SIC Full IP Studio

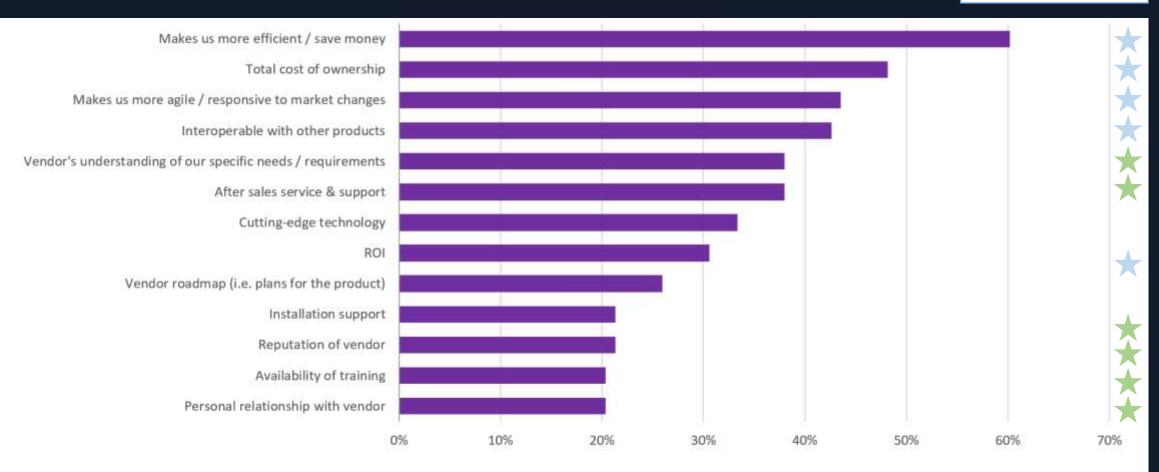
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Claus Pfeifer Sony Professional

Key Trends What Media Industry is looking for



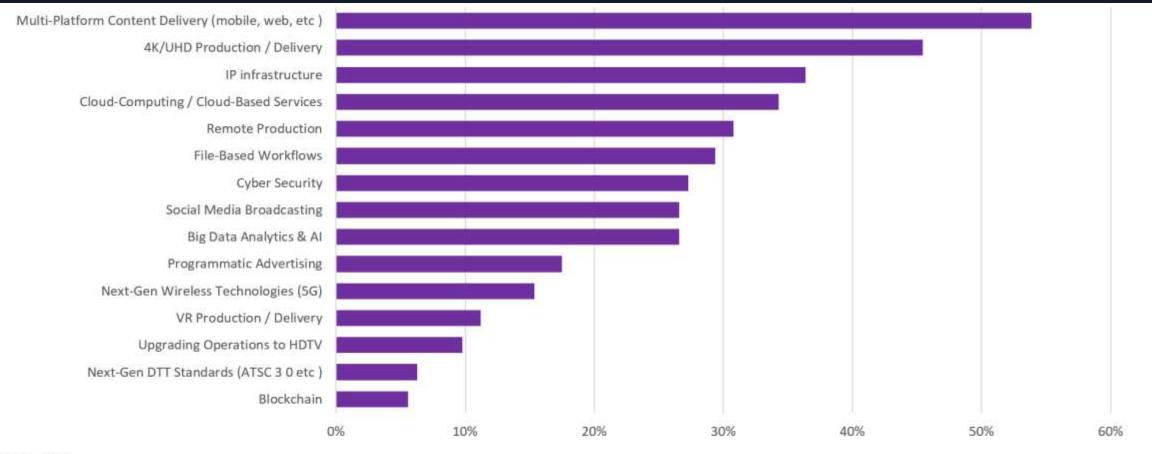
What Media Industry is looking for Purchase Drivers – courtesy of



"Efficiency"

