

FRAMELIGHT X

Next-generation Asset Management – Native to GV AMPP Platform

As the demand for new content continues to increase, media organizations must find strategies to improve the efficiency of content production from creation to distribution.

By improving the efficiency of the content creation process, allowing collaboration between globally distributed teams, and building systems that adapt dynamically to demand, media organizations can realize significant savings all while producing more content. The cloud-based Framelight X solution from Grass Valley® is uniquely positioned to meet these challenges.

Content Federation

Having different systems for each stage or region in the content creation process can lead to the same content being copied multiple times. This uses up time, bandwidth and storage space. Framelight X federates content into a single system, regardless of its type or location. This allows media to be more efficiently shared between teams and functions throughout the content creation process.

Distributed Working

Teams need the flexibility to work on-premise, at home or on location. This may be within the same country or across the globe. With Framelight X, users can simply log in to a browser-based UI and work with the content regardless of where they are and where the media is stored. Framelight X's browser-based UIs cover search, preview, logging, editing, ingest scheduling and workflow design.

Editing Efficiency

Framelight X is designed so that users can edit as quickly as possible.

For a sports highlights package, it's really simple to turn a set of markers that have been created manually or passed in from another application into a rough-cut edit with just a few clicks. This powerful meltree functionality can save so much time!

For journalists, text driven editing enables a rough cut edit to be generated by selecting text from an AI-generated video transcript,

instead of having to play through a video. The text selections can be added to an existing sequence or create a brand new one.

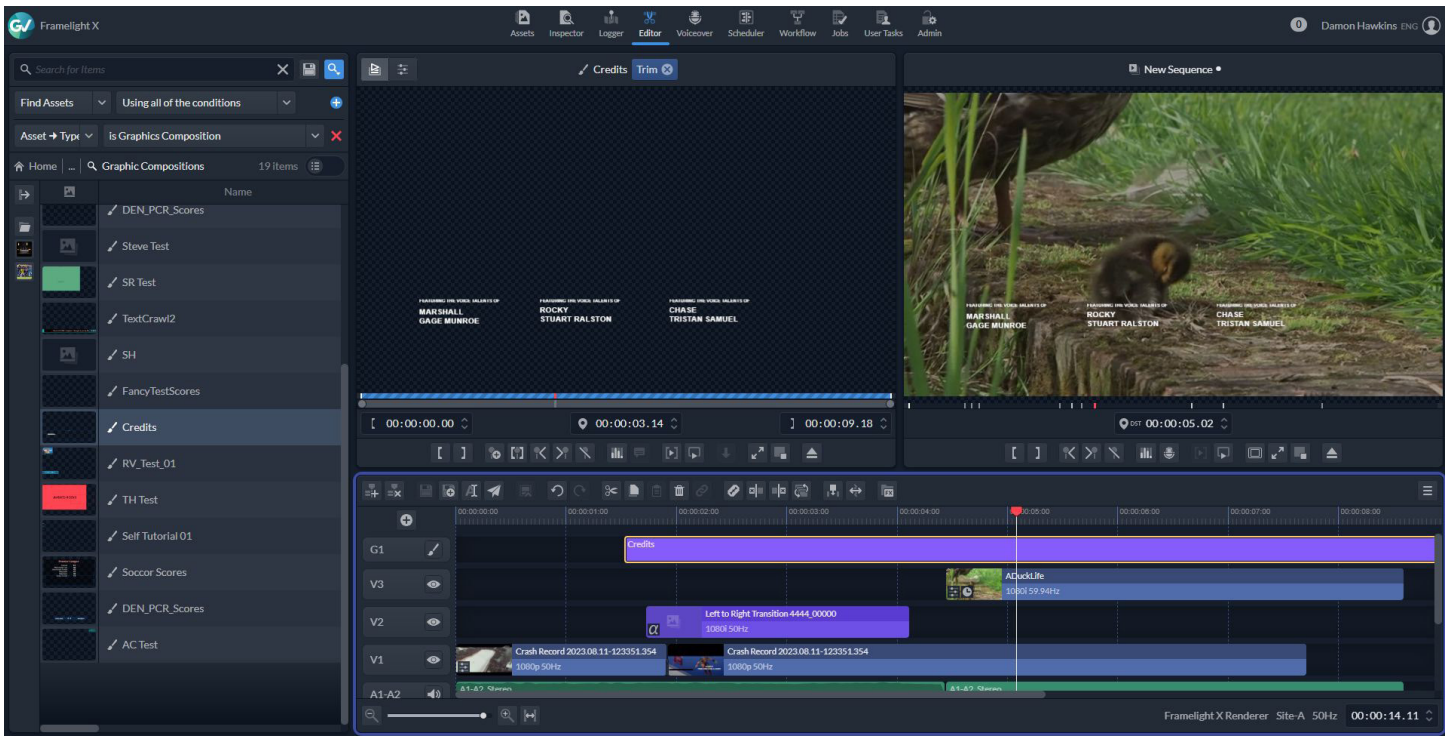
These rough cuts for both News and Sports use cases can be finished using the feature-rich browser-based Framelight X Editor, or passed to a craft editor such as GV EDIUS® or Adobe Premiere.

