



PLAYOUT – PROVEN – PERFECTED

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6 September 2016

Company Profile



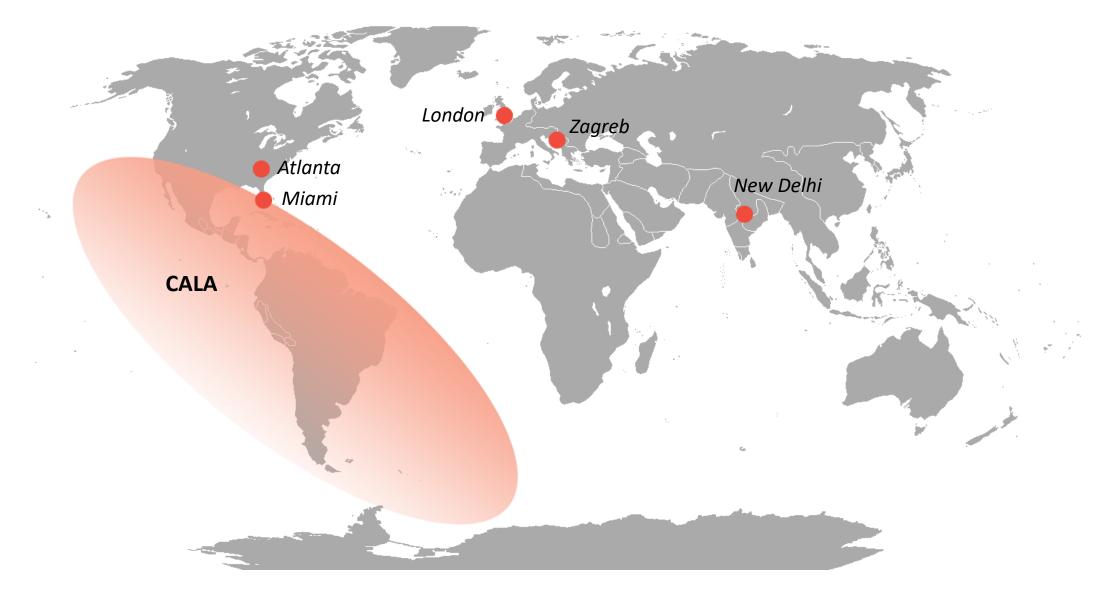
BroadStream

- Delivering reliable software playout solutions for over 25 years to broadcasters and media organizations
- Strong in EMEA, successful now in USA and recently opening Asia and Latin America
- Vision
 - To establish BroadStream as the Most Trusted and Respected Solutions Partner to Broadcasters World Wide

Mission

- We deliver Flexible Solutions, Improved Workflows and Operational Efficiency to our customers
- Values
 - Integrity and Respect...we always do our Best

Worldwide Organization



Worldwide Organization

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- Headquarter
 - Historically in London, UK. Now moving to Atlanta
- Development
 - Zagreb, Croatia
- The Americas
 - Atlanta Office
 - Head Office, Engineering, Sales and Pre-Sales
 - Tulsa Office
 - Assembly, Pre-Configurations, System Test, Pre-Shipping and Post-Sales
 - Miami Office
 - Sales for Caribbean & Latin America

Broadcast Workflow





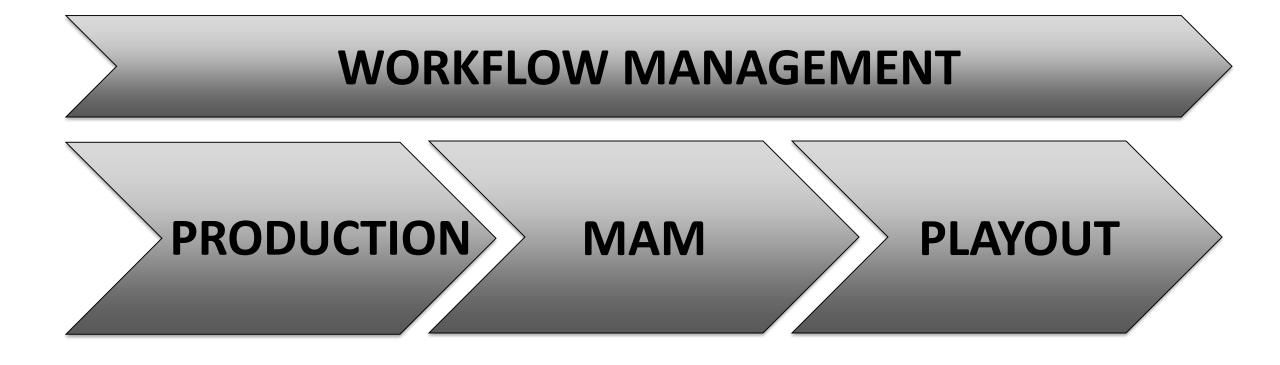
Broadcast Workflow





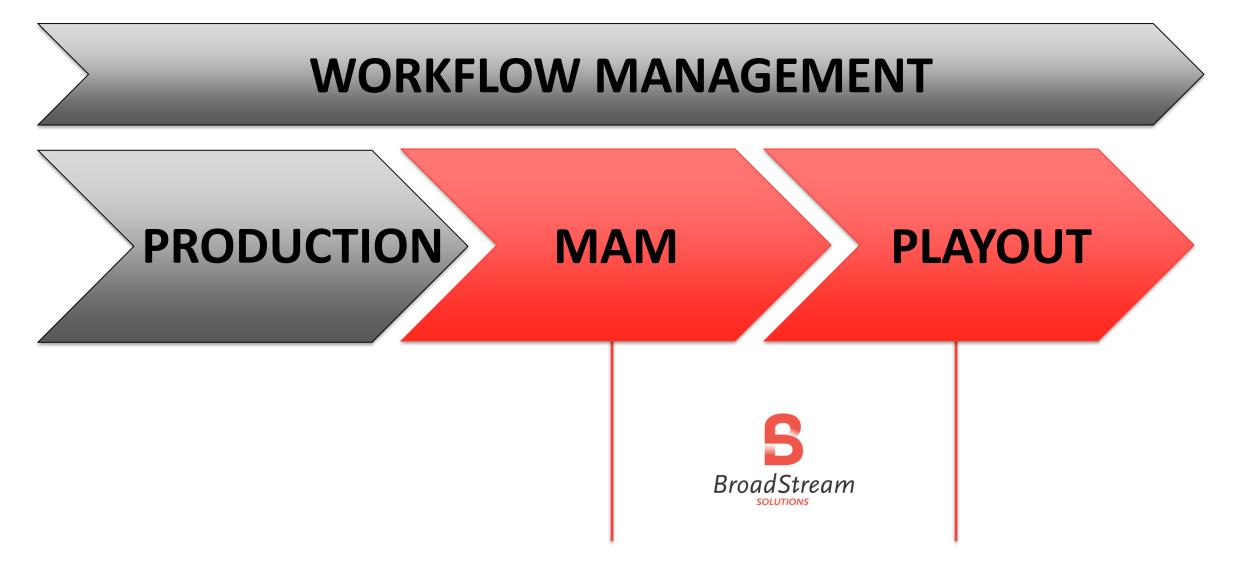
Broadcast Workflow





BroadStream Core Business





BroadStream Core Product









Why BroadStream ?





