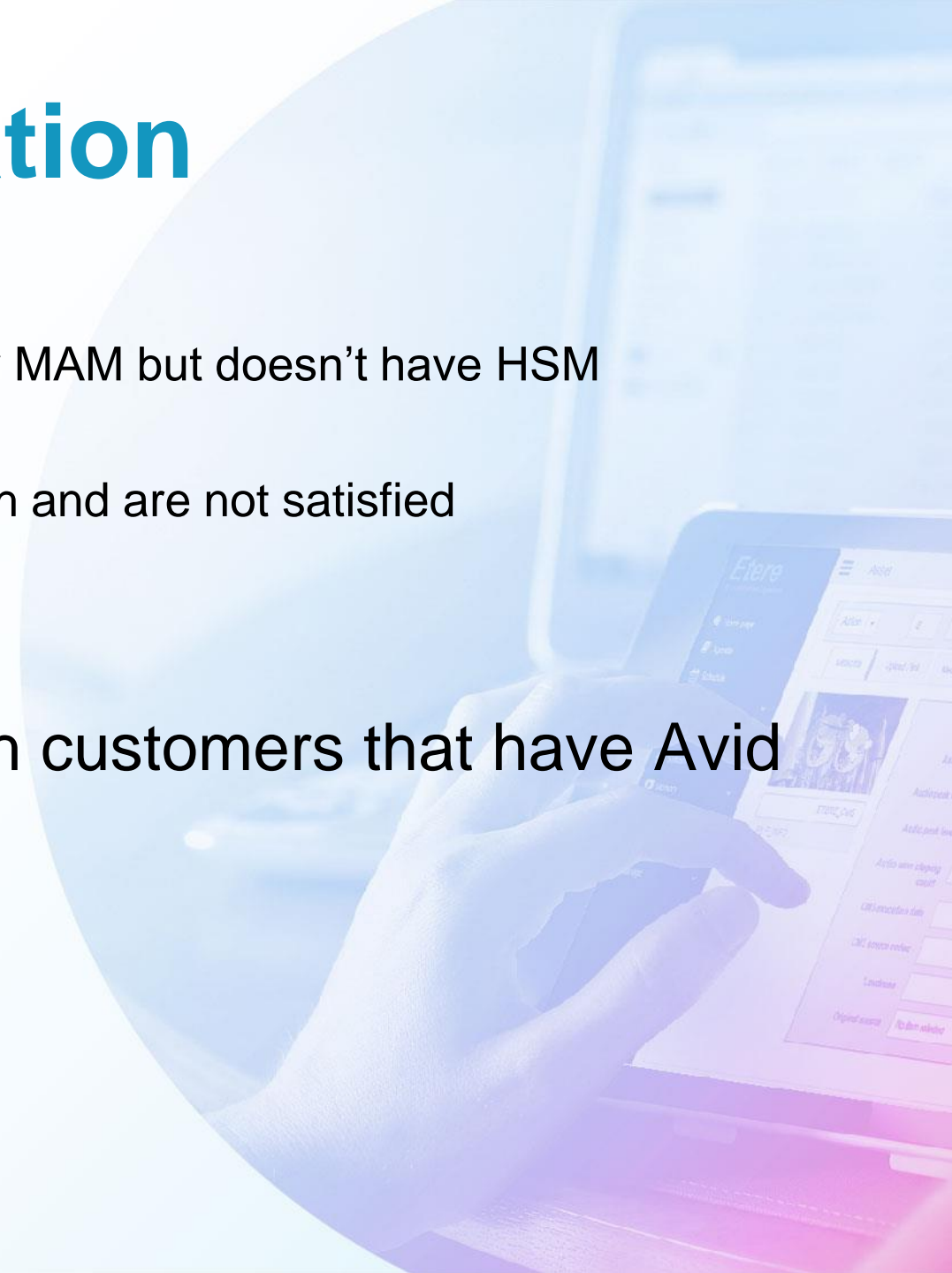
# HSM INTEGRATION





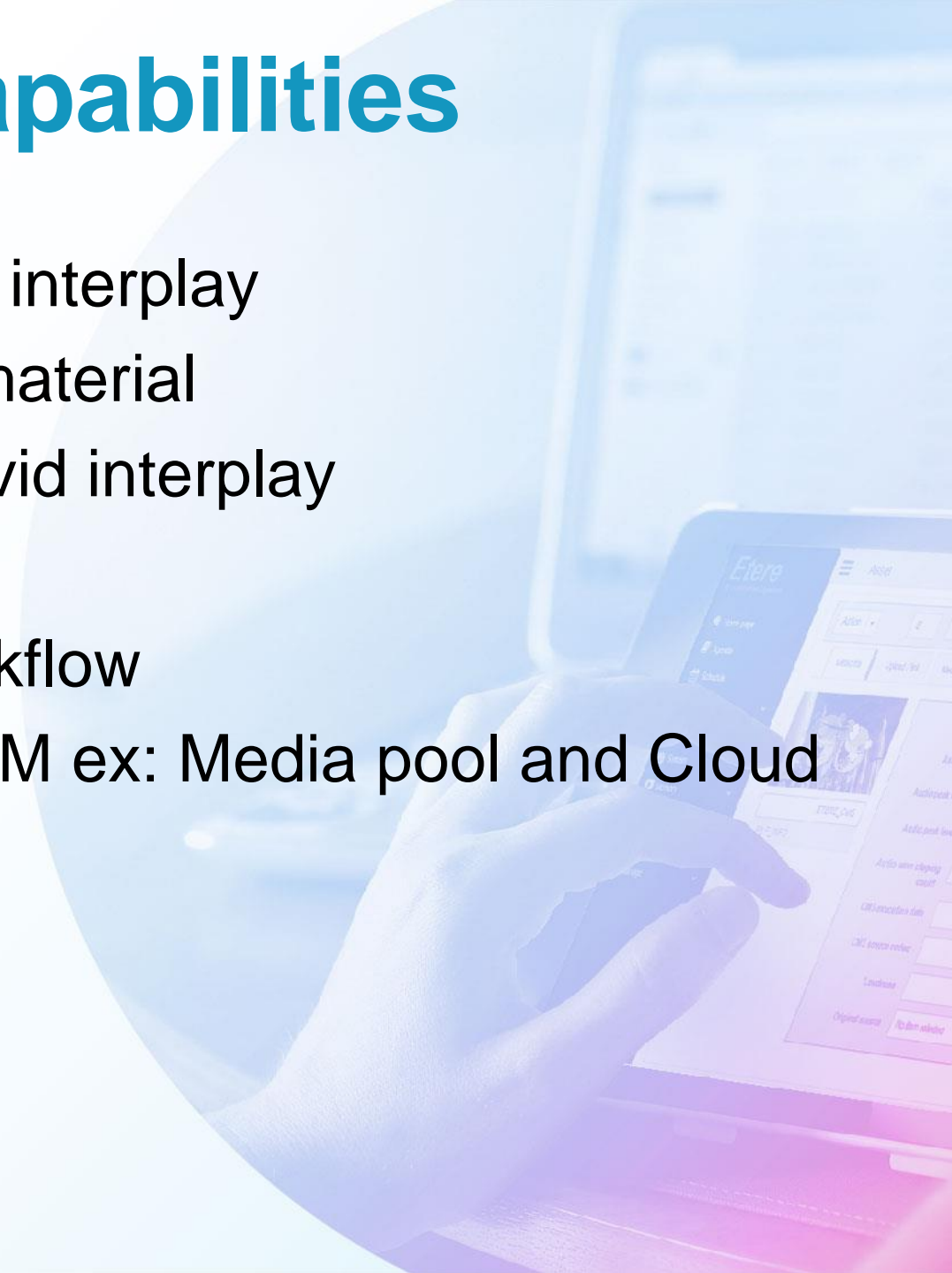
# HSM integration

- Target customer:
  - Production House that already use AVID interplay MAM but doesn't have HSM
  - INEWS systems without HSM
  - All customer that already have SGL or Front Porch and are not satisfied
- Why:
  - One more opportunities to approach customers that have Avid system



# HSM Integration Capabilities

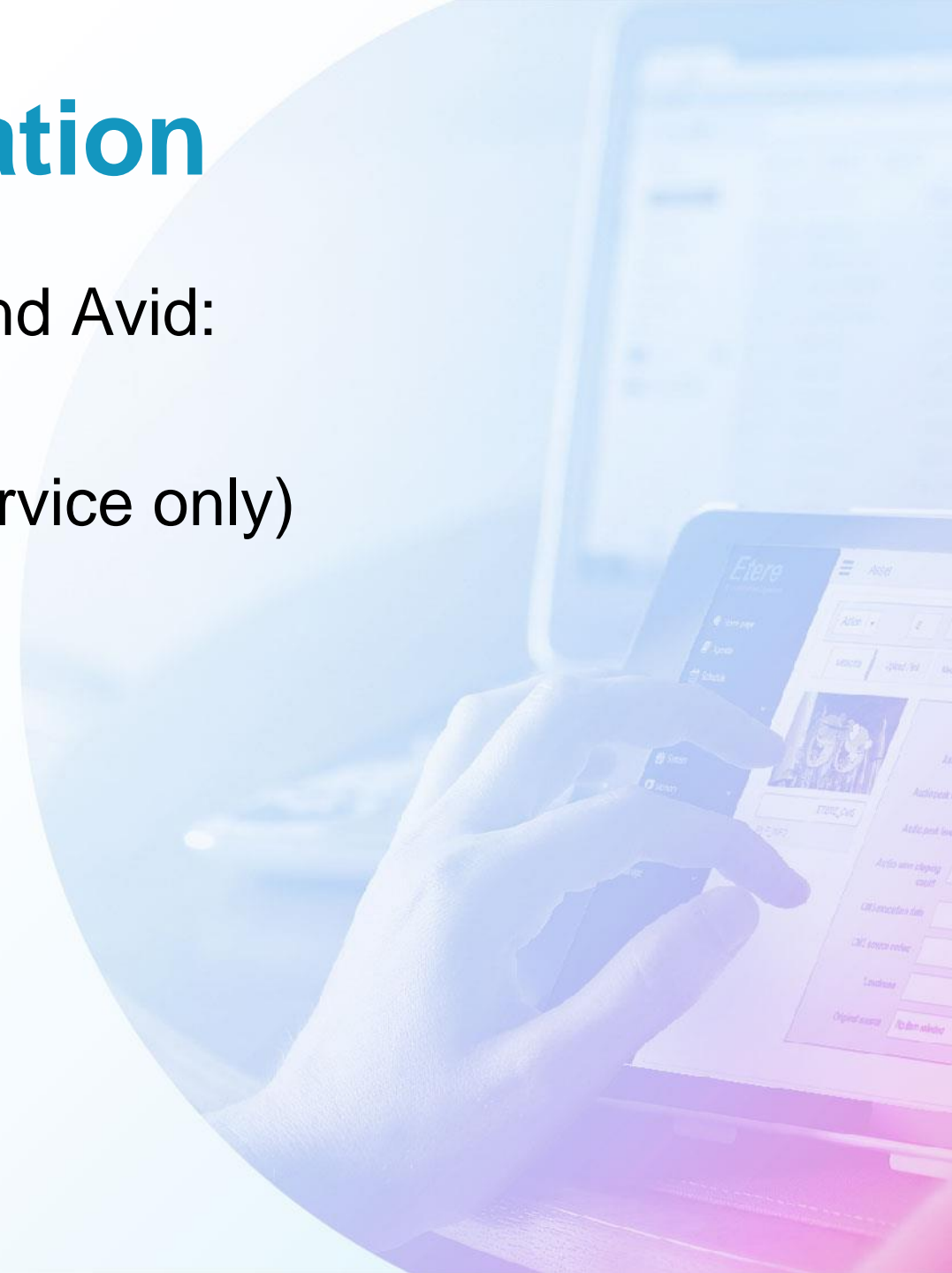
- Archive and restore directly from Avid interplay
- Low resolution browsing of archived material
- Search the archived material within Avid interplay
- Partial file restore support
- Benefits of the full power of Etere workflow
- Benefits of full capabilities of Etere HSM ex: Media pool and Cloud HSM



# Interplay integration

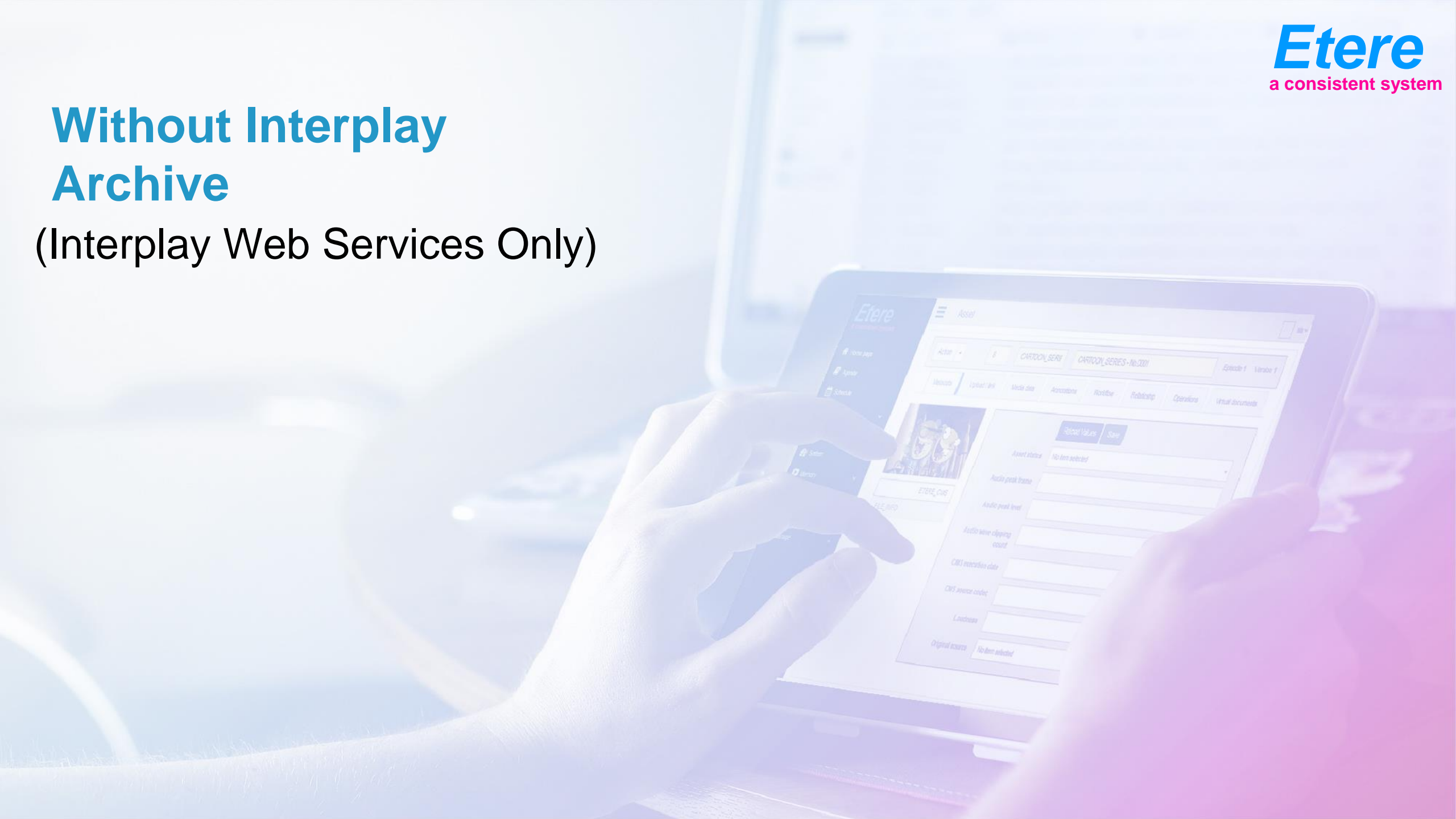
There are 2 ways to interface Etere HSM and Avid:

- Using Avid Interplay Archive
- Without Avid Interplay Archive (web service only)



# Without Interplay Archive

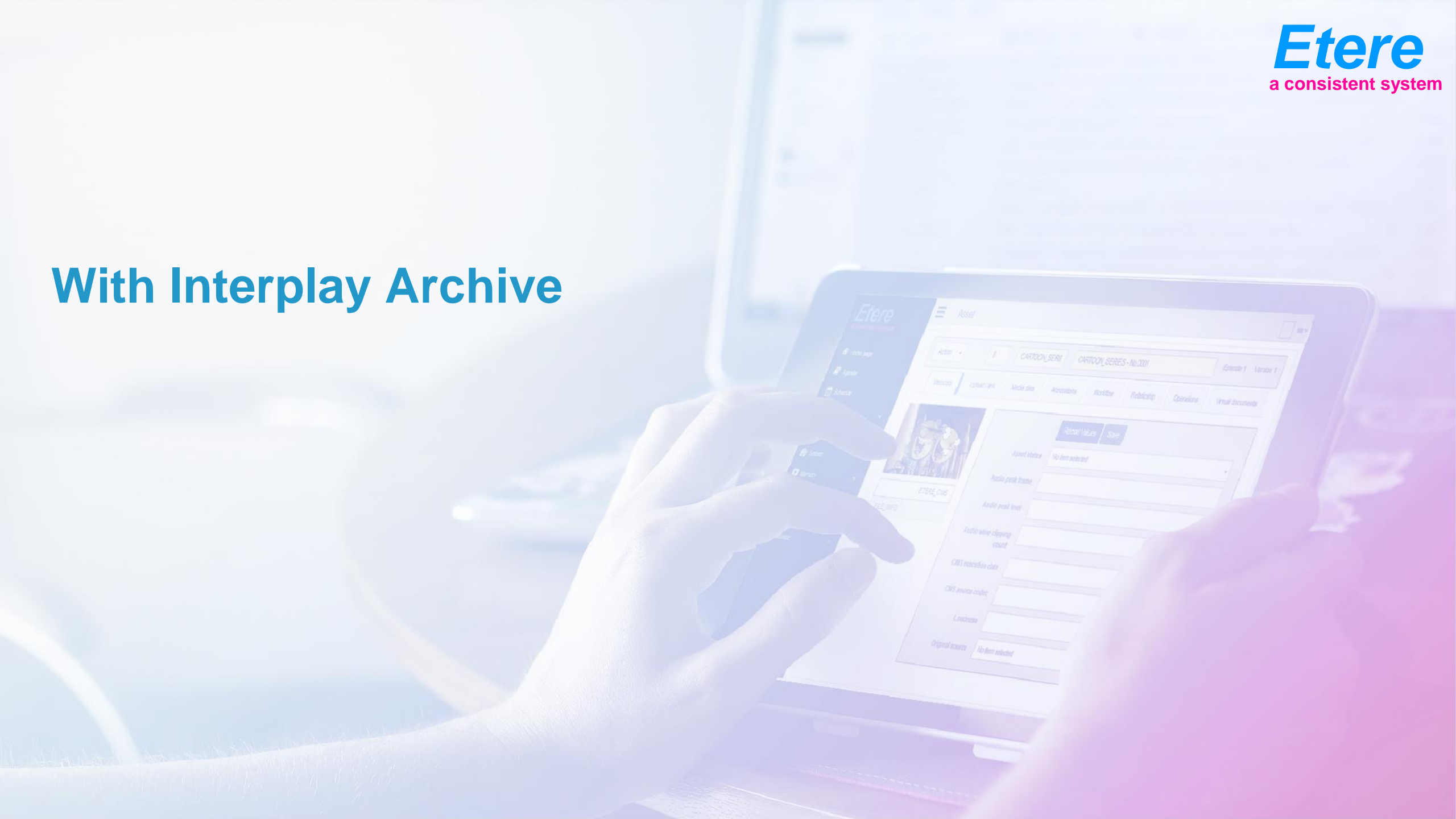
(Interplay Web Services Only)



# Without Interplay Archive

- Avid Web Services and Avid transfer Engine is required
- Archive and restore raw materials (sequences) and finished video (master clips)
- Archive/restore material either ingested from Etere or synchronized from AVID
- Archive/restore material along with their related AVID metadata
- Projects are archived without AVID's knowledge (no Interplay database connection)
- All the workflow must be run from Etere side

## With Interplay Archive



# With Interplay Archive

- Avid Interplay Archive, Web Service and Transfer Engine licenses are required
- Archive and restore raw materials (sequences) and finished video (master clips)
- Archive/restore material either ingested from Etere or synchronized from AVID
- Archive/restore material along with their related AVID metadata
- Projects are stored with AVID's knowledge (Interplay database connection)
- Workflow can be triggered from both sides Etere or Avid

# Avid Project Manager

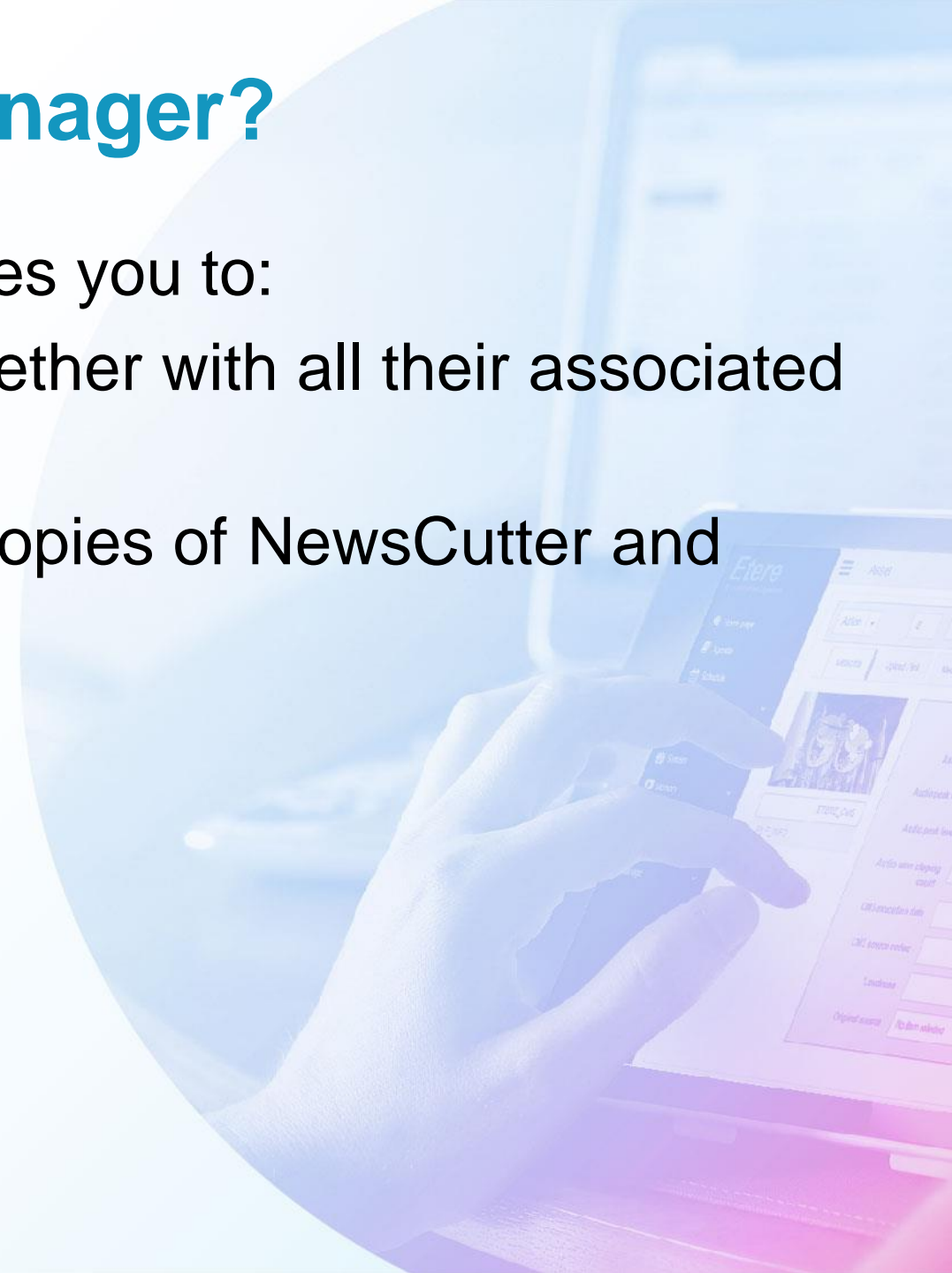




# What is Project Manager?

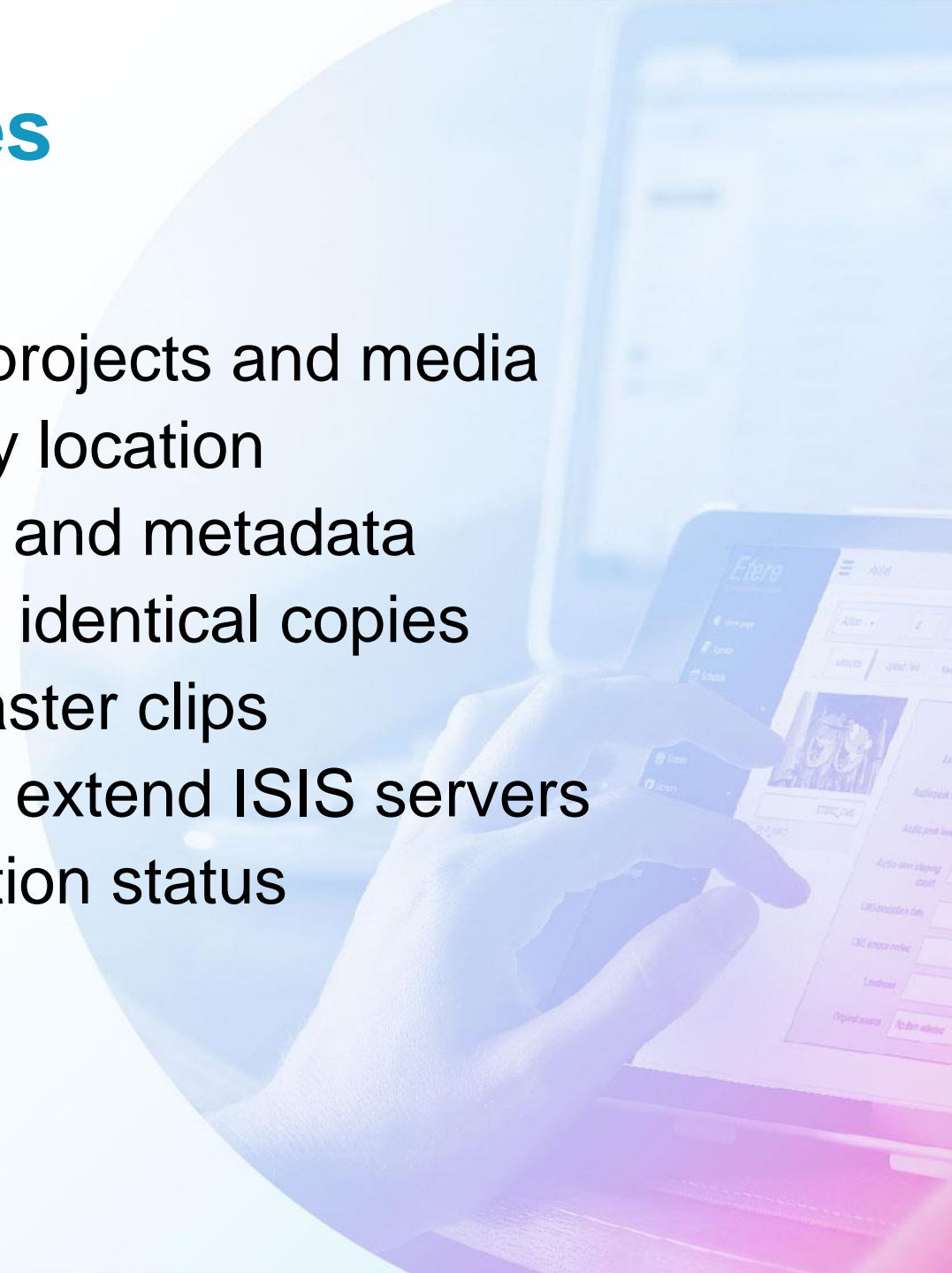
A simple but powerful toolset that enables you to:

- Archive and restore AVID projects together with all their associated media and transfer projects in the cloud
- Create version snapshots or backup copies of NewsCutter and Media Composer projects
- Free-up editing storage space



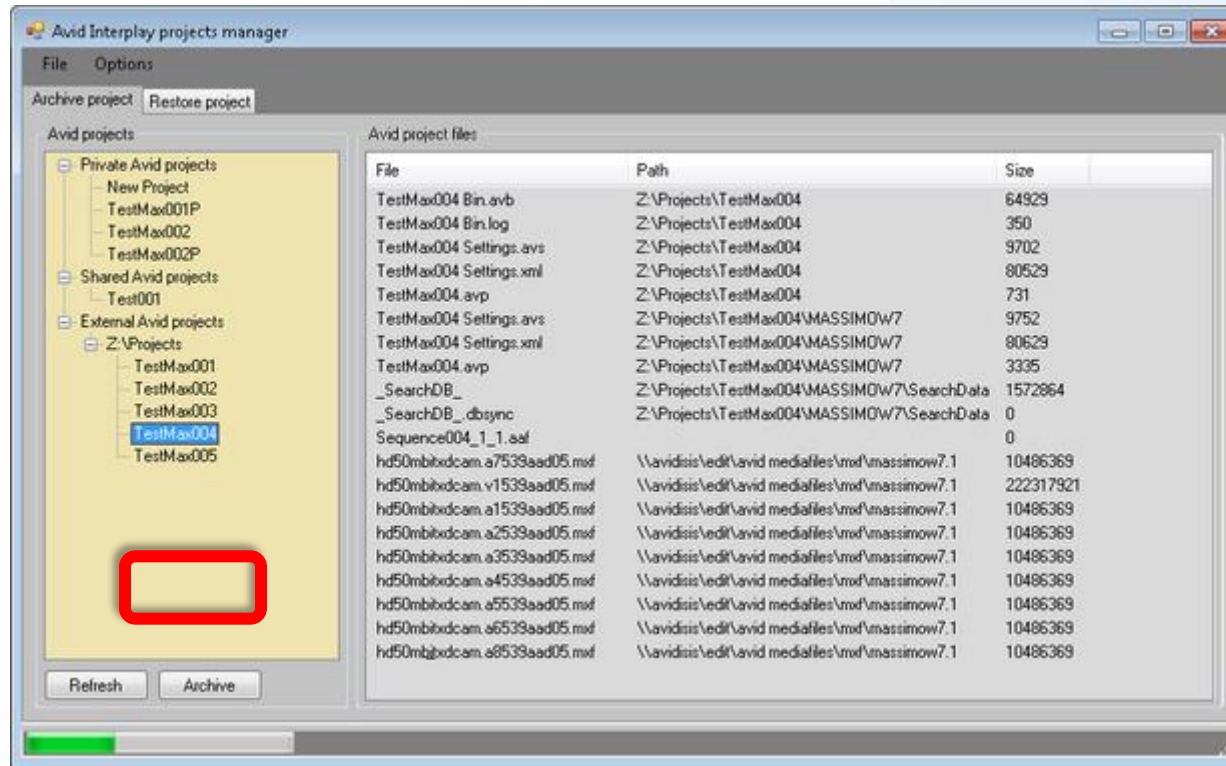
# Key Features

- Archive from any pc with access to projects and media
- Restore to original workspace or any location
- Automatic update of project's media and metadata
- MD5 checksums to ensure bit for bit identical copies
- Partial restore of sequences and master clips
- Low-cost LTO and ODA are used to extend ISIS servers
- Accurate reports on archive completion status



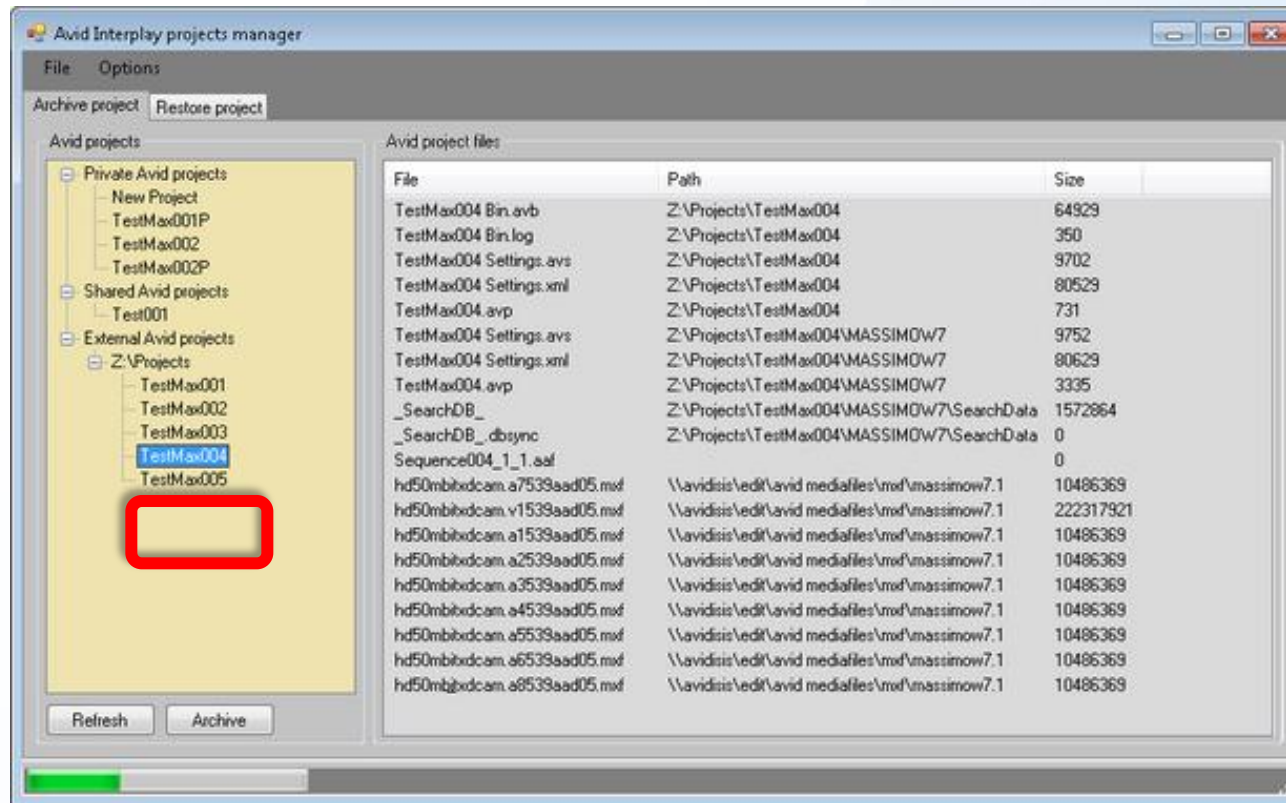
# Easy as clicking a button

- A very intuitive tree-like interface to manage all projects available in a set of monitored Private, Shared and External locations:



# Workflow Reliability

- A very intuitive tree-like interface to manage all projects available in a set of monitored Private, Shared and External locations:



Thank you