Customizable Automated Operations

Removing manual, repetitive tasks frees up people to focus on value-add tasks. The Framelight X cloud native workflow engine does this for ingest, metadata tagging, distribution and more.

The intuitive workflow designer tool empowers customers to make their own automated workflows and tune them for their bespoke operational needs, with a full range of steps ranging from logical operators, built-in transcode and transfer, to third-party integrations including AI services.





Elasticity

Often media organizations need to build out their production facility for peak demand. This means there is frequently a large amount of production capacity left unused for most of the year. Framelight X scales to cope with variations in demand, making it unnecessary to build permanently for the busiest periods.

Leveraging standard AMPP platform tools, Framelight X allows you to spin up and down resources such as video servers, transcoders and workflow processing workloads, which can be run on-premise or in the cloud, at the click of a button.

Scale

Framelight X has been proven for global live production. It is built from the ground up with a true cloud-native backend architecture that can scale to millions of assets, hundreds of concurrent imports and thousands of simultaneous users.

Key Features

Next-generation federated asset management

- Globally distributed, fast turnaround production workflows targeted to news and sports
- Work remotely in a browser and within seconds of a live record without the need for operators on-premise or on location
- Increases yield per asset by federating content into a single, global asset management system, enabling content sharing and reducing duplication

MOS Clip List Player

- Any MOS-enabled NRCS can now drive rundowns in the multichannel MOS Clip List Player. All Framelight X assets available to be linked to placeholders. Updates instantly reflected and multiple rundowns supported
- Support up to four clip player channels

- Automatic rundown updates
- Rundown list to import new rundowns
- Channel assignment via NRCS or manually override
- Customized column ordering
- Preview clip intro or outro
- Set clip end behavior
- Support post-roll before auto cue of next channel item
- Proxy window for each channel with clip information
- Count Up/Down Timer for each channel
- Ability to auto cue first available in each channel
- Manually cue any playlist item at any time

Editing choice and ease of use

- Browser-based editing with Framelight X Editor and craft edit with EDIUS X or Adobe Premiere
- Choice of editing in EDIUS X and Adobe Premiere with either proxy or high-res content
- No cumbersome relinking of media for any edit workflow, enabled by Grass Valley's intelligent media technology

ENG media upload via Mync

- Ingest any ENG content using Mync. Create storyboards and upload seamlessly into Framelight X

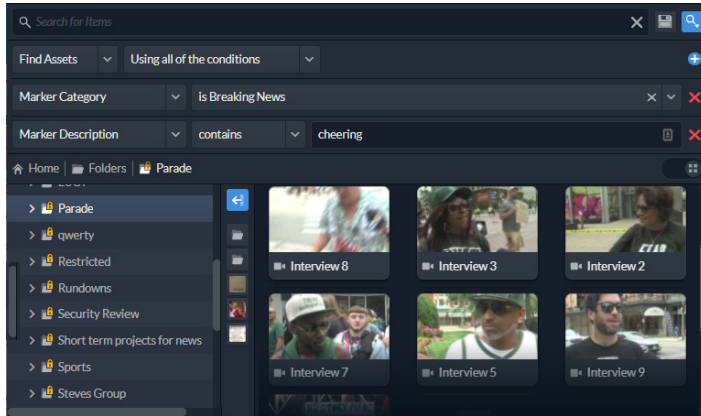
Customizable operations

- Framelight X workflow enables customers to automate their operations without the need for professional services or bespoke development
- Use the ever-growing library of functions which can be linked together, including third-party integrations such as AI services

Framelight X Tool Set

Framelight X Assets

A single view across all sites can scale to support millions of assets. Easily browse your assets via advanced boolean search or narrow down the results by using advanced search. Organize assets into unlimited virtual folders that are not tied to physical file system folders, and add security to each folder or specific permissions to each asset. Folder security rules are automatically applied to assets as they are moved or copied between folders.



