



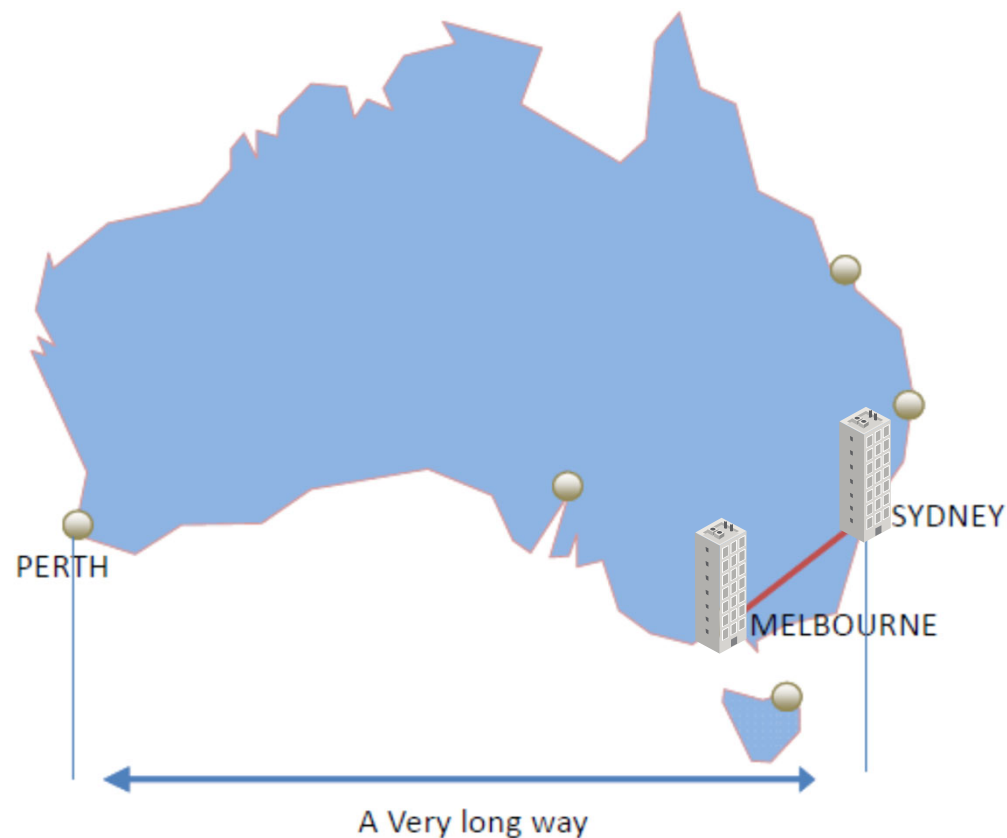
## ANDREWS HUB

NEP Australia's full IP remote production model powered by EVS technology

Alexander SCHROETER – Pre Sales Manager

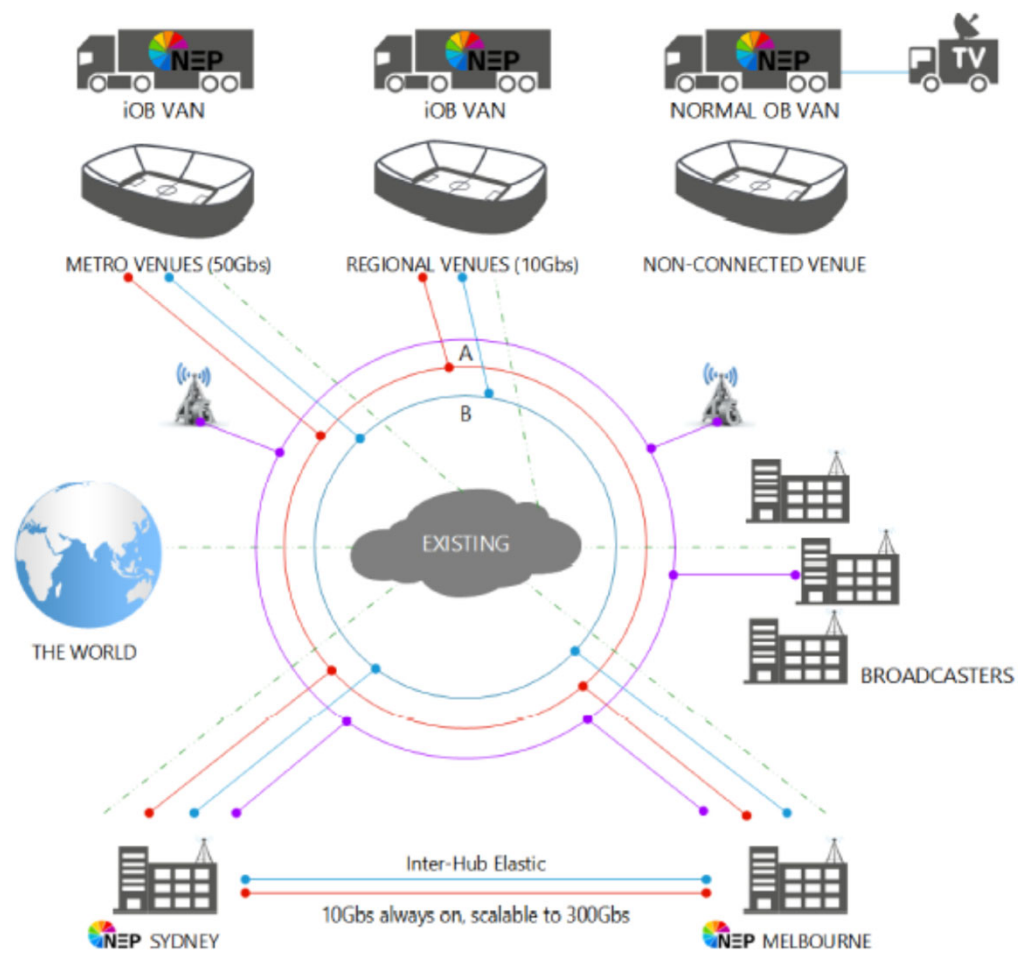
## WHERE DID IT COME FROM?

- / Australia is a big country
  - Causing high travel costs for crew
  - Not possible to work one day after the other
- / Operators are not in the same city
  - Multiple hubs where needed to have the staff at these locations



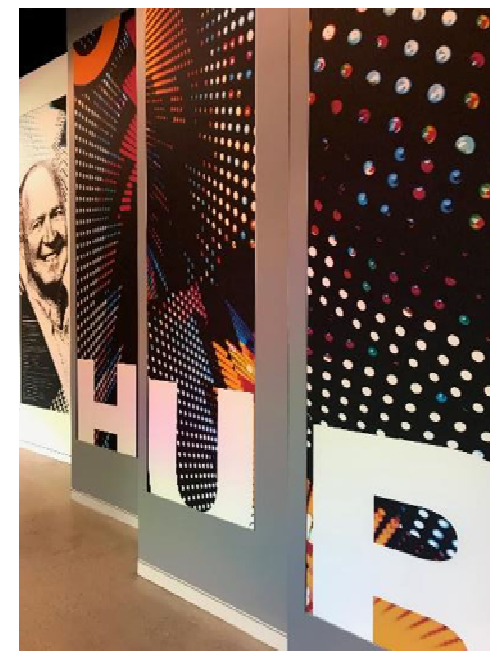
# HOW DID THEY DO IT?

