Production Tool



Workflow

- Some shooting session are started
- Operator, team and Ob-van go to shoot
- every shoot return with 20-100 files
- The files are ingested and workflow is attached
- On the workflow there is a validation process, only validated shoots are keep, the remaining is deleted
- A director login and do a preliminary cut of an episode using low resolution
- With a simple command it moves all the hires + the EDL to NLE space
- NLE do the tentative version
- Approval of tentative version or request to changes
- Subtitling
- Final product
- All this can be done for several episodes using the same shooting

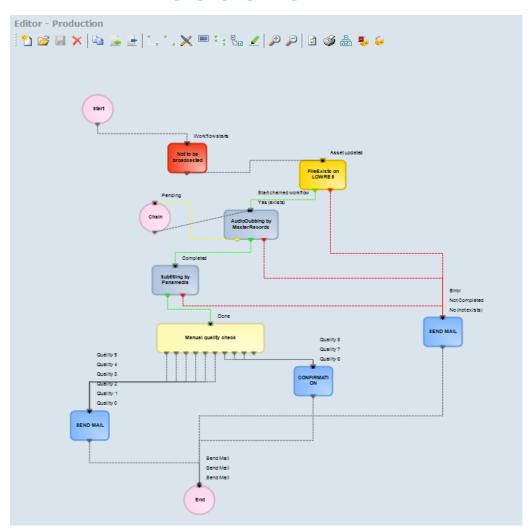


Raw Material

- The raw material asset has the main metadata for shooting
- Location
- Title
- To this asset is attached a workflow