"Relationship

What Media Industry is looking for Technology Trends – courtesy of

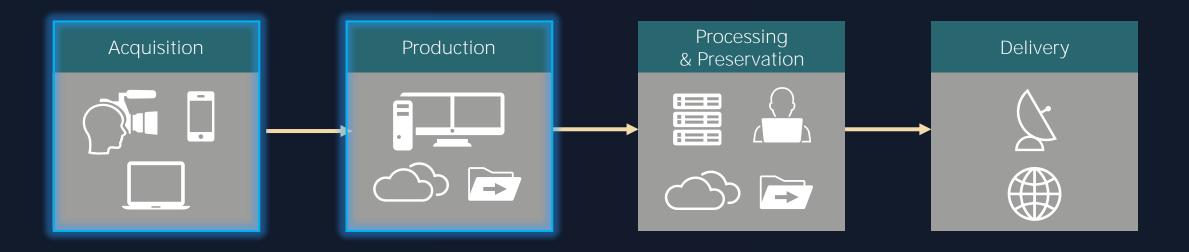


Source: IABM

IP Technology in Live Production



- IP Technology already well adopted in Contribution & Distribution
- Acquisition & Production moving to IP but different operational & technical needs:
 - Mix of multiple sources of Video & Audio essences
 - Real Time operations is required
 - New Industry Standards & practices



The Power of Partnering

Building Eco-Systems based on Open Standards

Sony is key member of the Joint Taskforce on Networked Media funded by EBU, SMPTE & VSF.

As active member of SMPTE, Sony has led the standardization of SMPTE ST2059 together with Cisco and more recently work on SMPTE ST2110.

Sony is principle board member of AMWA and lead AMWA NMOS specifications together with all members, sharing Open Source code of its IS-04/05 implementations.



Gareth Sylvester-Bradley • 1er Principal Engineer at Sony EPE 4 j • Modifié • 🕲

Now more than half way through this week's #AMWA #NMOS Workshop at #Sony EPE, with 20 vendors and broadcasters focused on deployment interop and testing, the next phase of the API security and authorization work to include EST, and the roadmap for event & tally, device models and telemetry Sony Sony Professional Solutions Europe BBC Mellanox Technologies Arista Networks Pebble Beach Systems RIEDEL Communications GmbH & Co. KG Bridge Technologies co as Vizrt Matrox Ross Video The Telos Alliance Axon Digital Design BV PHABRIX Ltd ...

Voir la traduction

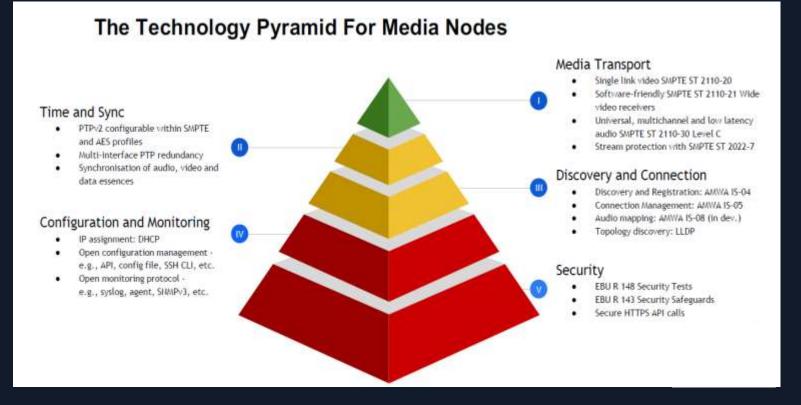


The Power of Partnering





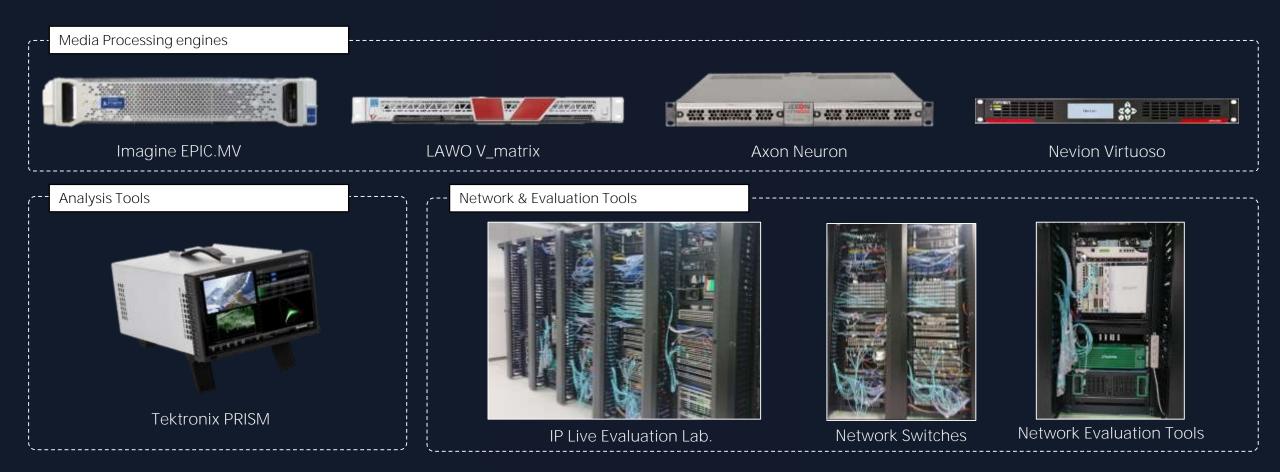
Building Eco-Systems based on Open Standards



