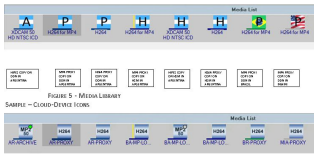


## HSM Achiving and Ingest Workflow

This document illustrates the ETERE's HSM archive system and ingest workflow for Viacom.



Multiple Sites

ETERE's HSM system for Viacom consists of two-sites in Miami and Buenos Aires. Both systems are configured to work with three Media-Pools. Media-Pool is specifically used by the metadata "Rotation" to indicate according to the asset type if the asset has a high, medium or low rotation. The same metadata is also used by clean-up workflows perform automatic deletion from Metadevice. Every file is archived to HSM libraries, including video files, audio files, proxy files, subtitles, any documents attached to the asset. Bundle Assets ingested in Buenos Aires as well in Miami are archived as they are in the local LTO library where the ingested is performed.

HSM is present in two sites, Miami and Buenos Aires. Both systems are configured to work with three Media-Pools. Media-Pool to be used is specified by the metadata "Rotation" that indicates, according to the asset type if the asset has an high, medium, low rotation. The same metadata is used also by Clean-Up Workflows to perform automatic deletion from Metadevice.

Every file is archived to HSM libraries, including video files, audio files, proxy files, subtitles, any documents attached to the asset. Bundle Assets ingested in Buenos Aires as well in Miami are archived as they are in the local LTO library where the ingested is performed. About single Assets, only program ingested in Buenos Aires are archived to the local library. All the other assets (like commercial, promo and videoclip) are delivered to Miami through Signiant. In Miami these files go through Cerify Quality Control; when QC is not passed, they go through the Normalization WF, otherwise they are archived to Miami's Library.

For each hires file, a proxy file is generated and splits to all the America's sites. In Media Library, the Media Tab allows to identify in a easily way in which Cloud-Device and Library the file is located. Media Tab allows two different view, by codec and by metadevice.