IP CLIP LOGGER
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INTRODUCTION

IP Clip Logger is a simple application designed for quick and easy logging of media, which adds reference points to a specific frame in a video sequence. It allows logs to be added to clips in just a few clicks. The clips can be pre-existing in IPD DB or can be created and logged on the fly in the clip logger application. Metadata can also be added to the clip before the OUT point is determined.

The product has been designed for environments where logged clips need to be transferred quickly to post-production or playout such as: news logging, reality show logging or traditional multi-feed sports logging – in instances when IP Logger is required.

This product’s major advantage is that creating clips and logs now becomes part of the same process.

It is now possible to load a train on the player or select a recorder in live mode, mark in and mark out, add logs as well as metadata.

IP Clip Logger offers an integrated window from which it is possible to perform all actions related to several logging workflows. The product includes searching tools to find applicable media from the clip list; a player pane to watch media and create clips from it as well as a log pane to add logs to clips. Metadata (keywords, metadata profiles, log colour or interest level) can be associated with clips or logs from this window as well.

In some workflows, footage is recorded from several camera angles simultaneously. All operations performed from the IP Clip Logger are performed from all camera angles. This includes, among others, logging, clipping and sub-clipping and sending to post-production. The IP Clip Logger also offers the option to log various media at the same time.

All log sheets are created automatically when the first log is created, meaning that there is no need for log sheet management.

Floating licenses are supported so that a large number of stations can be equipped with this application.
GLOBAL WORKFLOW AND MODES

The IP Clip Logger supports several workflows:

> Watch a live broadcast, create clips and add logs to clips.
> Select an existing clip and add logs.
> Select an existing clip, create a sub-clip and add logs.

The IP Clip Logger provides two modes for use:

> Player mode: the IP Clip Logger window contains Video Display to watch media and transport functions for browsing loaded media. This mode will always be employed when a clip is logged. It can also be applied when users create clips and logs during a live broadcast.
> Live mode: the IP Clip Logger window does not contain Video Display. This mode can only be applied when clipping and logging is executed during a live broadcast while users watch the scene being recorded live on set or via a monitor.

> Clips are automatically created on streams when clipping in both modes.
PLAYER MODE

Reality shows and news, among others, are the major business environments that will benefit from the use of IP Clip Logger.

In news workflows, a substantial amount of material is received every day. All media requested to be archived, needs to be clearly identified. Also, notable events must be flagged to be easily retrieved at a future date, if required. The IP Clip Logger is designed to fulfill those tasks in a simple manner.

Librarians or journalists are generally in charge of those operations. They will be able to search for a clip, load it on the player pane and identify it with a name or a unique classifier, keywords as well as a metadata profile. Users will add logs to the clip. If logs already exist for a clip, they will be able for review and possible edits. A description, keywords and other categorizing metadata can be associated to logs.

The player mode will be used in this kind of workflow. This mode is applied to view media which needs to be logged. It also allows the browsing and loading of media to create clips. This media can be a recorded clip, a clip in the process of being recorded or a record train corresponding to the camera capturing the event.

LIVE MODE

In reality show workflows, loggers generally work during the recording of sequences. This can be achieved by watching the scene live, so the Live mode of the IP Clip Logger can be used. This can also be done by searching an ingested clip in the process of being recorded and then loading it on the player pane, so that the player mode will correspond to users’ needs.

In both cases, users will have to start recording a clip and add as many logs as they want until they stop recording the clip. Generally, several camera angles record the same sequence. With the IP Clip Logger, clips are created on all ganged angles and associated to the log sheet. Ganged channels are visible and it is possible to alter gang groups.

Story editors can then review clips and logs recorded by loggers while being able to update clips or create a subclip from an existing clip. All clips representing a story and their associated logs and metadata, can then be sent to a working bin for future use in post-production.
MUTLIPE SESSIONS

On some occasions, users work on several events simultaneously and require more than one logging session at their disposal. The IP Clip Logger is able to manage these instances by offering the possibility to open several tabs which are easy to switch. Users can open new logging sessions to perform certain actions in one tab, switch to another tab, perform actions in the second tab, and switch back to the initial tab without losing any work. Each logging session is completely independent from the other ones. This means that there is no interaction on the work performed in each session.
CUSTOMER SUPPORT & TRAINING

Our clients range from TV stations to video equipment rental companies and production houses worldwide. EVS’ key priority is to make sure that its clients keep performing at the highest possible level. We listen to our customers, identify operating workflows, anticipate needs, and suggest effective and reliable solutions, so that they in turn can offer top-quality productions to millions of TV viewers across the globe.

CUSTOMER SUPPORT

EVS is dedicated to making sure its products are functioning in a way that meets your needs and expectations. We offer technical support 24/7 from each of our regional offices, so you can rest assured that someone will always be available to answer any question that may arise.

All members of EVS’ technical support team are qualified technicians with a solid background in broadcasting. They understand your requirements and can provide you with the best solution available.

TRAINING

Do you want to learn how to operate EVS systems and applications or enhance your skills in using our tools?

EVS Training offers a series of courses on how to operate its products, taught in-house by industry professionals. Some of the training sessions are conducted by the EVS team via a Web interface, so that you get hands-on instruction even at a distance. EVS User Guides and technical documents are available free-of-charge on our Website.

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