EBU TECH 3371 states on Single link video; SMPTE ST 2110-20

For simplicity of operation and troubleshooting, and optimal network density, **video Media Nodes should use single link streams**. For instance, a single 59.94 Hz UHD stream (like a camera) requires a 25 GbE port, and a high-density device (multi-viewer or vision mixer for example) should take the benefit of bi-directional 100 GbE.

The Power of Partnering Building Eco-Systems



The Power of Partnering

Building Eco-Systems



The Power of Partnering

Training at DMPCE Pinewood UK

3 days training

Mix of Theory & Practice

Over 100 delegates trained

Special offer to our Partners



Reference Project Case Studies

The Power of Partnering

Industry Collaboration

Working with Partners

Leverage Experience

Relationship & Openness

<u>Be on Time, On Budget</u>



Case Study SIC Portugal



1st ST2110 Sony prime SI project & On-air since Jan 26th, 2019







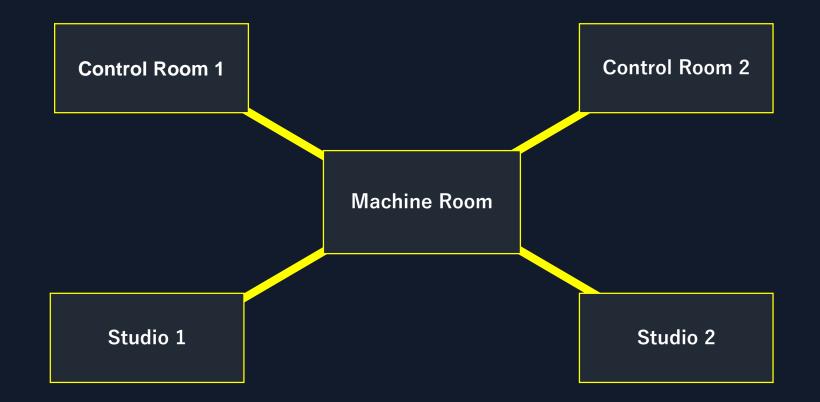










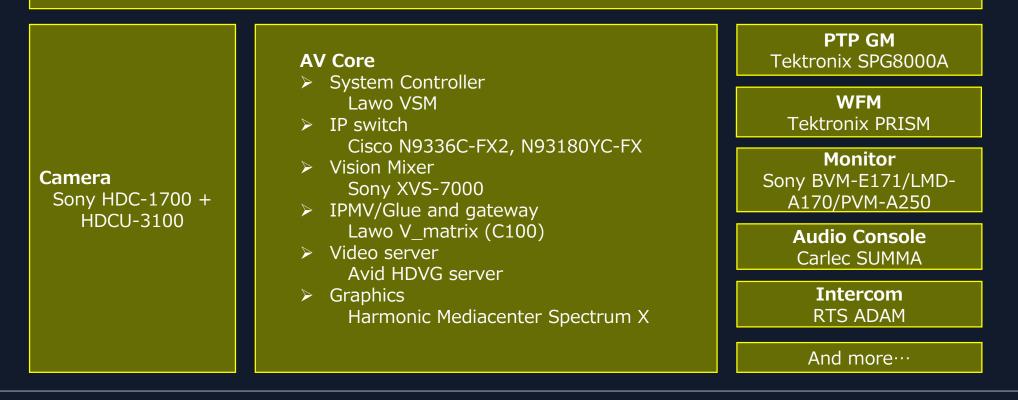


Case Study SIC Portugal



- End to end ST2110 compliant live production system
- Interoperability among multiple vendors
- Future proof (migrate for 3G/HDR and UHD/HDR production)