- We are a Software House
- Although we deliver Turnkey Solutions
- We don't offer just a product but a Platform
- We are agile and Responsive
- We offer Broadcast Grade support quality for IT Solutions
- Solid and Strong, privately held and internally financed
- We have a Team and Values
- A True Partner

BroadStream Customers





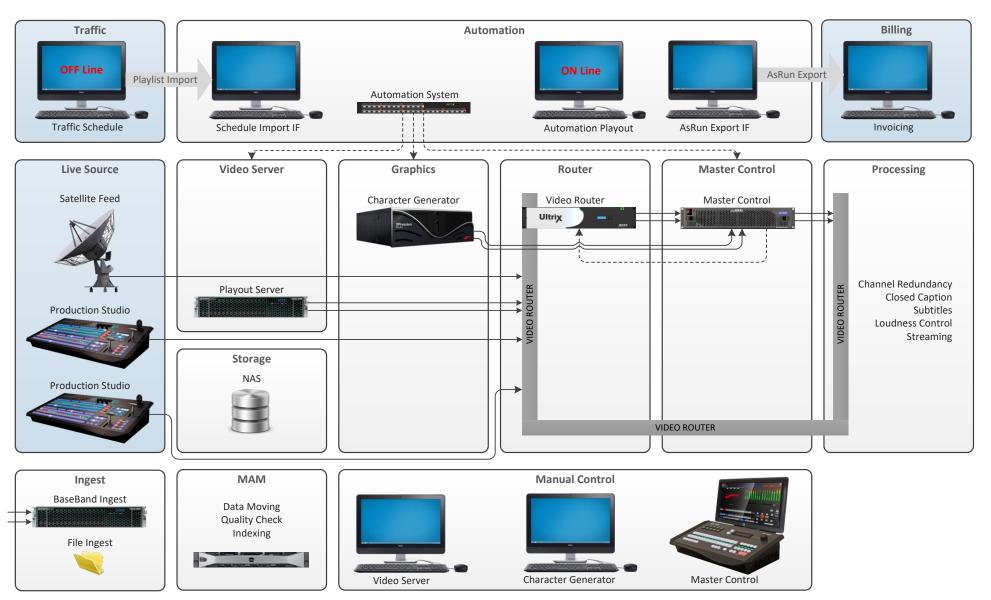
Main Presentation



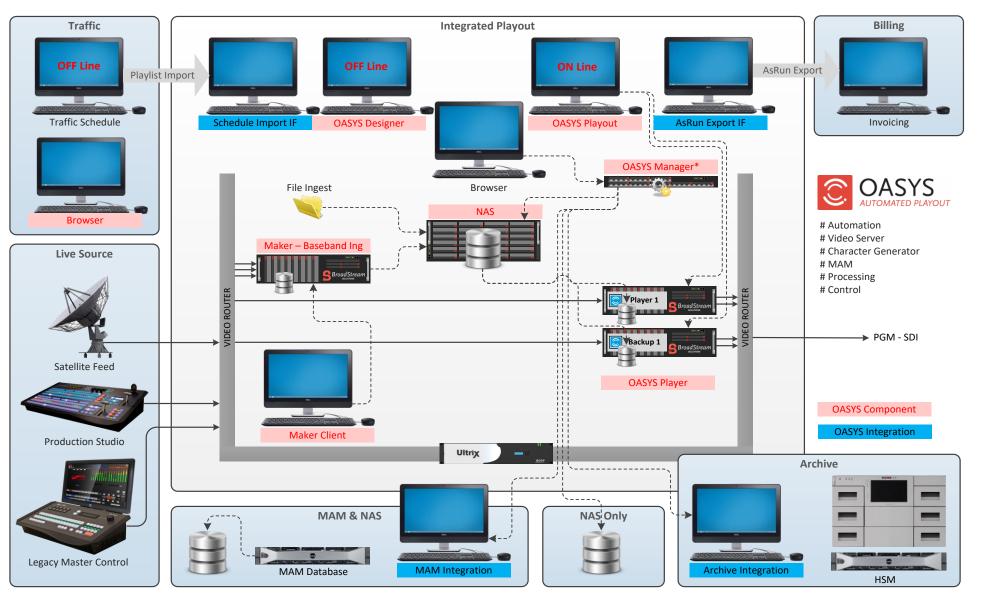


INTEGRATED PLAYOUT

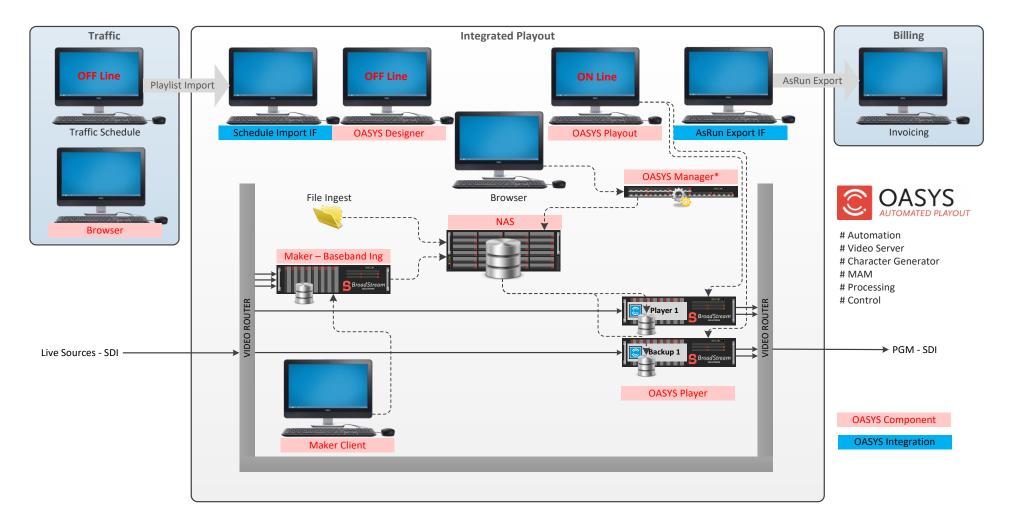
Legacy Playout Solution



Main Presentation



Main Presentation



- "Solution in a Box"
 - Automation
 - Video Server
 - Character Generator
 - DVEs
 - MAM
 - Processing
 - Control



