

Ingest | Park | Retrieve | Transform | Outgest



Ingest Parking & Retrieval Transcoding Outgest

Most media enterprises have multi-vendor solutions throughout their facilities. They also have the need to easily share, transfer, and transform media and metadata between these platforms. With a wide variety of codecs, file wrappers, and metadata standards, this can be a complex and labor intensive task. Glooport simplifies inter-platform connectivity by automating these processes.

Glooport is a family of services offering parking, media retrieval, transcoding and outgest. It is a service-oriented, redundant, hot failover, and load-balanced platform. All glooport products have tight API integration with Avid Interplay | Production, Interplay | MAM and MediaCentral | UX.



Media Workflow Services

Software or Turnkey



media|producer: NEW! Fully distributed, virtualizable, load-balanced, cloud-ready, multi-user, media & metadata INGEST platform for post production environments.

Three modes of operation: **Client to cluster mode, individual mode, field ingest mode. Capable of 8 simultaneous jobs.**

media|parker: Easily move media, sequences, and projects to third party storage via Interplay, MediaCentral or via Media Composer in non-Interplay environments. It can restore what it parks. Metadata is preserved in Interplay.

Proxies can be created and stored in Interplay while the hi-res media is being parked.

media|retriever: Retrieval of full or partial clips and/or tracks with transcoding from nearline storage. Sequences created using proxies can be submitted to Interplay for retrieval. media|retriever intelligently analyzes what hi-res media is required and only retrieves segments of clips used in the sequence. Can Transcode while retrieving.

media|transformer: Transcodes media within or between Interplay systems or from third parties storage to Interplay. Can automatically detect new media, transcode and check it into Interplay. Capable of 8 simultaneous jobs.

media|connector: Transfers media and metadata to third party systems. Outgest functionality with file flattening and stitching. Transforms media and translates metadata.



glookast
solving the workflow puzzle

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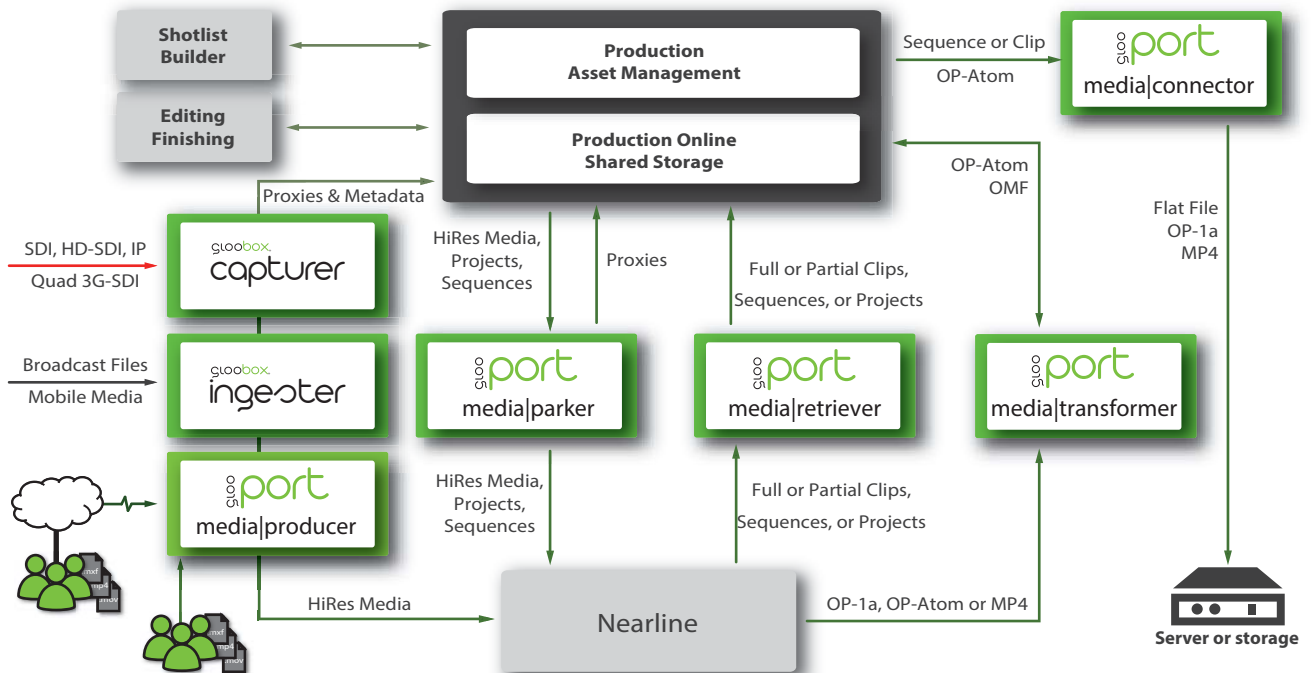
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Sample Workflow:

- Media is ingested directly to nearline storage via GLOOBOX or **media|producer** or parked via **media|parker** to the nearline storage system.
- Low resolution files are ingested via GLOOBOX or created via **media|parker**. Proxies are kept in the online shared storage system.
- Material is edited using low resolution media found in the online storage system.
- Finished low resolution sequences are deposited in a watch folder within the production asset management system.
- **media|retriever** restores high resolution clips from nearline to online storage. If native/non-transcoded media is present on the nearline, **media|transformer** can transcode the media on the fly as the restore is taking place.
- **media|retriever** can restore sequences, full or partial clips, or selected tracks from the nearline.
- High resolution media is re-linked to the low resolution content for finishing with the editing application.
- