IPLINK FOR ADOBE
USING EVS PRODUCTION SOLUTIONS WITH ADOBE PREMIERE PRO CC
# Key Features

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## Using IPLink for Adobe

### EVS

### ADOBE
INTRODUCTION

EVS production solutions form the backbone that productions rely upon on a daily basis for their live and fast turnaround programming needs in sports, news and entertainment. From small events to more complex multi-camera/multi-feed productions, whether location or studio based, EVS production servers and technologies provide the speed and reliability that producers look for to enable them to create, manage and distribute enriched content to their audiences and maximise the value of that content.

Adobe® provides industry leading applications and technologies for the enrichment and management of media. Adobe Premiere Pro provides feature rich video editing functionality and an open architecture that enables optimised technical and user workflows to be realised as part of an overall production process.

Together Adobe and EVS have partnered to develop IPLink for Adobe, an integration facilitating streamlined interoperability between EVS’ production environment and Adobe Premiere Pro editing applications.

The workflow described in this document allows editors and other users of Adobe Premiere Pro to seamlessly access material made available in the EVS production environment and allows them to craft rich-edited content required to meet their specific production needs. Finished edits can then be exported back to EVS production servers for playout.

The advanced level of integration of IPLink with Adobe Premiere Pro facilitates an innovative and seamless workflow. This lets the user focus on addressing their production needs without having to worry about the ancillary technical tasks associated with manually locating and importing file based material directly from storage with its associated time delays. As a result, users can access material faster allowing more time for creativity and ultimately an enriched viewing experience.
KEY FEATURES

- In-application access to EVS material via Adobe Premiere Pro panel
- Supported on Microsoft Windows and Apple Mac OS X platforms
- Bi-direction workflow for accessing content and transfer of edits back to EVS servers
- No transfer of content to Adobe Premiere Pro workstation
- Ethernet-based connectivity
- EVS metadata visibility within Adobe Premiere Pro
- Preview available clips directly in Adobe Premiere Pro
- Quick Text and Advanced Filter Search on EVS clips and logsheets
- Browse and easy import clips into Adobe Premiere Pro project and timeline
- Browse and import clips associated with logsheets
- User customisable metadata display
EVS BACKUP TO ADOBE PREMIERE PRO

Content in EVS production solutions can originate from many locations, cameras and other feeds being recorded onto EVS XT or XS servers, as well as other file-imported content using EVS XTAccess or other tools. In addition, rich metadata can be added such as logs, ratings and custom metadata which is all managed using EVS applications and provides support to fulfil demanding production requirements.

EVS IPDirector is used to make the content that is held within the EVS XT/XS servers available to Adobe Premiere Pro CC by creating ‘clips’ and simultaneously indicating that the content is made available on EVS managed storage. IPDirector is also used to organise the clips to allow users to easily access its metadata – all of which is being tracked in the IPDirector database. The process of making the content from the XT/XS servers available on the EVS managed storage is sometimes called ‘stream backup’ or ‘clip backup’ depending upon if the content being written out to the EVS storage synchronous with the current recording point or a static clip defined in the XT/XS server. In concert, EVS XTAccess provides the horsepower to make the content available in industry standard formats on the EVS managed storage.

The following jobs can be used to make content on the EVS servers and production environment available to Adobe Premiere Pro:

- Clip backup of XT/XS clips
- Stream backup of XT/XS record trains
- File re-wrap from EVS managed storage
- Playlist/Timeline flattening of EVS edits
CLIP BACKUP

Clips created on the XT/XS servers or other clips generated through file imports are selected using IPDirector Database Explorer and then ‘backed-up’ using pre-configured ‘targets’. The system will transfer and, if necessary, transcode and re-wrap material on-the-fly from the XT/XS servers. In addition the user can organise the clips into library ‘bins’ in the IPDirector database to allow easy access to the content using the IPLink panel in Adobe Premiere Pro CC.

LIVE FEED STREAMING

The unique loop recording capability of the XT/XS servers ensures that no action is lost. The respective record ‘trains’ can be streamed to EVS’ managed storage using IPDirector Ingest Scheduler by creating a ‘clip’ from the record train, and also by specifying a pre-configured ‘target’ with the live feed being made available quickly using the IPLink panel in Adobe Premiere Pro CC. Being able to use material for editing whilst it is still being written, i.e. ‘growing files’ is dependent on the codec and file format combination and where possible allows the edit to begin without waiting for the event to end, otherwise the clip can be read by Adobe Premiere Pro CC after the file is complete.

METADATA SUPPORT

During a typical production, a large amount of production metadata can be captured. Using this metadata, producers are able to search and find the best available shots in order to make the appropriate editorial decisions. Therefore, it’s important that this metadata flows downstream of the capturing process and into the edit, so that all the pertinent information is available in order to make the best and fastest editorial decisions.

During the backup process, various static and logging metadata is also made available via the IPLink panel, allowing the editor to easily search for and locate the correct material they require for their edit.
USING IPLINK FOR ADOBE

IPLink for Adobe is implemented as an Adobe Premiere Pro panel, called ‘IPLink’, and allows easy in-application visibility of the clips and logsheets that are available and ready to be used for the edit.

IPLink displays a folder tree structure made accessible to authorised users using IPDirector. The folder structure allows users to easily locate clips that have been placed onto IPDirector managed storage and library ‘bins’ as a result of the backup process.

There are a number of ways that media can be located and used for editing:

- direct navigation of the folder tree visible in IPLink
- quick text search of clips
- advanced filter search
- browse or Quick text search of logsheets
- load clips/logsheets directly to Adobe Premiere Pro CC source monitor panel for review
- edit direct from Adobe Premiere Pro CC source monitor panel to edit timeline
- drag/drop clips to Adobe Premiere Pro CC project

Once a candidate clip or log has been determined, the material can be directly viewed in the Adobe Premiere Pro CC source monitor panel, allowing quick scrubbing to determine that the material is of interest. If wanted, the candidate clips can be drag/dropped to the Adobe Premiere Pro CC project. Alternatively, by directly marking in/out points in the source monitor panel, the segment can be placed directly to the edit timeline. Any of these actions will add the clip to the Adobe Premiere Pro CC project. There’s no transfer of material as a result of this action; Adobe Premiere Pro CC is directly accessing the essence files on EVS managed storage, and it’s only the clip metadata that is imported to the Adobe Premiere Pro CC project.
Appropriate EVS metadata is also visible in the IPLink panel and can be combined using advanced filter search within the panel; the user is also able to tailor the metadata column view for their specific production need.
TRANSFERRING EDITS BACK TO EVS SERVERS

Completed edits can be sent back to EVS XT/XS production servers for subsequent playout using the ‘export’ functions of Adobe Premiere Pro.

The selected edit is exported with the appropriate Adobe Premiere Pro CC export settings that results in writing a media file back onto storage monitored by EVS XTAccess applications. At that point, XTAccess ‘Scan folder’ process will begin the process of ‘restoring’ the media file representing the completed edit back to the EVS XT/XS production server for playout.

The selection of essence and file wrapper type as part of the export process from Adobe Premiere Pro can be chosen to facilitate the optimum transfer possible.
SOFTWARE COMPATIBILITY

EVS

> Multicam v11.00+
> IPDirector v6.15+
> XTAccess v1.19+
> IPLink for Adobe v1.0

ADOBE

> Adobe Premiere Pro CC v7.x
> Mac OS X v10.7 or v.10.8
> Microsoft Windows 7 with Service Pack 1 (64 bit)
CUSTOMER SUPPORT

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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