

Media Backbone Sonaps

Network Production System

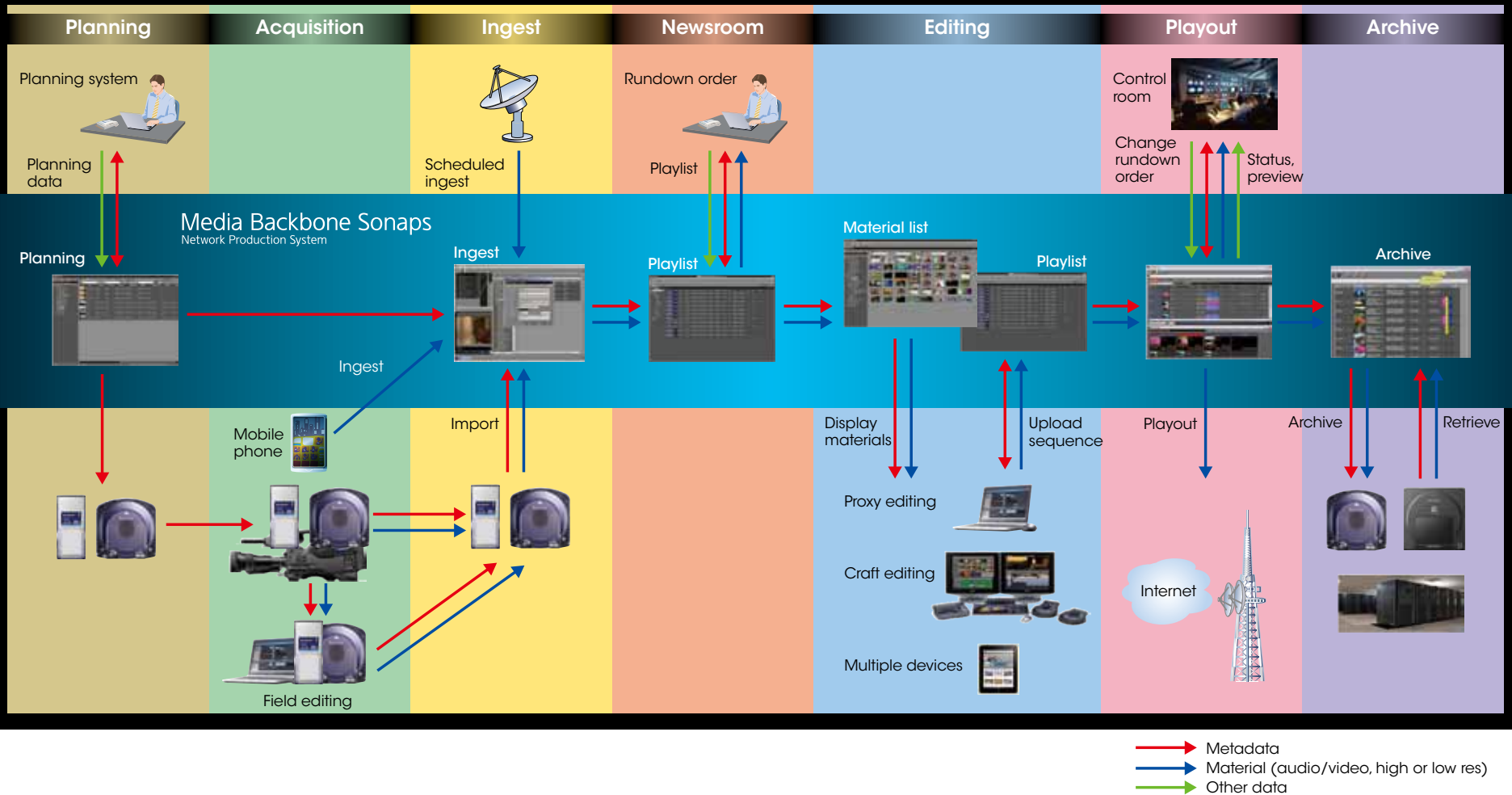
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Media Backbone

The Media Backbone Sonaps Network Production System is a shared, collaborative, and integrated end-to-end video production system ideally suited for broadcast news, sports production, and post-production. It uses open standards and a scalable platform to provide an optimized workflow for everything from acquisition to ingest and editing, and play-to-air, channel distribution management and archiving.

Workflow



Workflow Advantages

Planning

Metadata created in the planning system can be seamlessly linked to the story in the Media Backbone Sonaps system and be used throughout the entire workflow.