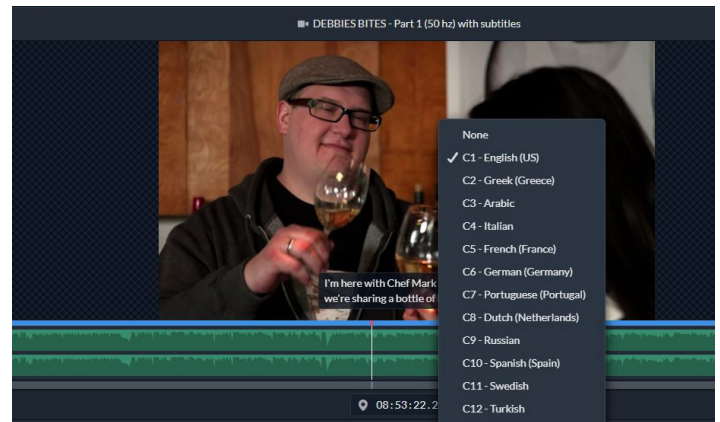
Framelight X Player

Play back media frame-accurately with the speed and capability of a local player. Using the Framelight X Player, every asset proxy is instantly available with real-time and off-speed playback and up to 64 audio tracks. Make use of keyboard shortcuts, waveforms, audio metering and audio track selection.



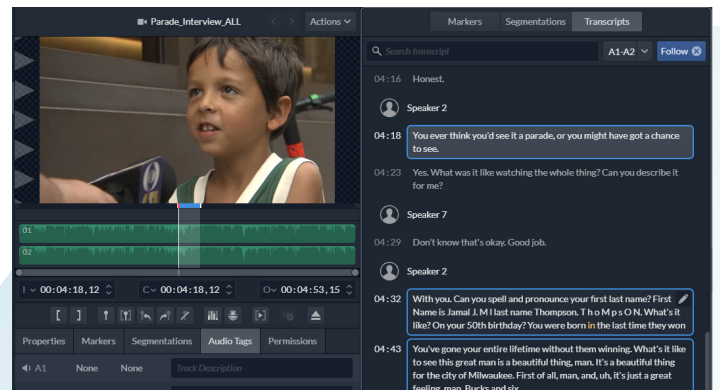
Framelight X Inspector

Manage all asset metadata in customized groups and metadata fields. Powerful permissions can be applied to each metadata field, ensuring only those with the appropriate permissions can view or modify. Each metadata field is instantly searchable and can scale to hundreds of possibilities. The Framelight X Inspector now supports the decode of subtitles and closed captions for easy viewing and QC. Multiple closed caption .stl files can be independently viewed within the inspector.



Framelight X Logger

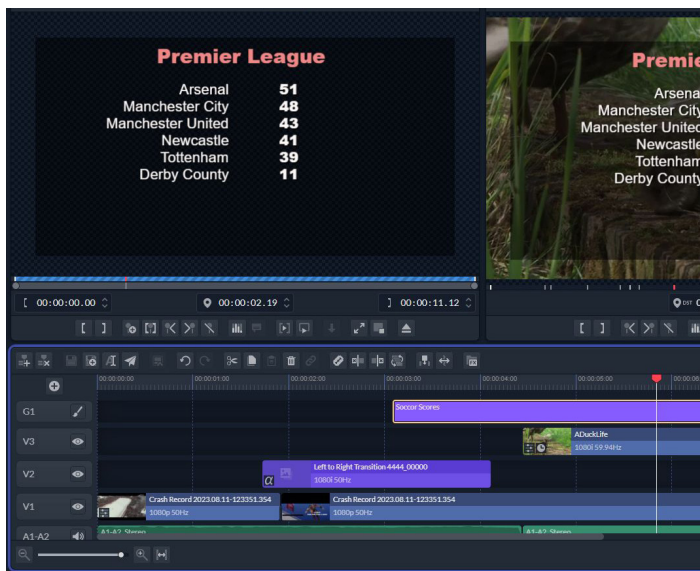
Tag your media frame-accurately with markers that can be grouped with custom categories, enabling markers of different types to be easily distinguished. Cut media into multiple segmentations so you can have different segmentations per playout system. View transcriptions, correct AI spelling errors, see the transcript progress along with the player, and generate rough cut edits by selecting relevant parts of the transcript.



