emotion
SYSTEMS

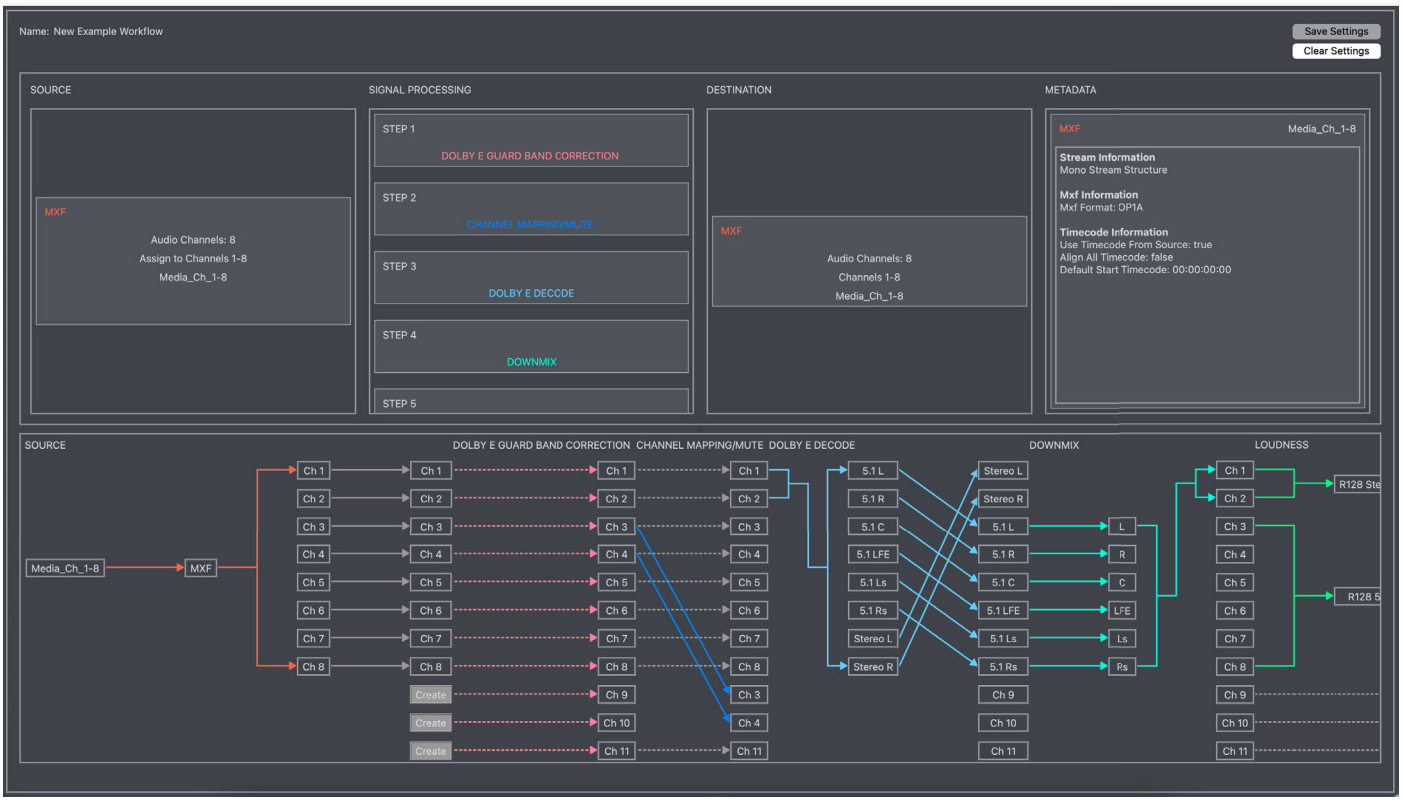
Automated File-Based Audio Processing for Content Delivery

Astor House, Newbury Business Park, Newbury, Berkshire, RG14 2PZ, UK www.emotion-systems.com

Registered Company Number: 06808624 VAT Number: 989846329

Engine automates repetitive, non-creative tasks that are commonly done in an edit suite. These tasks include Loudness Processing, Dolby E transcoding, Stream Processing, File Wrapping, Audio Channel Add or Remove, Language Tagging, Pitch Correction, and other types of audio processing. This automation saves users time and money. As businesses grow and their needs increase, the software can scale. Engine has been used 24/7 by broadcasters, guaranteeing reliable and consistent operation.

Engine includes an easy-to-use graphical workflow creation tool that requires minimal training to become an expert, keeping you entirely in control.