Acquisition

Extending workflow into the field with the Media Backbone Sonaps system and the XDCAM family of acquisition devices provides significant production advantages with the automatic creation of metadata and EssenceMark™ data, and the use of field logging, storyboarding, and proxy EDL creation. This allows the required content to be on-air faster, more efficiently, and with higher quality than ever before.

Ingest

The Media Backbone Sonaps system accepts a wide range of inputs. Whether from a live event, tape-based acquisition, disc-based media, solid-state memory-based media, or from file-based contributions, ingest of content can be managed in a controlled and efficient way from a dedicated terminal. Timed, scheduled, and ad-hoc manual recordings can all be efficiently managed and monitored, while metadata and EssenceMark data are added and annotated. The XDCAM proxy can be ingested in advance to high-res material, providing significant workflow benefits and reducing the time to air for stories.

Newsroom

In the newsroom, the Media Backbone Sonaps system integrates fully with newsroom computer systems, right from the planning stage, through to editing and playout, and into the archive. Content from the field, inside the Media Backbone Sonaps system, and on near-line archive systems can easily be searched and browsed. Logging, storyboarding, and even finished editing with voice-over and effects can easily be done at the desktop. Material and metadata can be seamlessly linked to the story as it develops. The running order and status are constantly updated so that everyone has the up-to-the-second information that's essential in a high-pressure newsroom environment. Using the XPRI NS proxy editor in the newsroom gives the journalist ultimate flexibility to browse, edit, and finish the story as quickly as possible.

Editing

When craft editing is required, the XPRI NS editor provides a comprehensive production tool that is ideally suited to – and seamlessly integrates with – XDCAM, XDCAM HD, XDCAM HD422, and XDCAM EX devices and the Media Backbone Sonaps system. Utilizing metadata from these systems, together with the XPRI NS editor's comprehensive editing capabilities (including slow-mo, voice-disguise, and mosaic), users achieve innovative workflows ensuring news packages never miss the rundown. The XPRI NS editor can handle SD and HD material as well as their proxy material on a single timeline, so that stories are available for air at the earliest opportunity. When time permits and if desired, storyboards or projects from the newsroom XPRI NS proxy, and from the field, can all be handled and finished for a more polished output.

Playout/Distribution

In the playout area, the Media Backbone Sonaps system integrates seamlessly with the newsroom computer system so that the playout server is constantly updated with rundowns, and the content is ready for air at the earliest opportunity. Status information is constantly updated so that everyone has the up-to-the-second, accurate information that's essential in a high-pressure newsroom environment. When manual playout is required, a dedicated key panel provides precise control. When automatic or unattended operation is required, tight integration with third-party systems permits content to be on air, on time, every time.

Archive

Typically, within the news environment, some stories run much longer than others. To provide optimized and cost-efficient storage for additional content, the Media Backbone Sonaps system has a near-line archive option. In this way, system capacity can be easily expanded to accommodate additional content without the need to expand the core system architecture. For users, the near-line content appears online, and is therefore searchable, browsable, and useable by everyone.

Unique Features

System Scalability

- Media Backbone Sonaps is available in different system sizes to fulfill your specific needs and varying circumstances
- Module-based architecture enables you to build a system from one core module, creating the background services and selecting the function modules you require
- Function modules can be added easily based on your growing needs in the future

Live Logging Tool

- For events like sports, election, parliament, and reality shows, live logging is essential for journalists or editors to search and edit content quickly
- With the Live Logging tool, operators can quickly log markers during live events and save them in the Media Backbone Sonaps database as metadata for all users to access instantly
- The Live Logging tool can be customized for all different types of events and multiple templates can be utilized for each type of event



UGC (User Generated Content) Platform

- Breaking news content is highly valuable, but all media companies face the same challenge: They never know when and where the next big story is going happen
- By rapid development of mobile devices and network infrastructure, more and more content is being generated by the general public who now have the desire and capability to generate content by themselves and quickly share it with others
- The UGC Platform is a solution for sending live video streams captured by smart phones into a central media server for live on-air and post-processing, and for instant publishing to the web
- The UGC Platform is designed to increase the chances of capturing exclusive content by allowing instant reporters to capture high-quality video content with their smart phones and send it directly to a central media server



Site-to-site and Field-to-site Remote Connections and Editing

- With the Media Backbone Sonaps system at the heart of your organization, sharing content could not be easier: In multi-site operations, seamless connections and open access to content is provided
- Where regions, bureaus, or remote offices require connections to the main system, the Media Backbone Sonaps system provides sophisticated remote connection and editing functionality so that everyone who needs it has access to the required content whenever and wherever - even from the field or a hotel room

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