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- Automation
 - Traffic Import
 - As Run Logs
 - Off-Line & On-Line changes
 - Sophisticated Playlist Control
 - Event Editor
 - Secondary Events Management
 - Hard Times
 - Auto Fillers
 - Programmable Hot Keys



Video Server

- Multi Format File Support
- Up/Down Conversion on the fly
- Multi Channel Playout on the same Program
- Playout from
 - Local Storage
 - Central NAS
 - Maker (Ingest Engine)





Character Generator

- Multi Layer
 - Programmable
- Dynamic Text
 - xls, txt
 - rss feeds
 - Metadata •
 - Playlist Info
 - Metadata Sender •





VIDEO

SQUEEZE

VIDEO

GRAPHICS

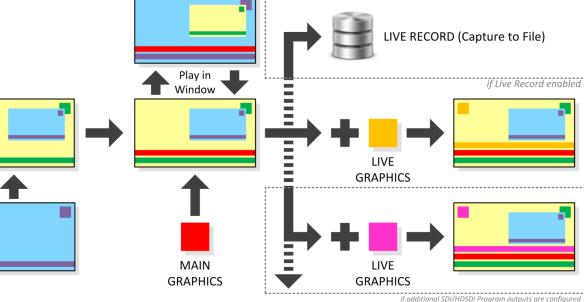
SQUEEZE

GRAPHICS









BroadStream Solutions

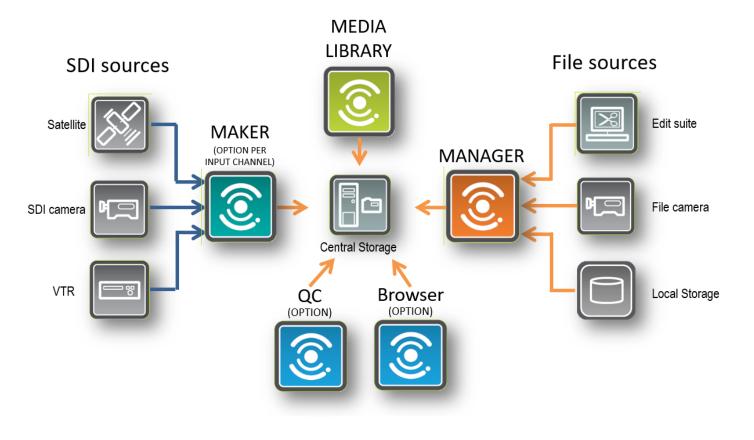
Main Presentation

• DVEs

- Up to 4 DVEs at the same time
- File or Live Video content
- 2D DVEs only
- Programmable
- Timing Control
- Secondary Event Pop Up
- Secondary Event turns into Primary Event

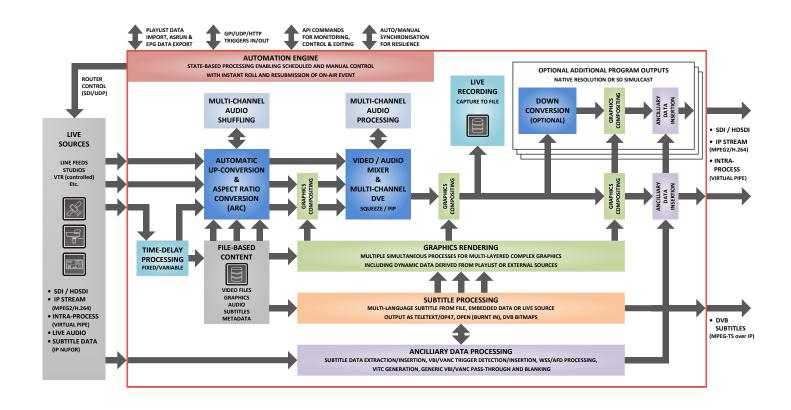


- MAM
 - Playout Workflow Support
 - Ingest Management
 - Proxy Generation
 - Metadata Insertion
 - Quality Check
 - Audio Normalization
 - File Browsing & Preview
 - Sub Clipping
 - Media Indexing
 - Data Moving

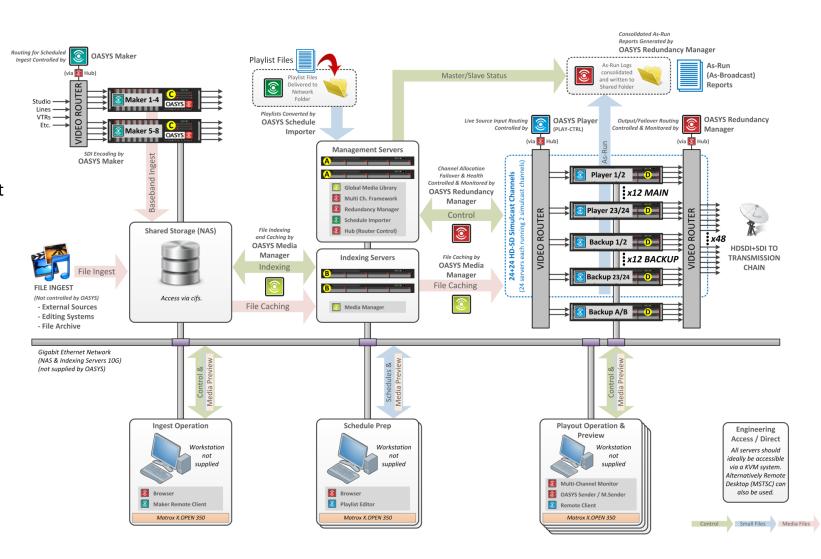


Processing

- Inputs/Outputs
 - SDIe
 - IP Streaming
 - IP TS
- Audio Manipulation
- Closed Caption
- Multi Language Subtitle
- DVB Subtitling
- Streaming

