Audio Solutions for Media Files

MXF, QuickTime/MOV, LXF, GXF, WAV, AIFF
SD, HD, 4K, UHD

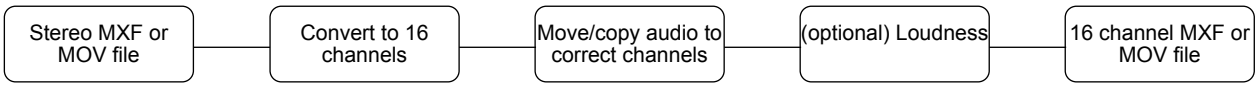
Application Note
Using Engine in a simple VOD environment

Engine from Emotion Systems can greatly simplify some common operations for Video on Demand (VOD)

Requirement

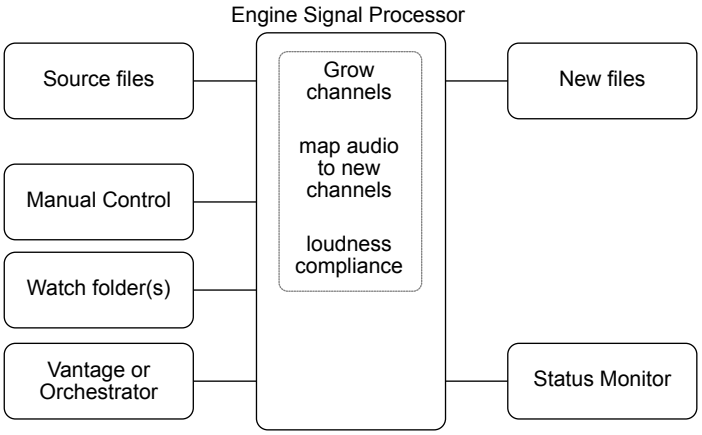
Typically, customers start with MXF files containing stereo audio. VOD platforms tend to need MXF files with 16 channels of audio, but the stereo needs to be on other channels such as 5 and 6. For some requirements that is all that is required, whilst other customers want Loudness compliance to be added. Delivery to regular television uses normal EBU R128 at -23 LUFS. However delivery to mobile platforms sometimes specifies -16 LUFS to increase audibility in noisy environment, such as consumers watching video in trains or planes.

Whilst all of this can be done in an Edit suite, when you automate this process with Engine, it can be done faster than real time, completely unattended, and files could be queued for overnight processing. This lets the Edit operator spend his time on crafting high quality mixes, not mundane processing.



Control

Engine includes, as standard, multiple control methods for this type of workflow -
- Manual, file-at-a-time, under operator control
- Manual, queuing multiple files for subsequent processing
- Automatic, using a Watch (drop) folder
- Automatic, under control of Telestream Vantage, Aspera Orchestrator, or other API connected tool



Variations

A common variation is the requirement to start with a video only video file, and separate WAV files. This approach is also possible in Engine.

Technical Details

- Between 2 and 64 audio channels supported
- Workflow described is compatible with MXF OP1A and regular QT/MOV files
- Source audio can be moved to new channels, leaving silence on the original channels, or copied to new channels
- Loudness compliance available to EBU R128, BS1770, ATSC A85 and other worldwide standards
- Software runs on Windows, Mac OSX and Linux
- Both physical servers and Virtual Machines supported
- Real time status monitor included in Engine package
- Engine can be scaled to provide very high throughput