- / IP is the enabler
- / A 50Gb backbone has been build to facilitate this
  - Between venues and the 2 hubs
  - Providing flexibility so anything can be anywhere in mind



## HOW DID THEY DO IT?

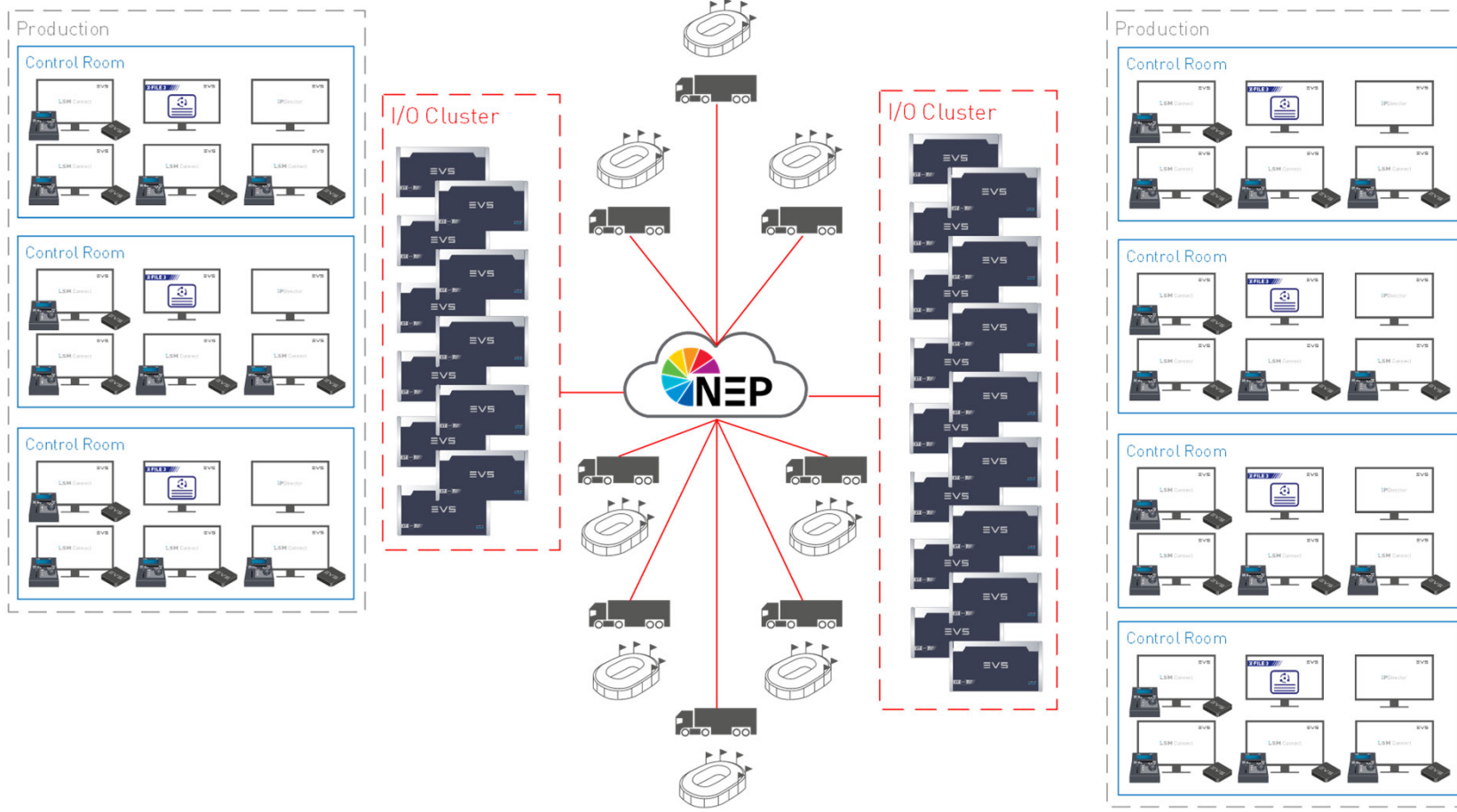
- / 2 Hubs were built
  - Sydney
  - Melbourne