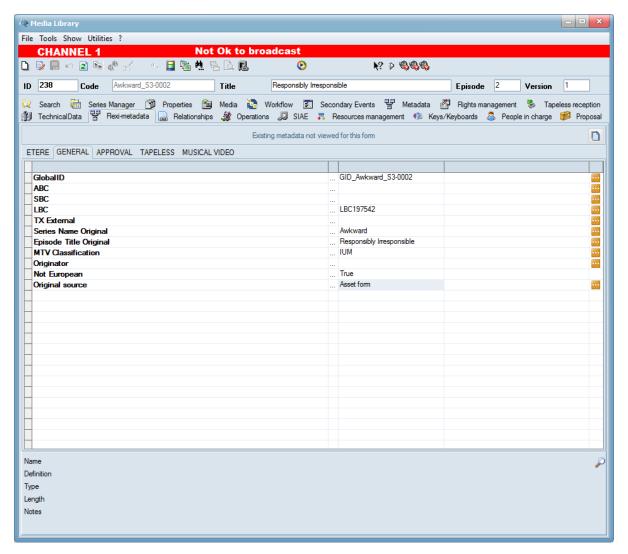


Production WF



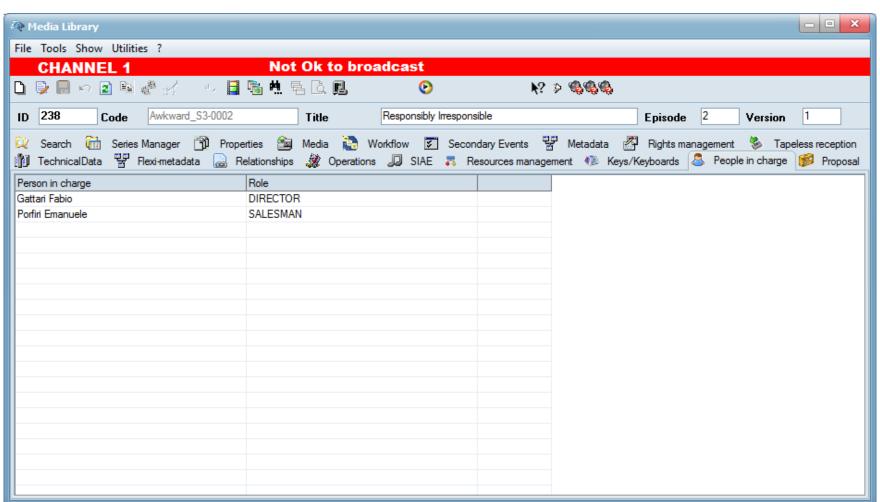


Initial Metadata



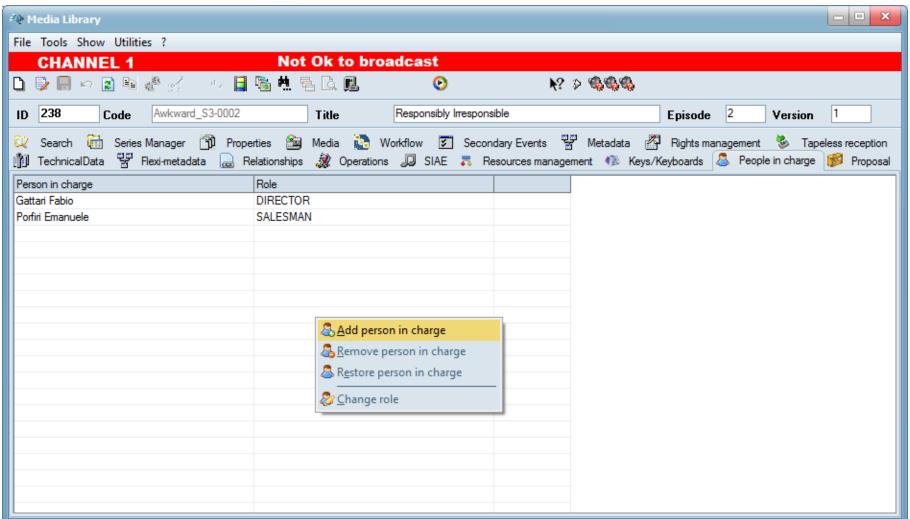


People in Charge



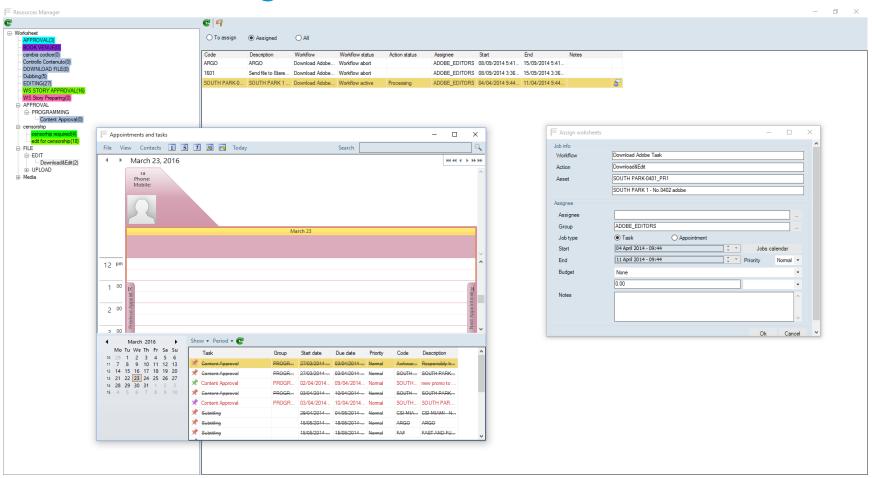


Managers Assignment