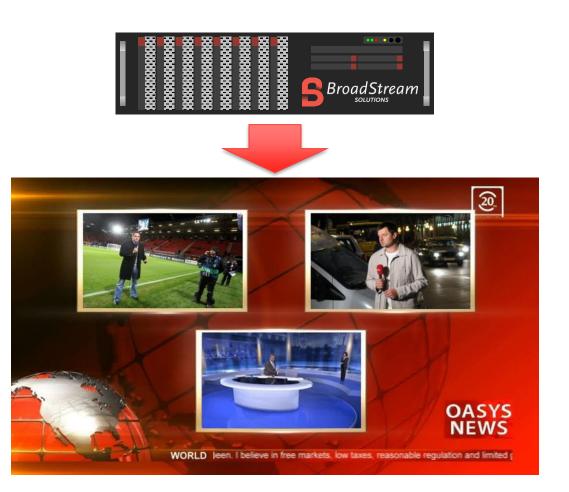


- Control
 - Device Control
 - Router
 - Live Input Selection
 - Redundancy Management
 - CG
 - Additional GFX
 - Transport Control
 - Additional Video Source
 - Remote Playout
 - Network Local Playout
 - Cue Tones
 - GPI
 - VANC Control



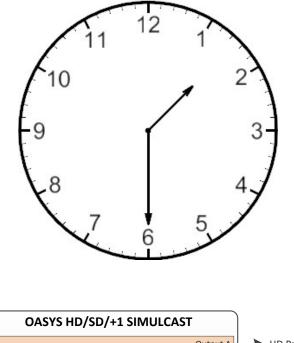
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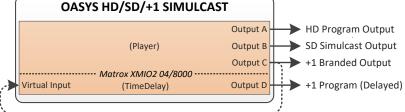
- "Unique Feature Set"
 - Time Management
 - Redundancy Management
 - Multi Channel Web Control



• Time Management

- Time Delay
 - Fixed Delay for Playout to different time zones
- Time Play
 - Uncertain playout delay
 - Clipping within a large loop recording
- Secondary Recording
 - Automatic Clean Feed PGM Recording
 - Automatic Playout later on the Playlist







Redundancy Management Output Routing Live Input OASYS 6 Redundancy Controlled & Source Routin Manager lave Controlled b Monitored by (via <mark>S</mark> Hub) (via 🖪 Hub) N+N Architecture OASYS Player Automated Playout by Lines VTR's rash Record, Capture fron Scheduled Indest Source 6 5 TR & Scheduled Ingest by Routing Controlled by Etc. 6 Make Mirroring Plaver Playlist Files Studios delivered to Lines -Maker 1/2 Network Folder VTR's A DESCRIPTION OF Plaver 2 Playlists Imported by N+M Architecture File Movement by S B Schedule Importer Manager Player 3 **Redundancy Manager** • Player DI TO TRANSMI Shared Storage (NAS) System Management **Channel Priority Management** File Caching by (not supplied) & Indexing Server Plaver 5 • Media Manager **File Caching** File Caching **Routing Control** FILE INGEST • Global Media Library not controlled) Media Manager 6 External Sources Safe Files Access via cifs. Backup 1 Redundancy manager Editing Systems Storage platform requires **Playlist Loading** Multi Ch Framework File Archive validation to confirm it can Control Indexing B Hub (Router/Triggers) be used with OASYS software. Channel Sync, Failover & Backup 2 Schedule Importer File Indexing Health Controlled & Monitored by & Caching by S Logger Storage Housekeeping will Data Moving be manually managed Media S Watchdog Redundancy Manager Manager Gigabit Ethernet Network (Not supplied by BroadStream As Run Concealment • As-Run Logs Schedules & Schedule Prep & Edit **Playout Monitoring** consolidated and written to As-Run Logs & Control Shared Folder Workstation **On-Air Status** Workstation Engineering Access / onsolidated 'As-Broadca not Reports Generated by not Direct supplied Redundancy Manager supplied All servers should be accessible via a KVM system. Alternatively Remote Desktop S Playlist Editor Multi-Channel Client (via web browser) (MSTSC) can also be used. Browser Remote Desktop (MSTSC)