# TO MAKE IT FLEXIBLE – WHAT DID EVS SUGGEST

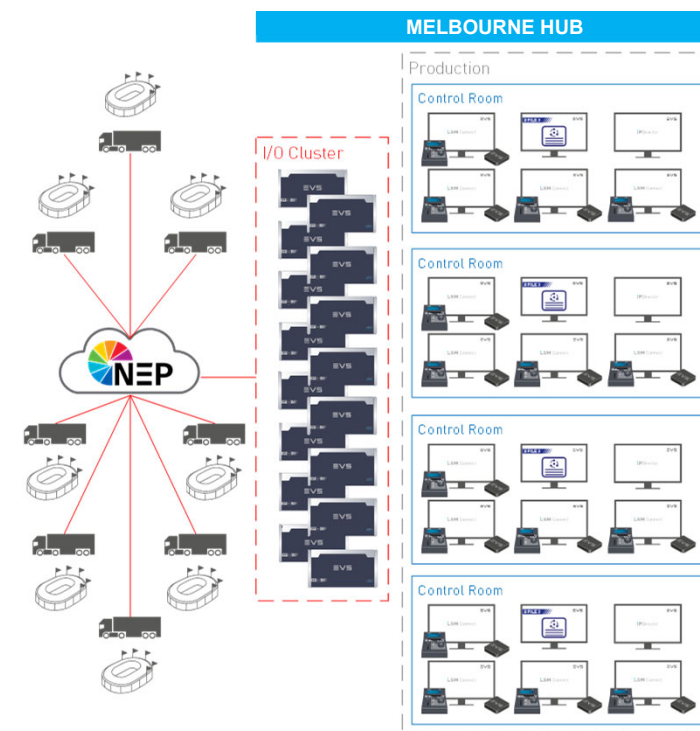
## SYDNEY HUB

## MELBOURNE HUB



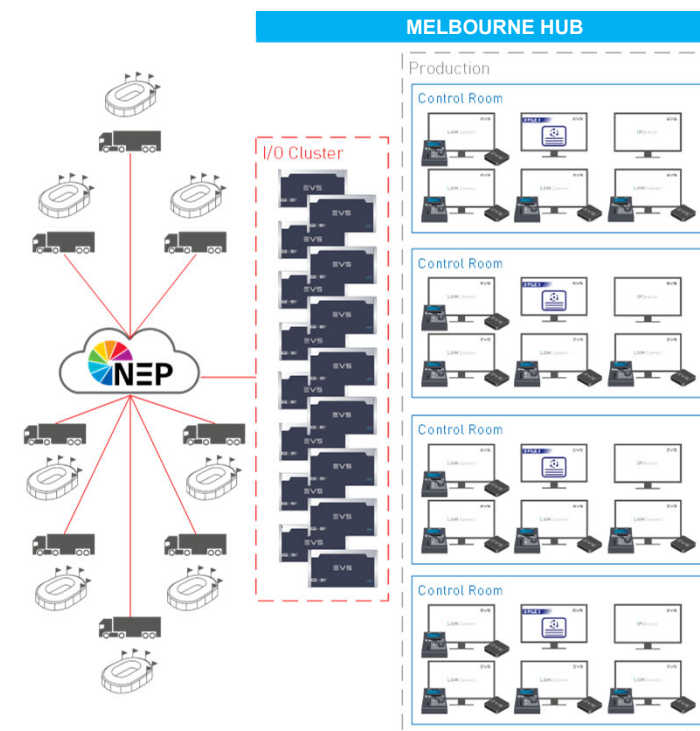
## WHAT DOES IT BRING

- / One big I/O cluster (resources sharing)
  - any signal on the network can go anywhere
  - This is for regular flows
  - Character outputs for monitoring
  - Internal Multiviewer of every server
  - IP Network between servers (File based + XNet)
  