Framelight X Tool Set

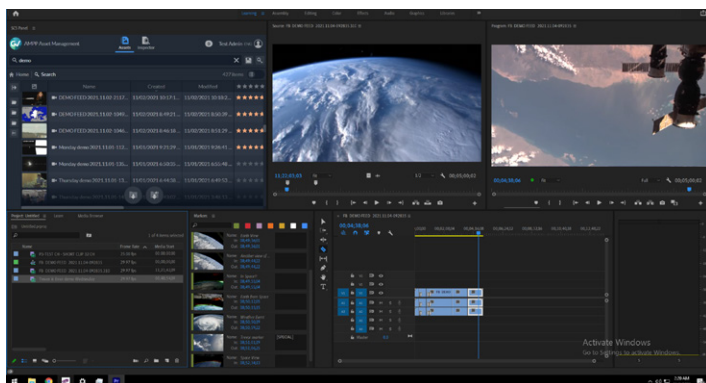
Framelight X Editor

Edit anywhere on any computer inside a web browser with all the features you need to create polished stories. Add multiple video tracks with effects and transitions that can be customized and saved per user. The native GV HTML5 graphics can now be added to a new GFX timeline. These animated and template driven graphics can now further enhance the finishing capabilities of the Framelight X Editor. Add audio keyframes and mix voiceovers creating the type of high-quality media you would expect from an installed editor. Use SD, HD and UHD content so your browser-based editor is not limited by the footage you are using.



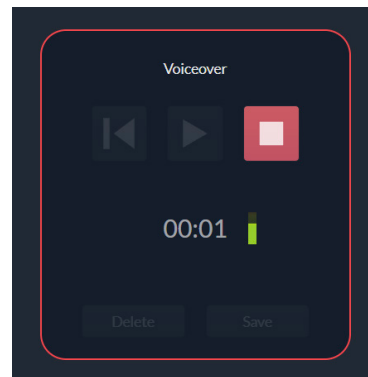
Craft Editor Plugins

Edit in GV EDIUS or Adobe Premiere with easy access to assets using either the proxy or original media. Access the full search and browse features, and receive dynamic updates to metadata and markers as they are added with no refresh required.



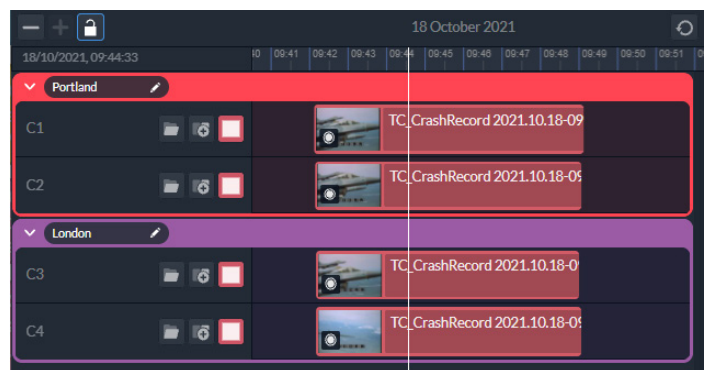
Framelight X Voiceover

Capture all your voiceovers while watching video or record a clean version to add to edits later. Use built-in or third-party microphones for crisp clear recordings, collaborating from anywhere in the world using a standard web browser. The simple interface is ideal for users that don't want complex options. Capture and upload with three clicks. Alternatively record a voiceover directly to the Inspector or Editor UI to easily sync the script with the video.



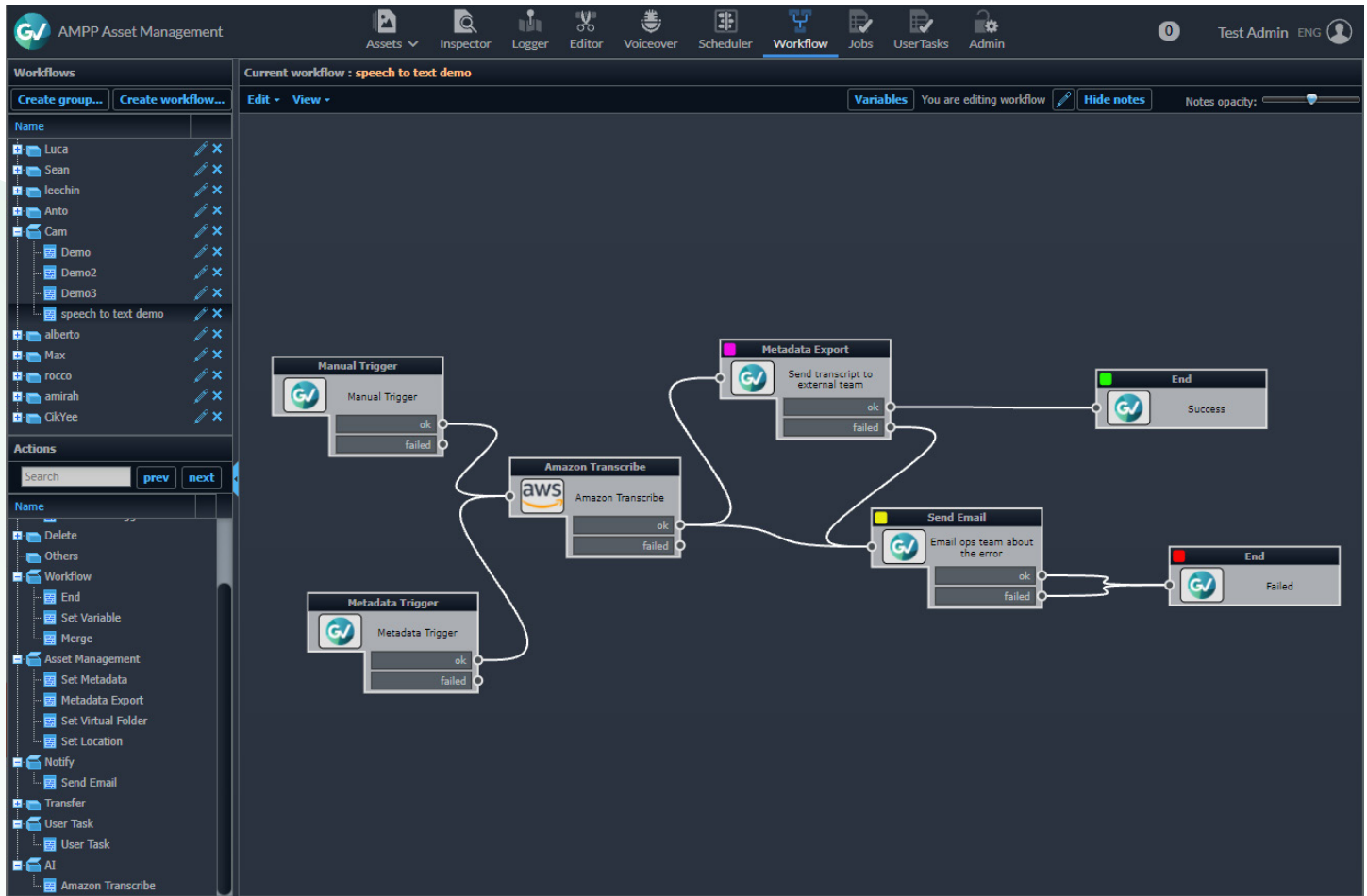
Framelight X Scheduler

Manage hundreds of channels in the cloud or on-premise. Schedule records, including recurring events or start them immediately, with the ability to view proxy playback in seconds. Capture SDI, SMPTE ST 2110, NDI and SRT feeds instantly. Group channels to make them easy to find and manage, supporting global updates and read-only mode so all your users can work together, anywhere.



Framelight X Workflow

Create simple or complex workflows to automate media management, ingest and distribution. Enable AI services to transcribe content so assets can be searchable by spoken word. Create hundreds of workflows that can run on nodes locally or in the cloud, hosted wherever is most efficient. Monitor all active workflows via the intuitive jobs page.



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