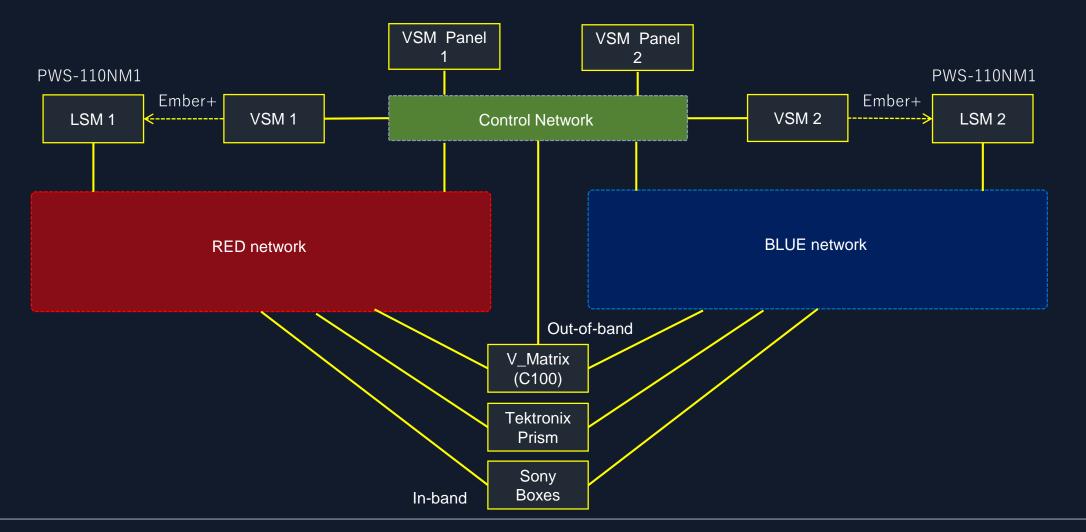
Overarching SI services - Sony provides design, commission, training, acceptance and on-site support