(direct machine access

Matrox X264/350



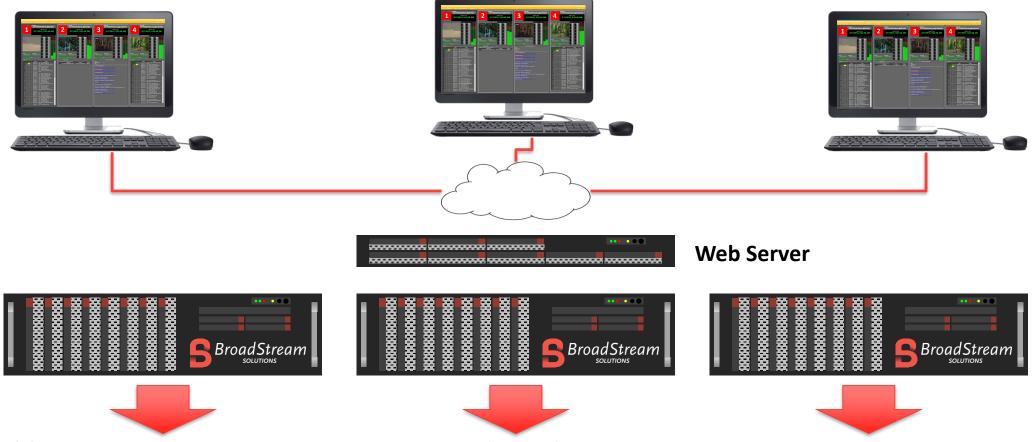
Redundancy Management





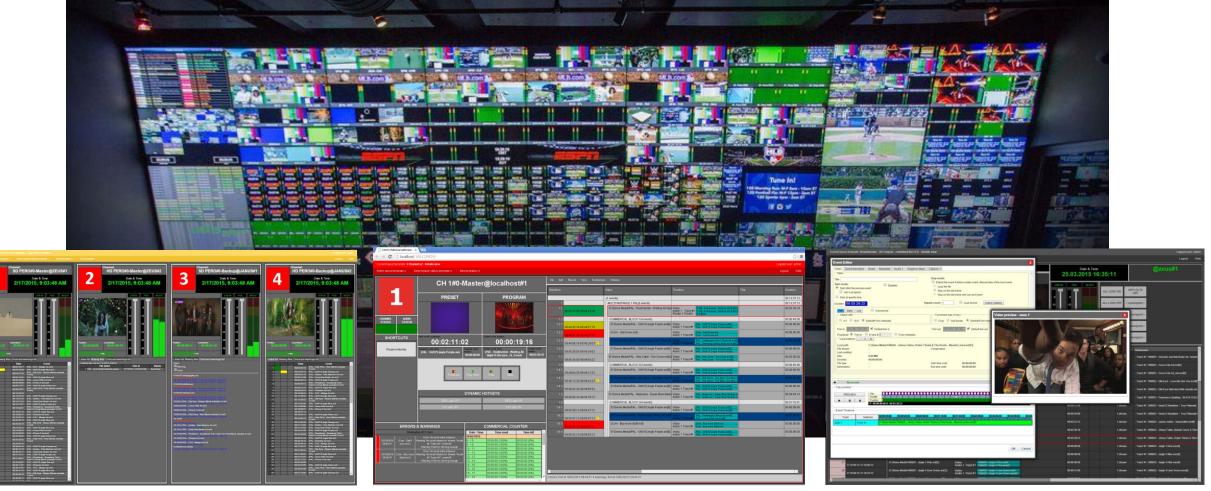
Multi Channel Web Architecture

Web Server and remote Web Clients for Playout Control



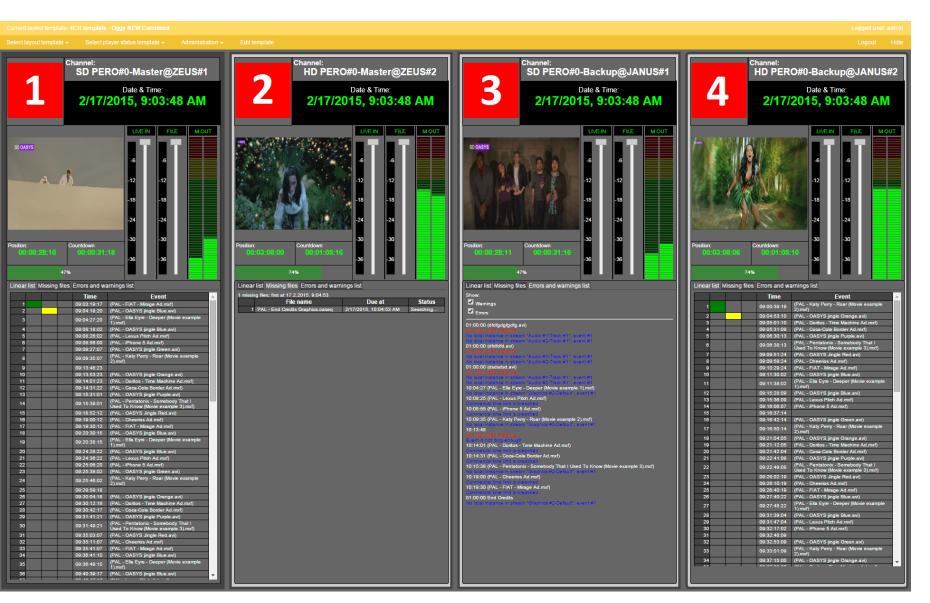


• Multi Channel Web Architecture

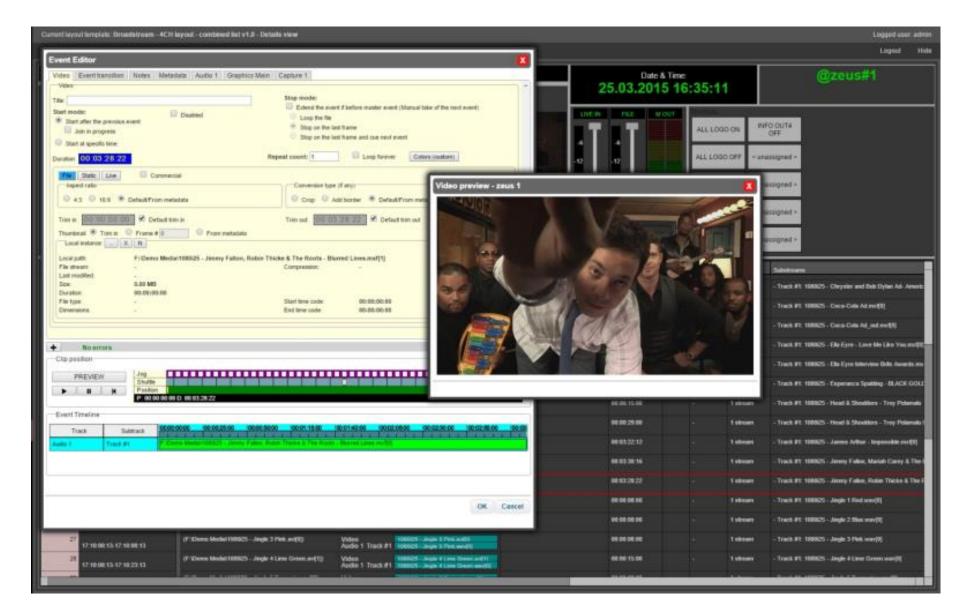


BroadStream Solutions

Main Presentation



A B X							
← → C □ localhost:30812/MCM/							
Current layout template: 4 Channel v2 - Details view							
Select layout template + Select player status template + Administration + Logout Hide							
CH 1#0-Master@localhost#1			File Edit Playout View Preterences Window				
			Start time	Video	Timeline	Title	Duration
	PRESET	PROGRAM		-(1 events)			00:13:37:13
				-MULTI INSTANCE 1 PAL(6 events)			00:13:37:13
			1.1 09:42:13:00-09:44:43:19	(F\Demo Media\PAL - Rudimental - Waiting All Ni	gt Video PAU - Rudimental - Waiting All Night 1 Audio 1 Track #1 PAL - Rudimental - Waiting All Night 1 Router 1 Router RT:0001		00:02:30:19
CHANNEL AUDIO STATUS STATUS			1.2	-COMMERICAL BLOCK 1(4 events)			00:00:45:09
			1.2.1 09:44:43:19-09:44:51:19	(F1Demo Media\PAL - OASYS jingle Purple.avi[0)) Video PAL · OASYS jingle Purple.avi[0] Audio 1 Track#1 PAL · OASYS jingle Purple.wav[0]		00:00:08:00
SHORTCUTS	Next event countdown	Current event position	1.2.2 09:44:51:19-09:44:51:19	(Com - Get it now.mxf)	Video Audio 1 Track#1 Com - Get it now.mxf]	00:00:00:00
SHOKICOIS	00:02:11:02		1.2.3 09:44:56:19-09:45:26:03 C	(F:\Demo Media\PAL - Volkswagen Door Thunk)	AC Video PAL - Volkswagen Door Thunk Ad.mxd[2 Audio 1 Track #1 PAL - Samsung Galaxy Note Ad.mxd[0]		00:00:29:09
Route to Monitor	(PAL - OASYS jingle Purple.avi)	apared event Current event name (PAL - Rudimental - Waiting All duration	1.2.4 09:45:26:03-09:45:34:03	(F:\Demo Media\PAL - OASYS jingle Purple.avi[0) Video PAL - OASYS jingle Purple.avi[0] Audio 1 Track#1 PAL - OASYS jingle Purple.wav[0]		00:00:08:00
00:00:08:00		00:00:08:00 Night ft Ella Eyre_16_9.mxf) 00:02:30:19	1.3 09:45:34:03-09:49:04:23	(F:\Demo Media\PAL - Alex Clare - Too Close.mxt	2 Video PAL - Alex Clare - Too Close.mxf[2] Audio 1 Track#1 PAL - Alex Clare - Too Close.mxf[0]		00:03:30:20
			1.4	-COMMERICAL BLOCK 2(3 events)			00:00:46:00
			1.4.1 09:49:04:23-09:49:12:23	(F:\Demo Media\PAL - OASYS jingle Purple.avi[0)) Video PAL - OASYS jingle Purple.avi[0] Audio 1 Track#1 PAL - OASYS jingle Purple.wav[0]		00:00:08:00
	Prepare	Play next Play Stop	1.4.2 09:49:12:23-09:49:42:23 C	(FIDemo Media\PAL - Old Spice - The Man Your	M Video PAL - Old Spice - The Man Your Man O Audio 1 Track #1 PAL - Old Spice - The Man Your Man O		00:00:30:00