- / Doesn't matter if it's in Melbourne or Sydney
  
- / Here we use ST-2110
  - Ember+ (VSM Control)
  - PTP reference



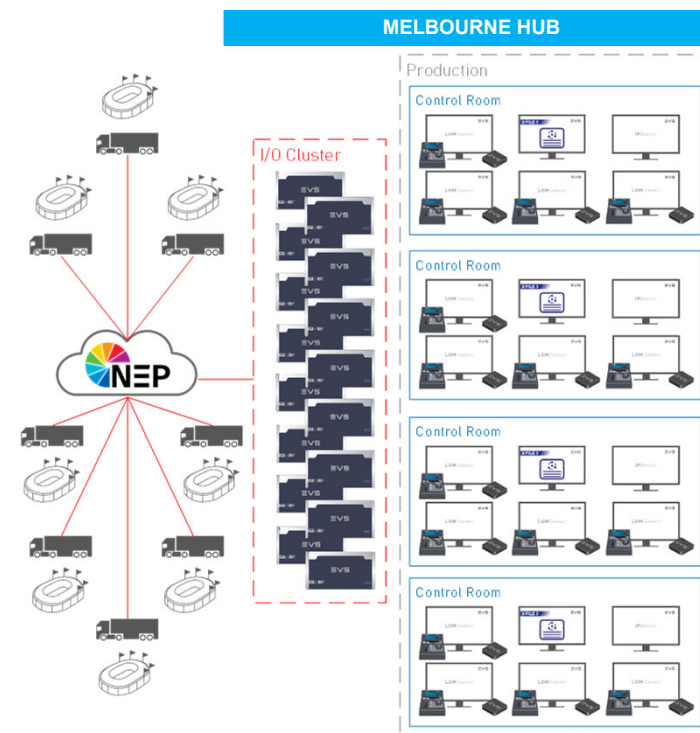
## DISCONNECT THE CONTROL ROOM

- / Any control room can be linked to the I/O cluster
  - Doesn't matter if the I/O is in another city or even venue
- / The control room has different interfaces
  - Controller
  - User Interfaces for Replay
  - User Interfaces for Media Management
- / All these interfaces have been adapted to assign them to specific servers or environments that the people in the control room need access to



## DISCONNECT THE CONTROL ROOM

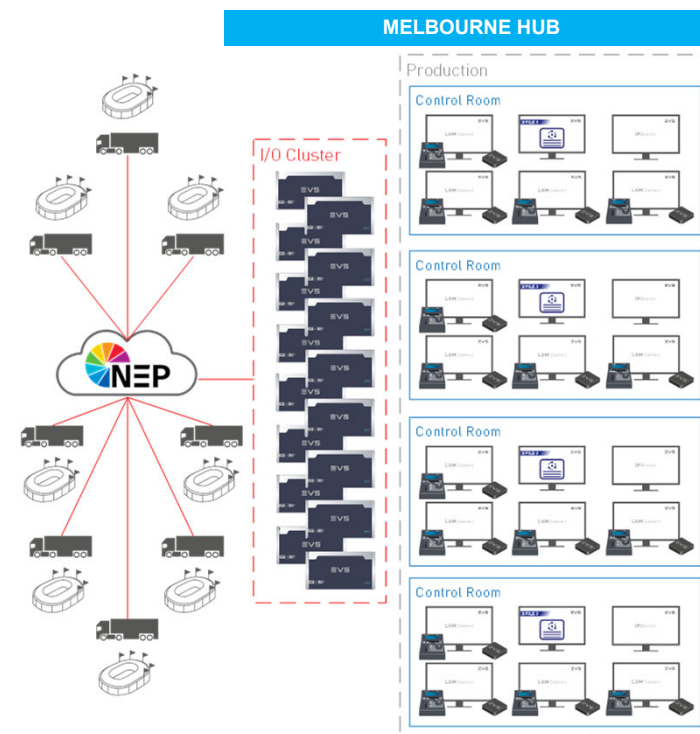
- / In addition to the control rooms in Melbourne and Sydney there is also still equipment in the trucks
  - Backup server
  - Backup switcher
  - Camera control
  - Audio console
  - ....
  
- / And staff that can take control in the venue, in case there would be something on the connection between venue and control room.