SIC Portugal

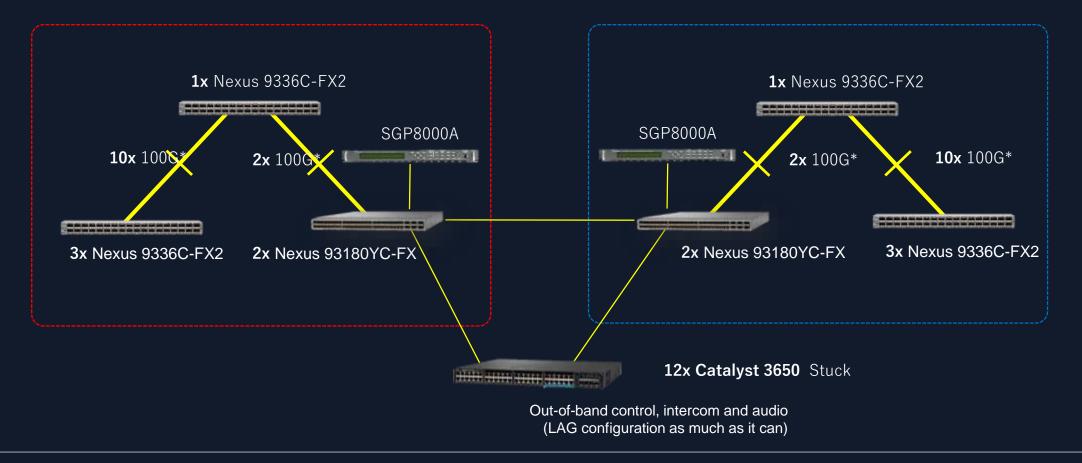








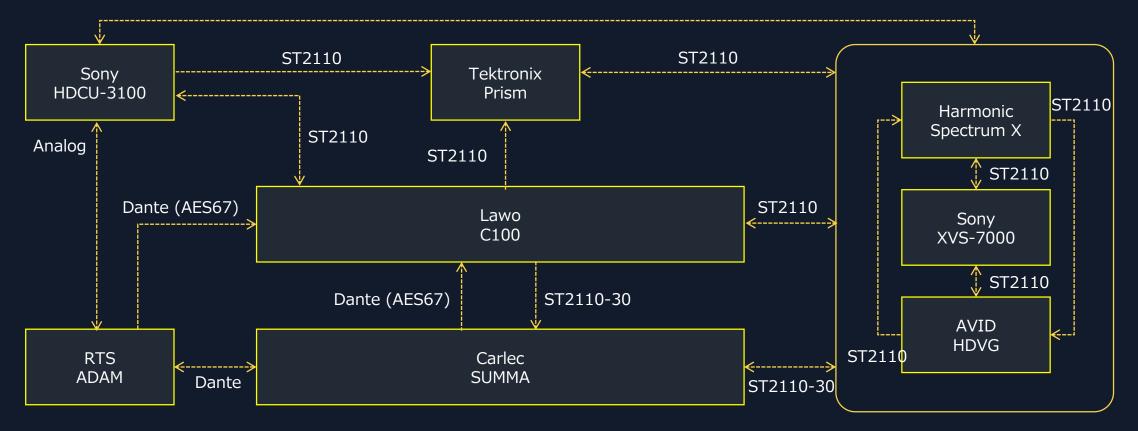
Fully redundant network for in-band control, transport and PTP







Overview of A/V device configurations & connections

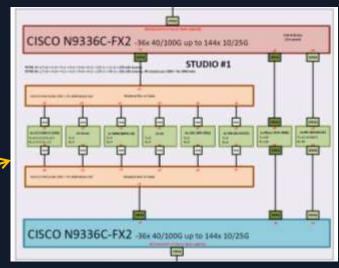


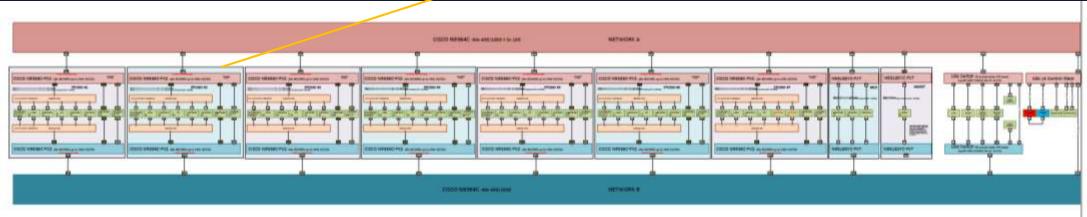
Case Study ATV Turkey

ATV New Building Project

- 7x Studios, ST2110 based system, 4K Ready
- Sony supports the local ISI (Teratek) as a consultant for
 - Network design based on Cisco Nexus series
 - Specialist integration services, incl. diagnosis
 - Service & support of the overall System







Case Study

NEP Australia



- > 100G Network among Melbourne, Sydney and Stadiums
- > IP Based System: Enable IP transfer to the station
- > XVS-8000/6000, HDC-4300/P43 and HDCU-3100