			1.4.3 09:49:42:23-09:49:50:23	(F:1Demo Media\PAL - OASYS jingle Purple.avi[0) Video PAL · OASYS jingle Purple.avi[0] Audio 1 Track#1 PAL · OASYS jingle Purple.wav[0]		00:00:08:00
	DYNAMIC HOTKEYS		1.5 09:49:50:23-09:54:39:12	(F:\Demo Media\PAL - Madonna - Super Bowl Med	He Video PAL - Madonna - Super Bowl Medley.m Audio 1 Track #1 PAL - Madonna - Super Bowl Medley.m		00:04:48:14
	BSS Logo OFF	BSS Logo ON	1.6	-COMMERICAL BLOCK 3(4 events)			00:01:16:01
	Ch Logo OFF	Ch Logo ON	1.6.1 09:54:39:12-09:54:47:12	(F:\Demo Media\PAL - OASYS jingle Purple.avi[0) Video PAL - OASYS jingle Purple.avi[0] Audio 1 Track#1 PAL - OASYS jingle Purple.wav[0]		00:00:08:00
			1.6.2 09:54:47:12-09:55:47:13 C	(F:\Demo Media\PAL - Volkswagen Wings Ad.m)	f[Video PAL - Volkswagen Wings Ad.mxf[2] Audio 1 Track #1 PAL - Lexus Pitch Ad.mxf[0]		00:01:00:01
ERRORS & WARNINGS COMMERCIAL COUNTER		COMMERCIAL COUNTER	1.6.3 09:55:47:13-09:55:47:13	(Com - Buy more Stuff.mxf)	Video Video Com - Buy more Stuff.mxf Audio 1 Track #1 Com - Buy more Stuff.mxf		00:00:00:00
		Date / Time Time used Time left 18/02/2015	1.6.4 09:55:52:13-09:56:00:13	(F:1Demo Media\PAL - OASYS jingle Purple.avi[0) Video PAL - OASYS jingle Purple.avi[0] Audio 1 Track#1 PAL - OASYS jingle Purple.avi[0]		00:00:08:00
2015/02/18 (Com - Get it W	Error: No local video instance Varning: No local instance in stream "Audio	9 - 10 00:00:00 (100%) 00:00:00 (0%)					
09:44:51 now.mxf)	#1-Track #1", event #1 Warning: Event is not long enough	9 - 10 00:00:00 (100%) 00:00:00 (0%)					
	Error: No local video instance	10 - 11 00:00:00 (100%) 00:00:00 (0%) 11 - 12 00:00:00 (100%) 00:00:00 (0%)					
2015/02/18 (Com - Buy more W 09:55:47 Stuff.mxf)	Varning: No local instance in stream "Audio #1-Track #1", event #1	12 - 13 00:00:00 (100%) 00:00:00 (0%)					
		13 - 14 00:00:00 (100%) 00:00:00 (0%) 14 - 15 00:00:00 (100%) 00:00:00 (0%)					
		14-15 00:00:00 (100%) 00:00:00 (0%) 15-16 00:00:00 (100%) 00:00:00 (0%)					
		16 - 17 00:00:00 (100%) 00:00:00 (0%)					
		17 - 18 00:00:00 (100%) 00:00:00 (0%) C errors; first at 18/02/2015 09:44:51 4 warnings; first at 18/02/2015 09:44:51					









- OASYS Player
 - Appliance + SW







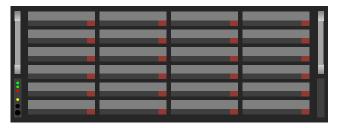


BroadStream OASYS

6

- Hardware
 - Server on demand:
 - BroadStream build on Supermicro but it could be Dell, HP -> Hardware Agnostic
 - Server Class with Redundant Hot Swappable PS
 - OS on demand: Win 7 Pro 64 or Win Server 2012 R2
 - Cores on demand: 12...20 cores
 - Storage on demand: 8 bays on 1RU and 3RU servers, 24 bays on 4RU server
 - Applications
 - Ingest Server
 - Playout Server
 - System Management
 - NAS