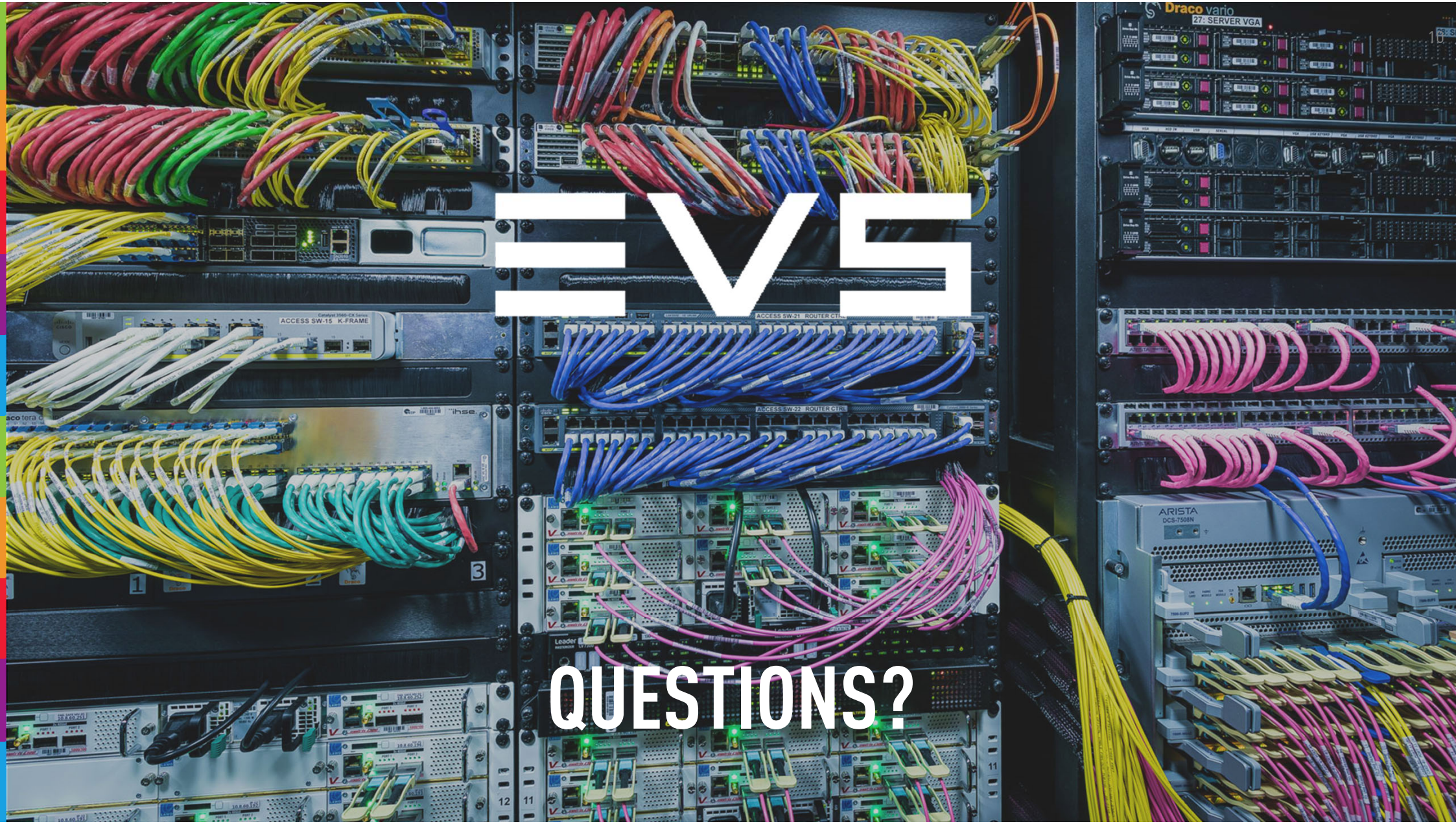




## CONCLUSION

- / The I/O cluster is a big shared cluster of backend resources
- / The flexibility of the setup allows them to turn around productions faster and easier than before.
- / They travel less people around and be more productive then before
- / EVS provides part of the solution, so it's not the full setup but by using IP and a good collaboration between vendors we come to the best of breed solution.





EVS

QUESTIONS?

# THANK YOU

To learn more about EVS go to [www.evs.com](http://www.evs.com)  
Search for EVS Broadcast Equipment on

