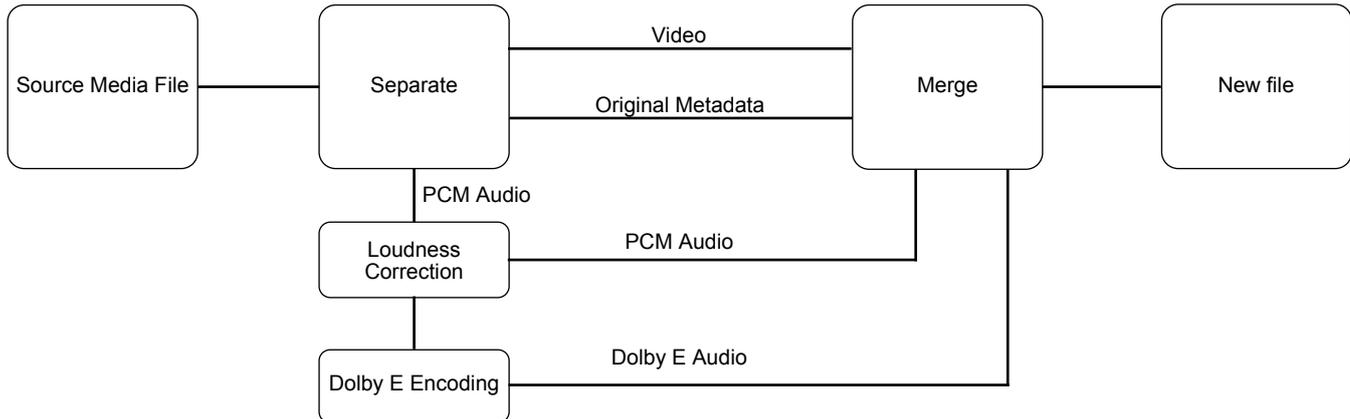


Playout Normalisation

A major challenge within a playout environment is converting source files that are provided in a wide variety of formats, in to the optimum format that is used by the playout server. This may need a change in the number of audio channels in the file. It may require creating a 5.1 from a stereo if this is not already included. It may require Dolby E encoding some of the source channels.

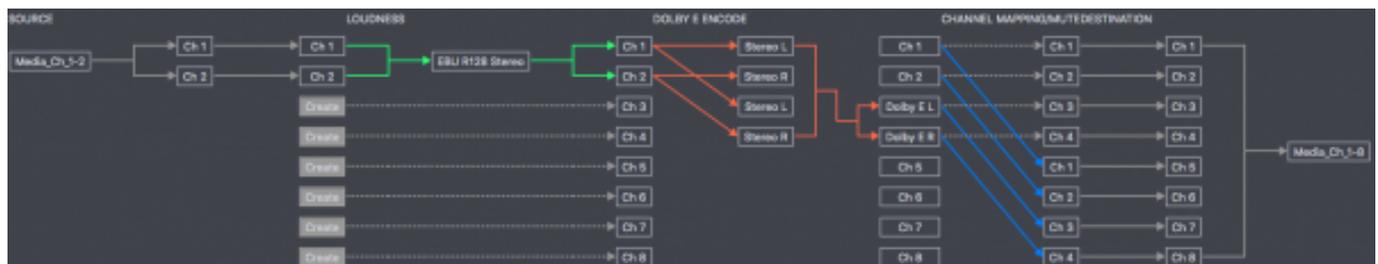
Any of these changes can be done manually in a edit suite. But there is a better way.



Using Engine it is possible to create a series of multistage workflows that do any or all of the above processes.

Engine can be integrated in to a MAM environment by using our REST API.

Your MAM triggers Engine to make the series of required changes for every different source format. If you do not use a MAM, you can use Engines built-in watch folder interface which is capable of examining source files and triggering an appropriate workflow.



In the above example workflow, the source file contains just two audio channels but eight are required. Engine starts by ensuring Loudness Compliance, then creates a Dolby E pair from this compliant audio. Lastly, the file is extended up to eight channels and the required signals routed to the correct places.

This is just an example of what may be achieved, and Engine has other modules, such as language track replacement, audio descriptor (AD) and audio pitch adjustment that can be used.

Once the workflows are configured, and Engine has been integrated in to your environment, then you benefit from Engine's reliable and robust operation, 24 hours per day, and without needing any operator involvement.

Engine offers unparalleled efficiency savings to a Playout environment. Contact us for more details.