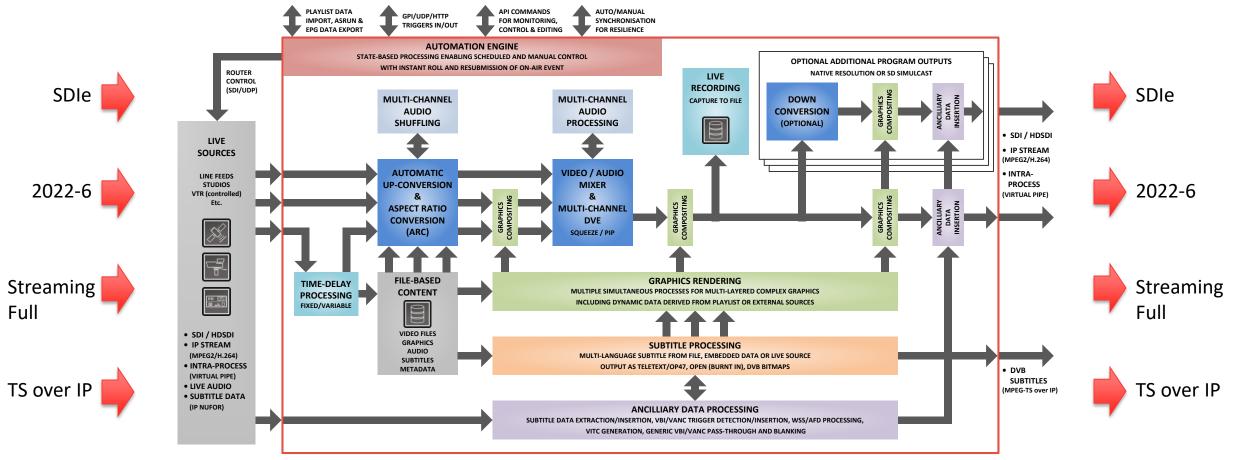
BroadStream OASYS

- I/O Cards
 - Matrox based
 - Matrox is taking care of: Codecs Up/Down Conversion Squeeze Back Graphics
 - I/O Card on demand
 - High Complex solutions -> X.mio2
 - Simple solutions -> DSX LE3
 - IP infrastructure -> X.mio3
 - Codecs Only -> X264 & X.Open