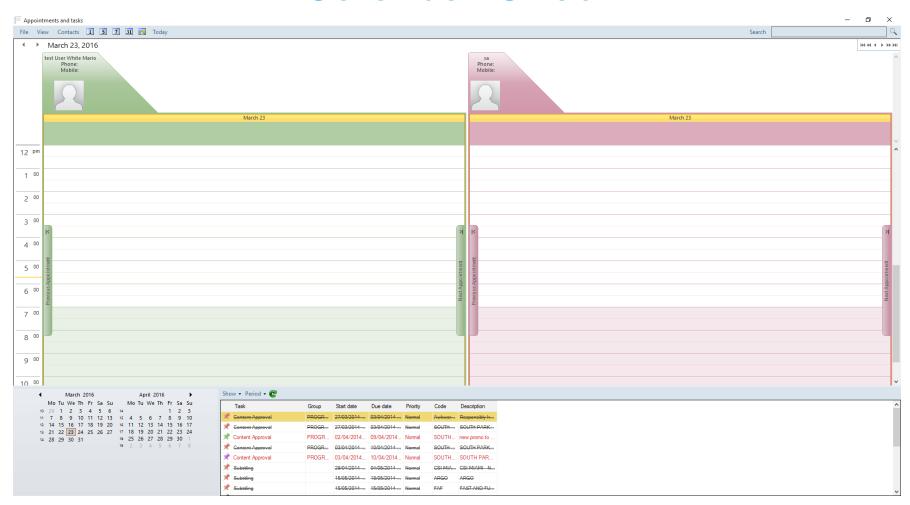


Manager Choose Resources



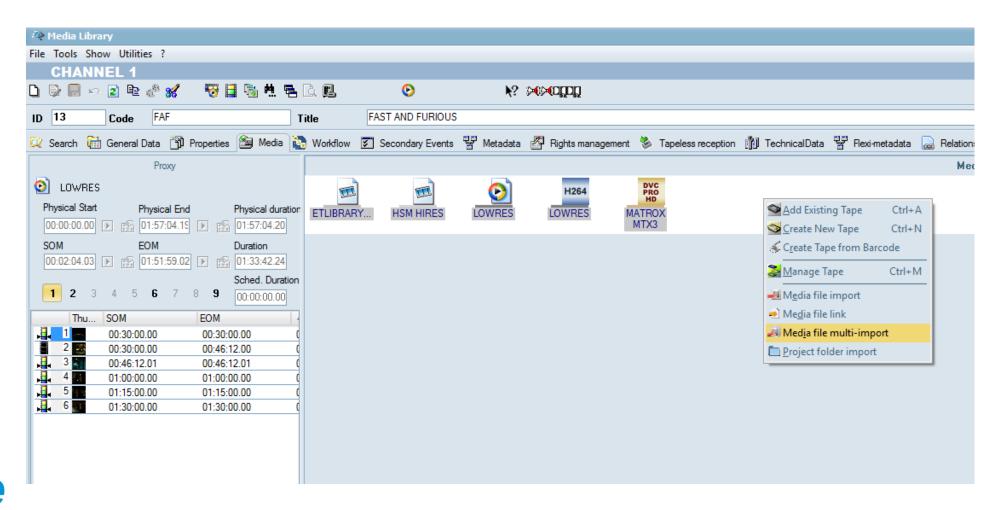


Calendar Check



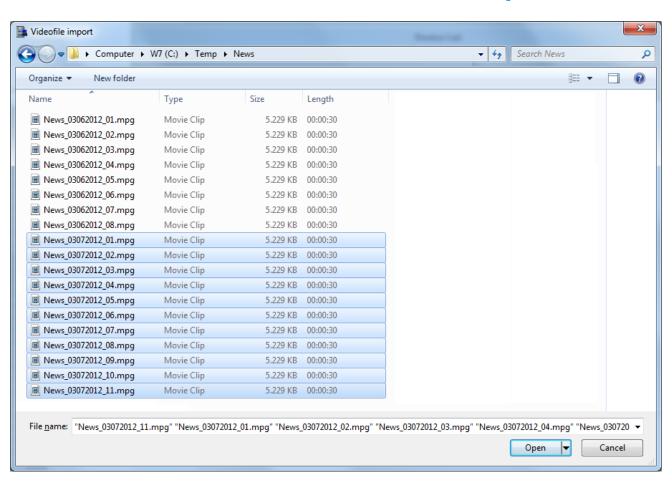


On the Master Asset Select



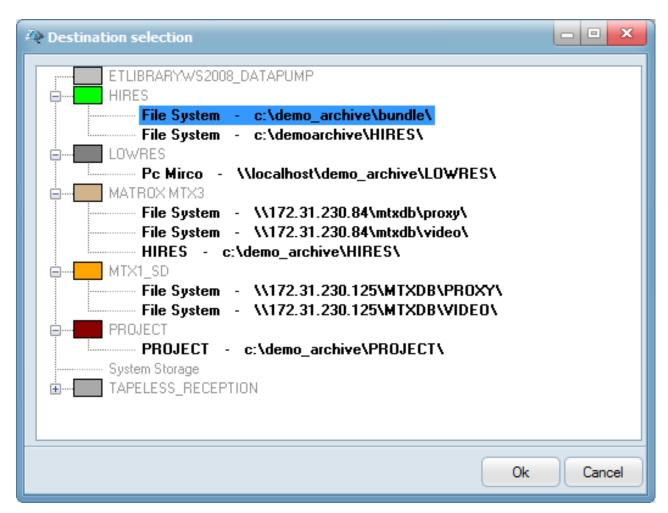


Select the Files to Import