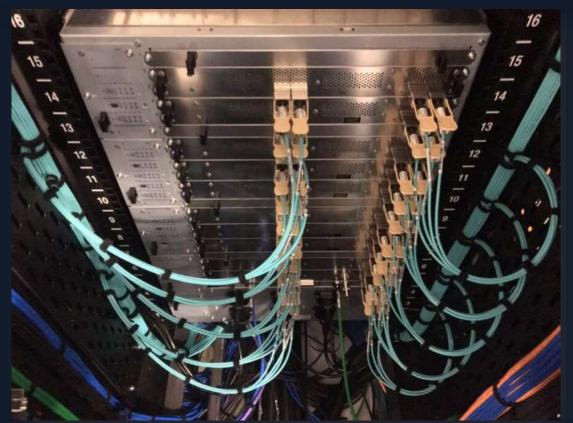


Case Study NEP Australia

NEP



Sony CCU HDCU-3100



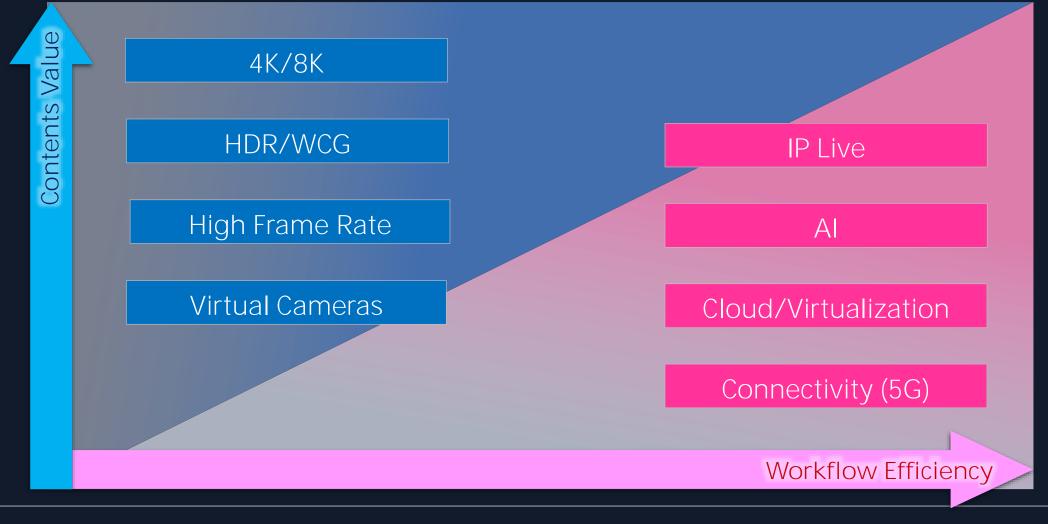
Sony Switcher XVS-8000



How the Media Industry benefits from the evolution

How Media Industry benefits from the evolution

Content Value & Workflow Efficiency



SONY

Unify the Infrastructure

IP connects every island of the production & distribution chain

Sony works in developing Technologies & Solutions for unifying Live & Non Live Infrastructures that are Covering / Enhancing the workflows and operational practices of a conventional Live production Based on existing and future open standards & Architectures Develop in a way to maximize the benefits of IP-based technologies

Unify the Infrastructure Multiple Use Cases



Expandable and Flexible IP Routing System

Expandable OB Van Solution by IP-nize tie-line

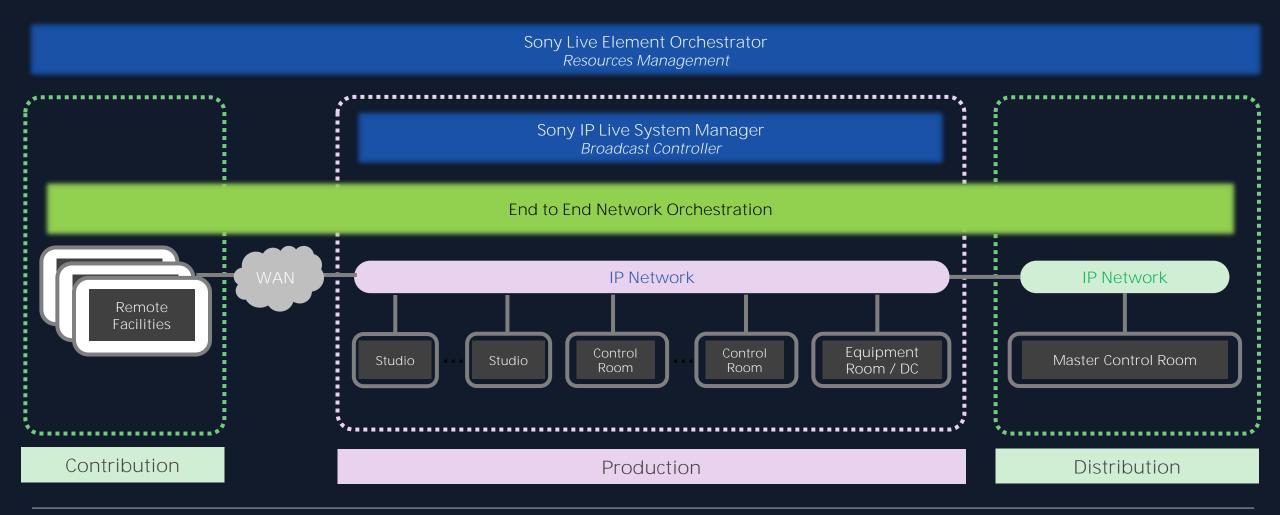
Standard based & efficient remote production

Unify the Infrastructure Remote Integration (REMI)

Remote Production	 Minimizing on-site equipment & staff Reducing Production Costs Increasing productivity
+	
Shared Production	 Maximize facilities utilization . Flexibility in studio/control room combination Dynamic resource assignment