BroadStream OASYS





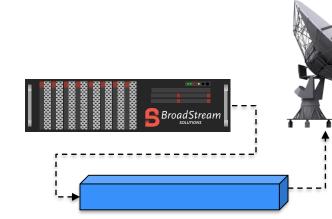


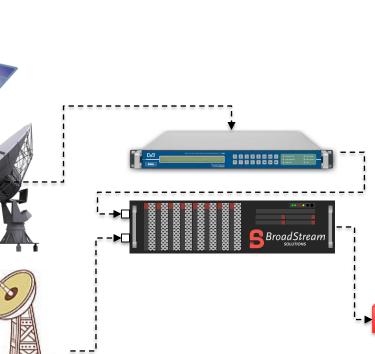


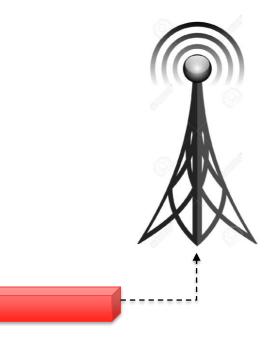
TV Networks



- OASYS Player
 - Main
 - Local

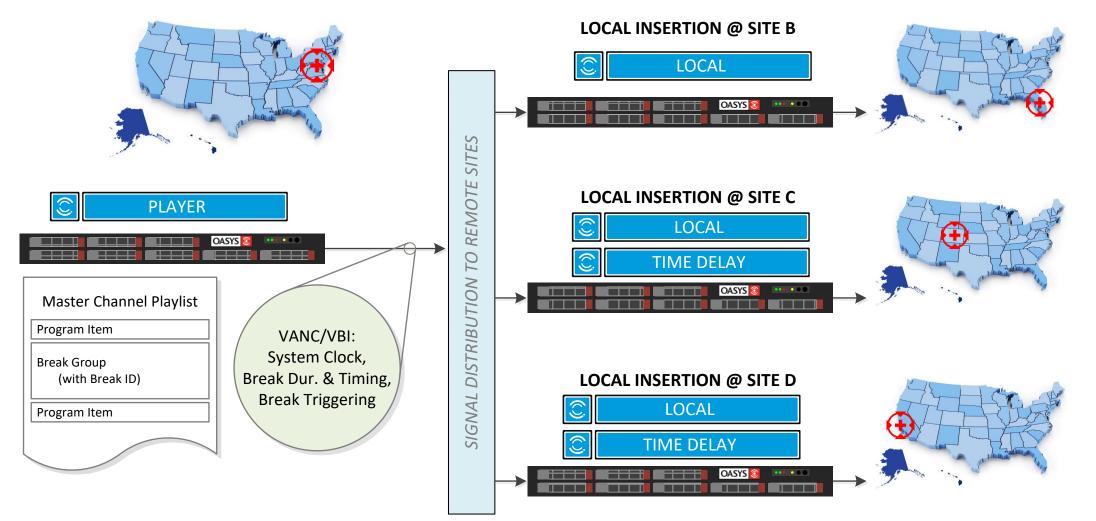




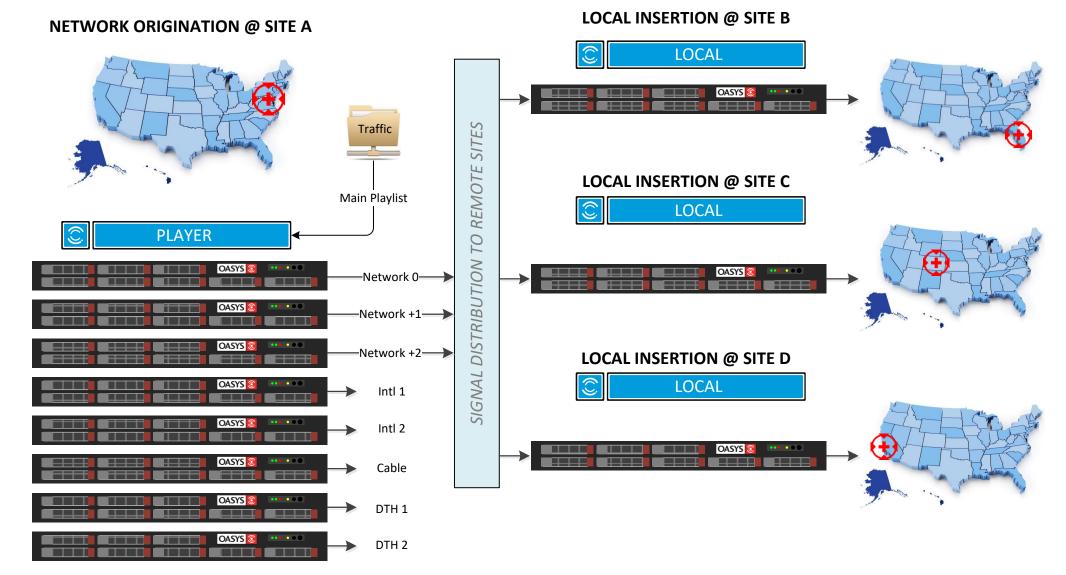


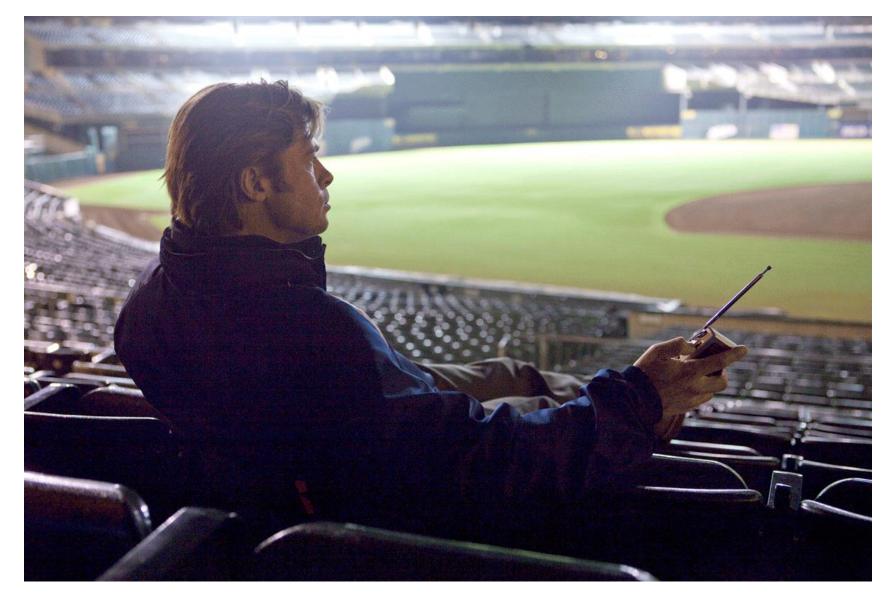


NETWORK ORIGINATION @ SITE A



TV Networks





Transition & Uncertainty



- TV Stations are Content Delivery Factories
- Streaming delivery, web/OTT as important as OTA
- Need Unified, Streamlined Workflow to make long-tail content and archives profitable
- Need End-to-End Metadata Workflows to enable and support next-generation workflows
- Virtualization and The Cloud



Challenge	Opportunity
OTT	Unified Workflow, MAM & Cloud Integration
ATSC 3.0 ?	New Linear Playout Models and Mobile TV
Spectrum Auction	Centralization, Consolidation, Cloud
UHDTV (4K)	New Technologies Implementation
Transition to IP	New Technologies Implementation
Micro & Pop-up Channels	Fast Deployment Solutions
Slow Economy	Be Smart - Change the Game

Uncertainty = Opportunity

6

- Market Segmentation
 - Traditionally organized by GEO Regions
 - Future by Market Segments
 - Need for MORE Channels
 - More Channels on the same GEO
 - ONLY possible over IP

IP, right content for the right segment

OTA...same Content for all segments

Why Virtualization & The Cloud ?

B

- Scalability, manageability, economics, speed
 - Collaborative media
 - Playout workflows
 - Economical DR
 - New channels, temporary channels
 - Quick On-Air turnaround
 - Secure, painless upgrades
 - Moves playout expenses from CAPEX to OPEX
 - Supports centralization, acquisition and divestiture vs traditional hub & spoke
 - Makes centralization hubs more scalable

Public Cloud or Private Cloud ?

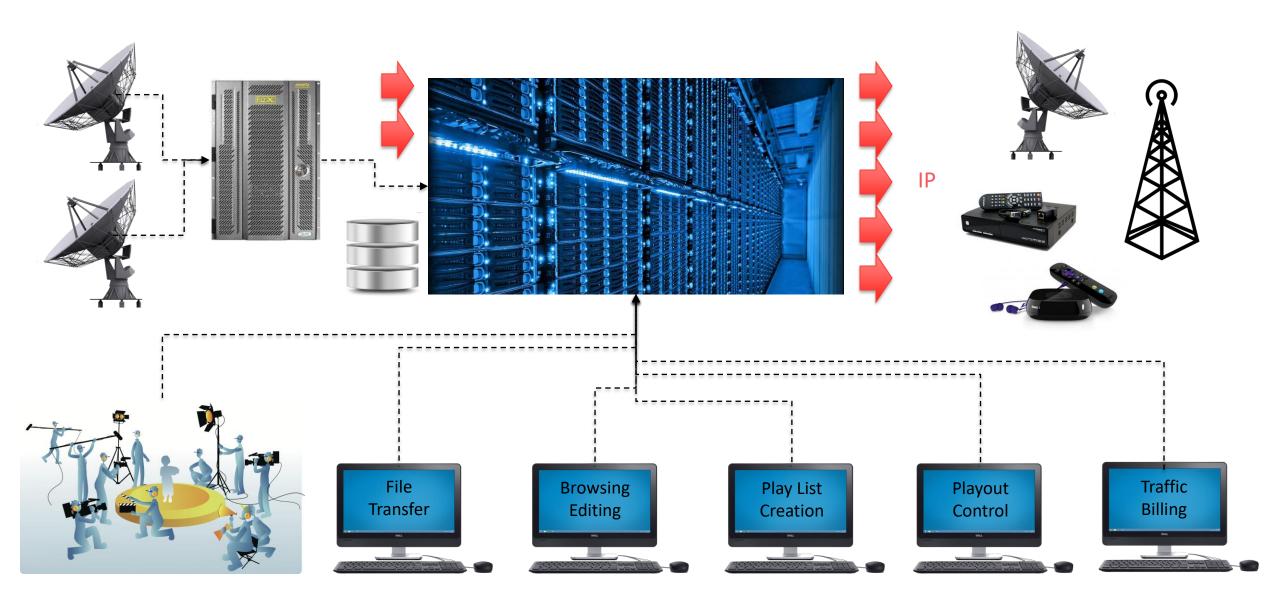
- Public Cloud
 - Small customers
 - AWS Amazon Web Services

- Private Cloud
 - Large customers
 - Televisa Cloud



Private Cloud





OASYS as we deliver Today

- OASYS Player
 - Appliance + SW









OASYS going Virtualized

- OASYS Player for "datacenters"
 - Blade + SW
 - OASYS on the Cloud