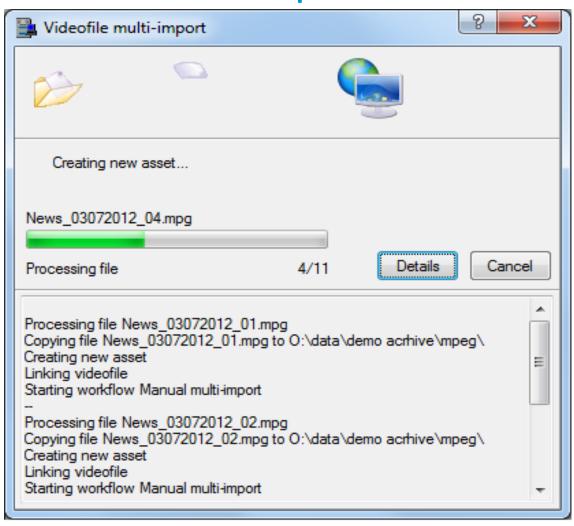


Select the Target if Necessary



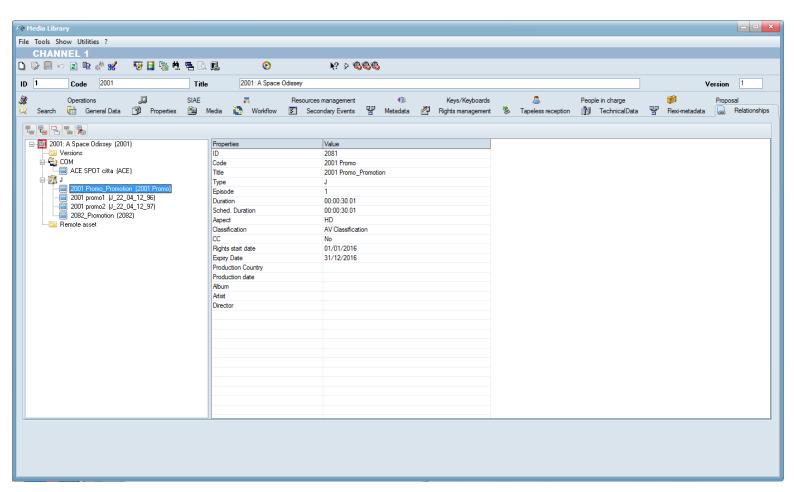


File Import



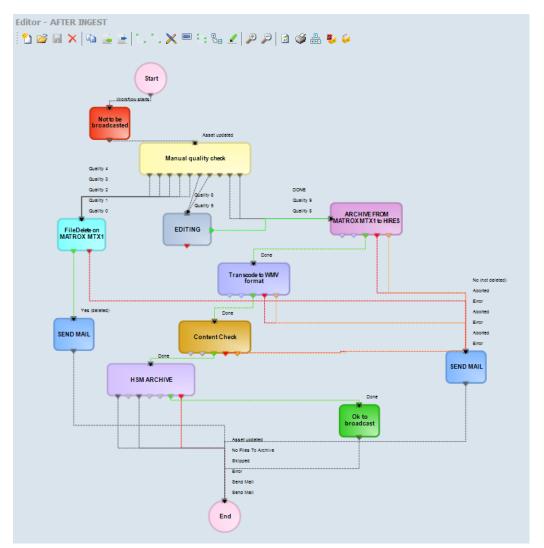


Files Imported and Asset Created



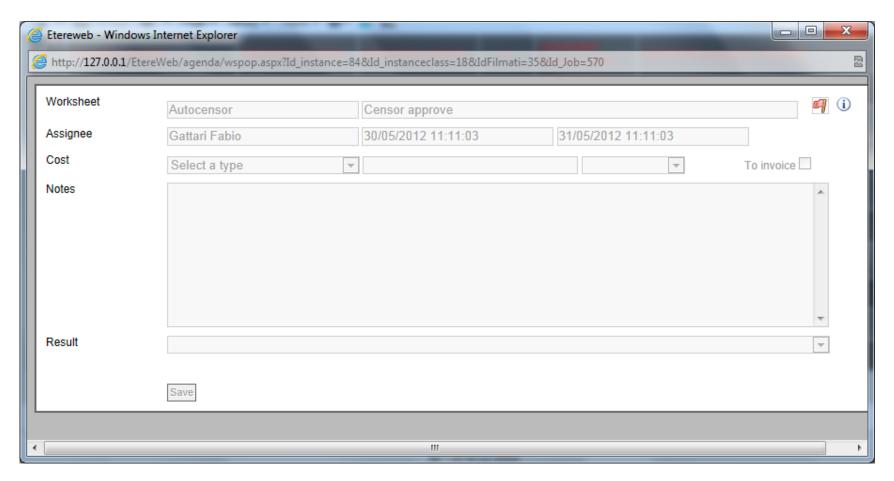