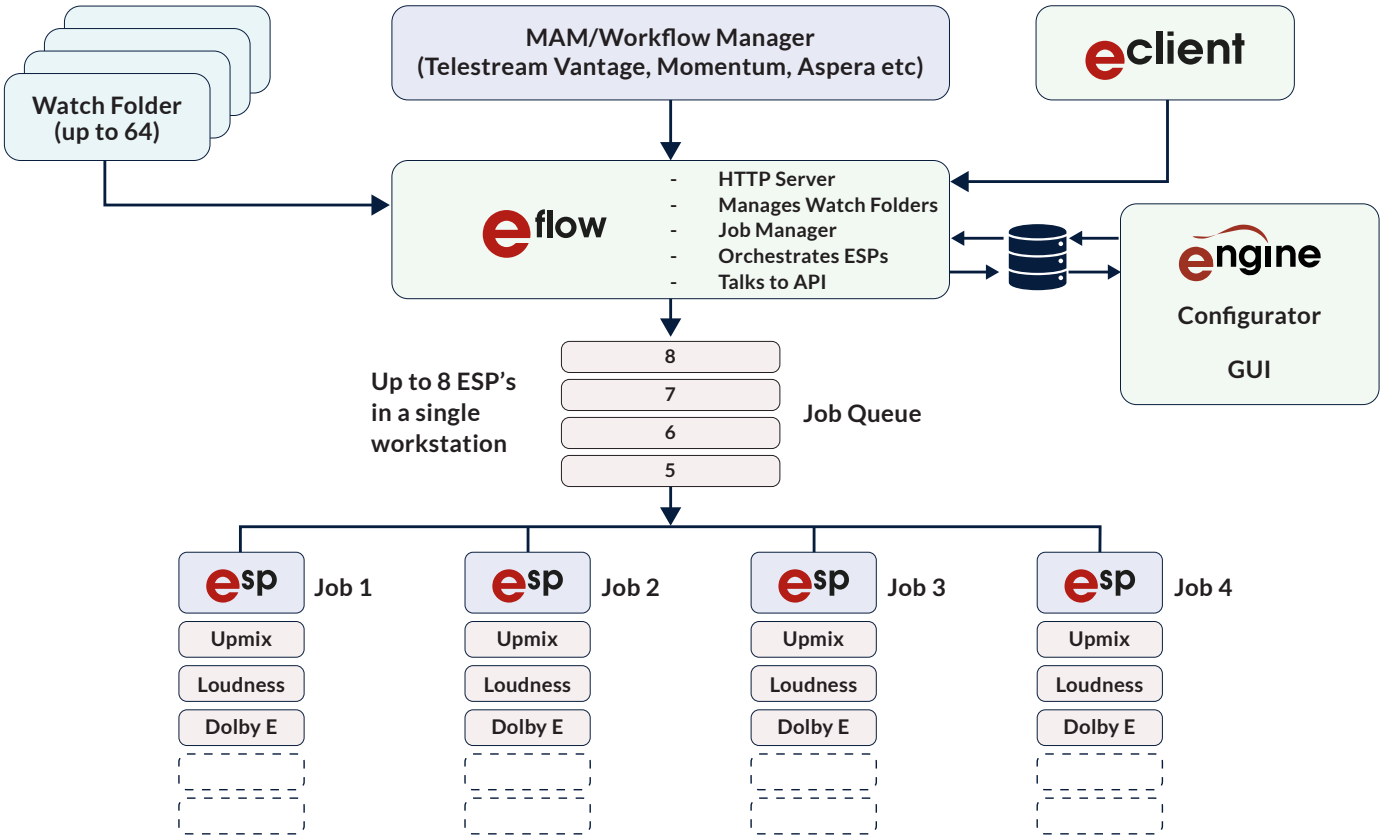


Engine Operation

- **Flexible Automation Options:** Engine can be controlled from various API-based tools and systems, allowing users to automate tasks without needing for separate automation.
- **Workflow Management:** Engine includes an easy-to-use graphical workflow creation tool, allowing users to control their processes with minimal training.
- **Real-Time Progress Monitoring:** Processing management tools are included for real- time monitoring, helping users keep track of their tasks or workflows while highlighting errors or processing constraints.

Engine Operation

- **Reports:** Comprehensive PDF, XML, and CSV reporting facilities are part of the package, allowing users to gather necessary information and inform their clients of any issues encountered.
- **Compatibility:** Engine is compatible with Windows, OSX, and Linux and supports virtual machine installation, making it flexible and versatile for various system environments.
- **Extensive Media File Support:** The software supports a wide range of professional media file types, from SD to UHD resolutions, MXF & MOV, making it adaptable to various formats.



Engine Architecture

Eflow, Engine's job management system, queues jobs and assigns them to an available ESP. If an application or server fails, it can restart Engine, restore all job data and queue on Windows as a service and a Daemon on Mac and Linux.

ESP, the Emotion Signal Processor is collection of processing modules that executes workflows, processes audio from media files efficiently, and rewraps it, preserving video and metadata content. (*See seperate Engine Audio Solutions for Media Files document)

Engine offers Scalability in control, signal processing breadth and speed. It can assign up to eight ESPs to one Eflow for simultaneous file processing, enhancing total throughput.