 \rightarrow To leverage benefits of REMI, orchestration is the key

Unify the Infrastructure End-to-end networked orchestration is the key



Network Orchestration Sony's Strategic Partnership with Nevion

Experts in network orchestration solution:

Solid network expertise and selected by innovators

Network Consulting capabilities in Media

Technology Leadership

Experts in SDN and video/audio over IP, and has been acting as the "glue" between Broadcast/Media and IT industries



SDN Controller

- Multi-spine topology
- Flow path monitoring



Live Element Orchestrator (LEO)

Efficient Resources Management

LEO is a solution that manages the entire Live Production operations

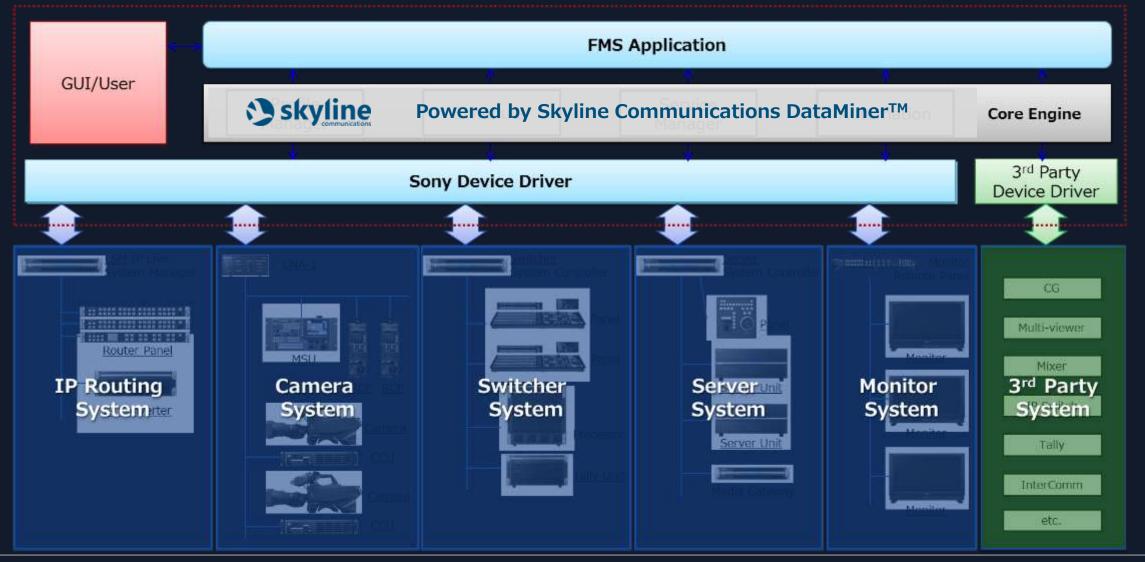
- It's complementary to a Broadcast Controller
- It's complementary to a Network (SDN) Controller

LEO is capable of configuring, monitoring & booking production devices (Sony & 3rd party) centrally, against Production Requirements, so down time is minimized

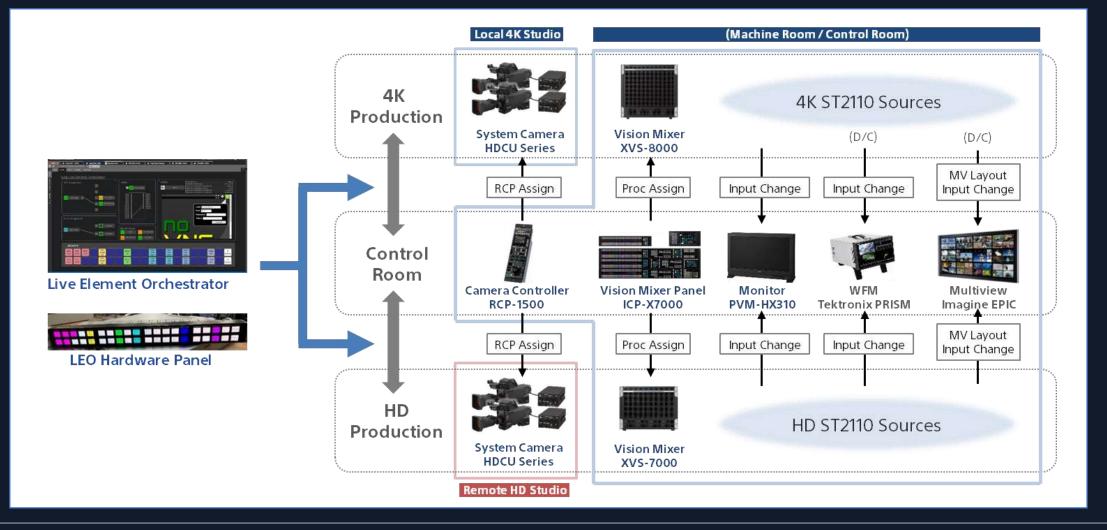
LEO is powered by Skyline DataMinerTM and as such inherit 3000 device drivers already developed