Workflow Check





Fast Approval via WEB





Director Cut

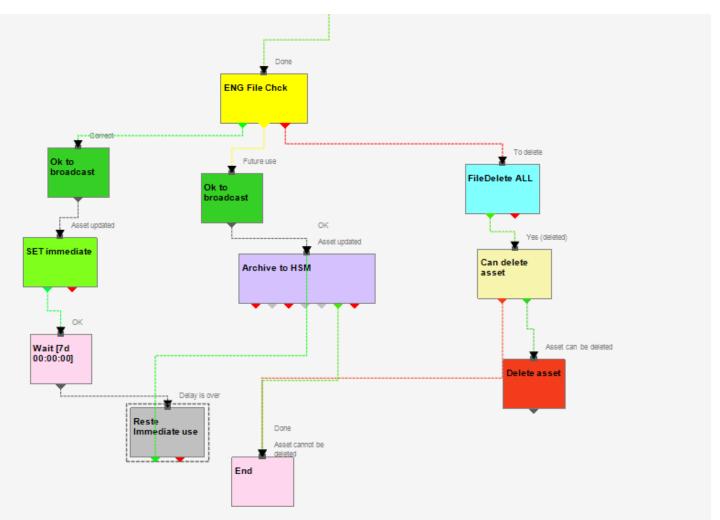


Director

- The director creates the cut list
- This is done using low res cut
- And puts comments in the EDL
- The EDL and the source files are sent to NLE

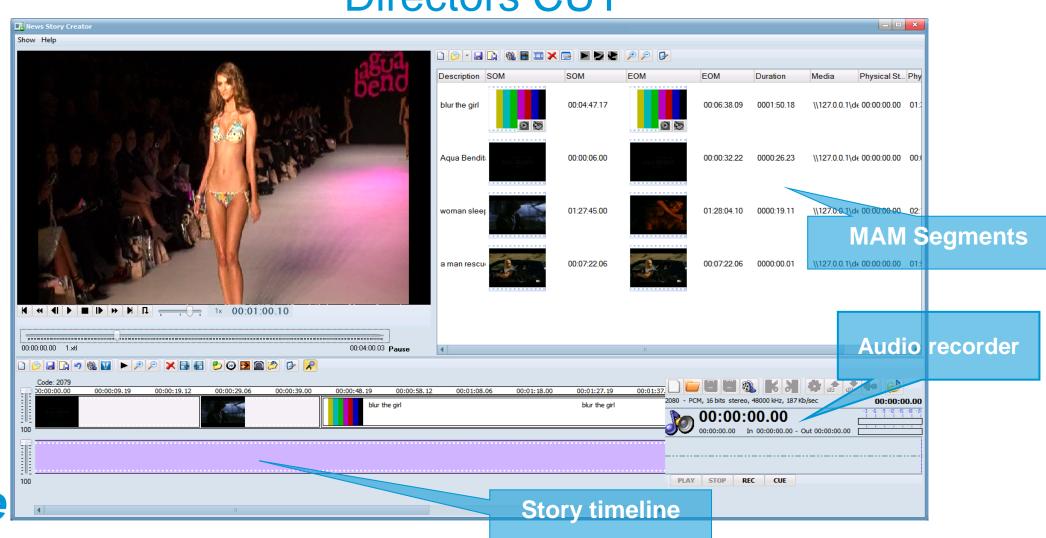


Directors CUT





Directors CUT



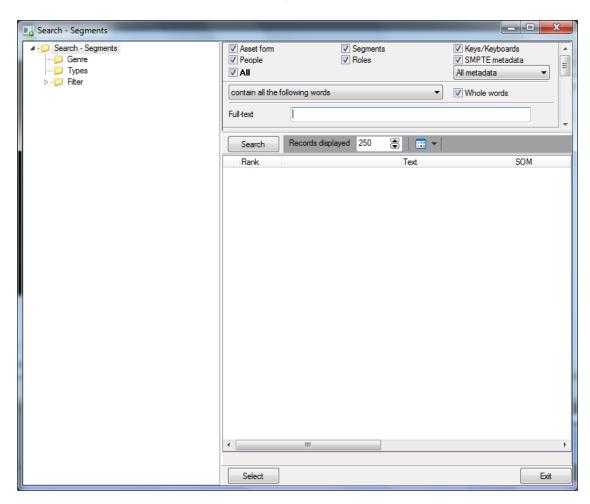
a consistent system

After the Director Cut

- EDL and all the files are moved to NLE
- NLE create one episode
- The episode is validated
- If not correct comments are inserted and a new version is requested
- The old version remain for some time and then is automatically deleted