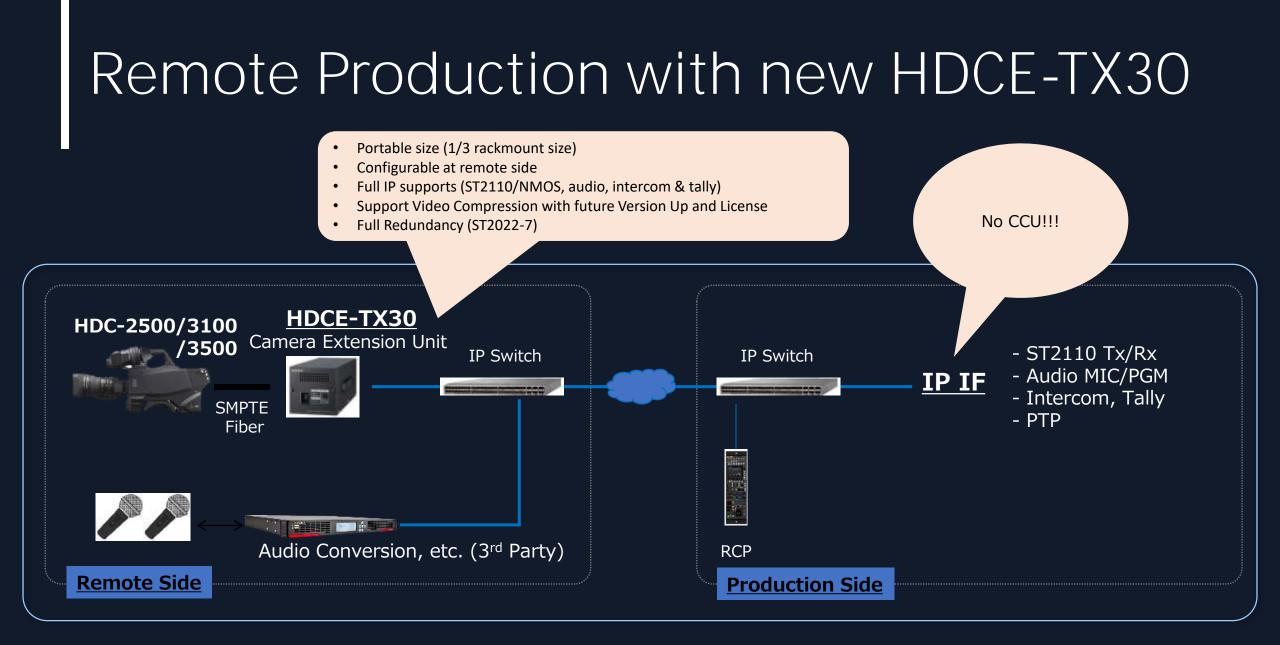


Live Element Orchestrator (LEO)



Live Element Orchestrator (LEO)





Future Technology Trends

Let's go on the journey together

Connectivity

European M2M Connections are predicted to reach 500 million by 2020; 3.1 billion globally.

Cloud

Worldwide spending on public cloud services will grow at a 19.4% compound annual growth rate (CAGR) from nearly \$70B in 2015 to more than \$141B in 2019.

Big Data

About 328.8 Million hours of content were viewed globally in 2015 and this will likely grow to 506.9 million by 2020.

Convergence

IT spending for the Media Industry in Europe is likely to rise to \$73 Billion by 2020.

Frost & Sullivan

Statistics Public cloud infrastructure at a Service (IaaS) hardware and software spending from 2015 to 2026.

Frost & Sullivan

Frost & Sullivan