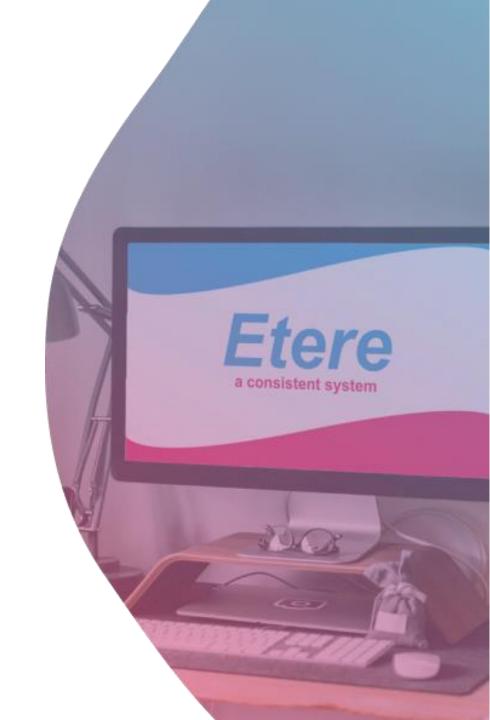


Search by Project

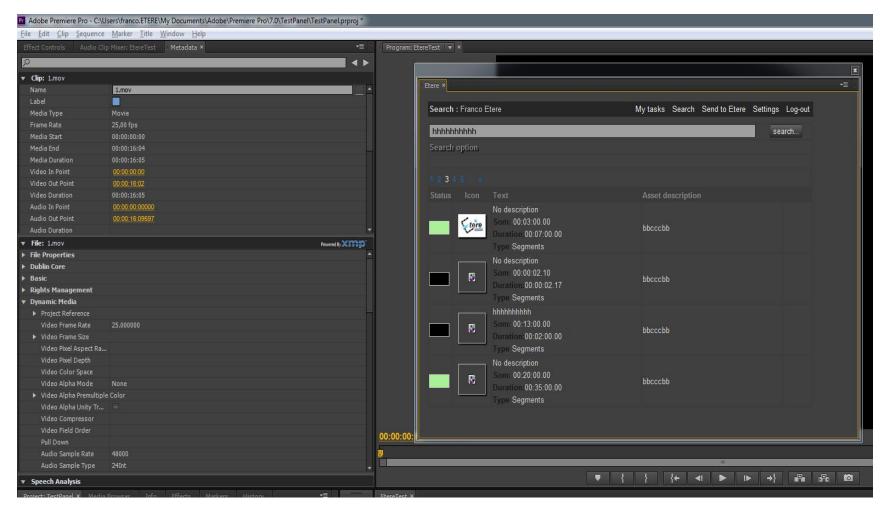




Adobe Integration

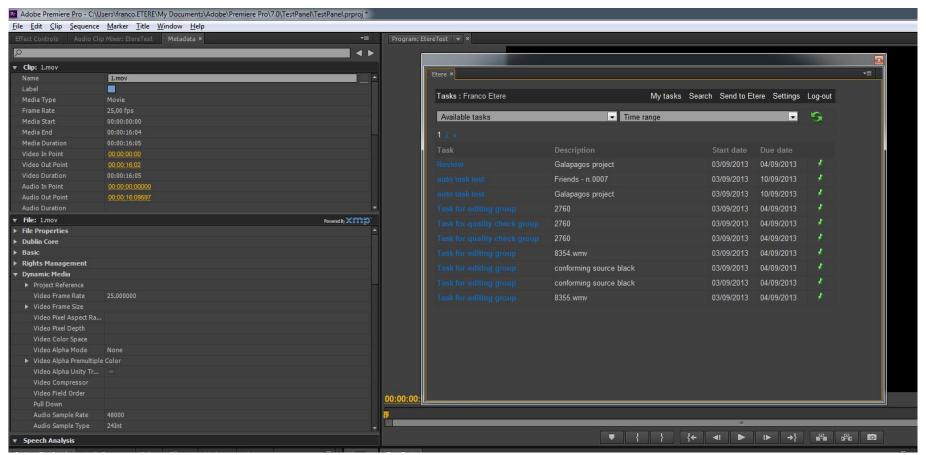


Search



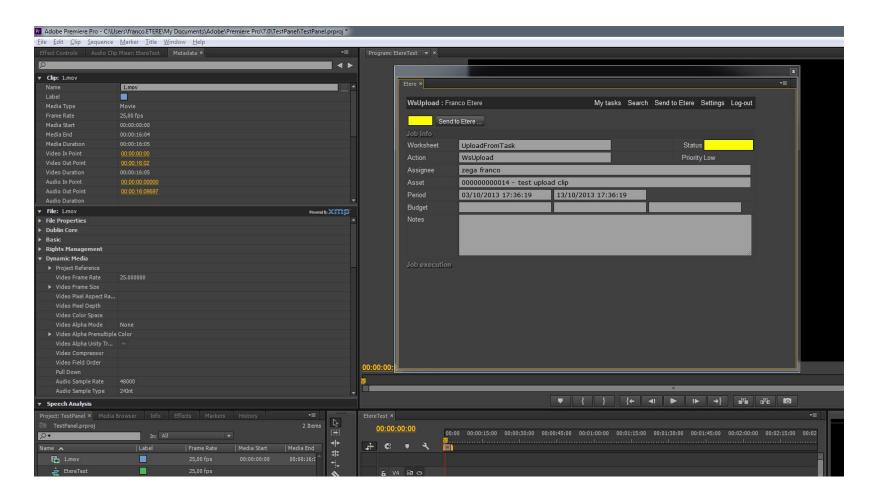


Tasks





Task Details





Preview





Thank you

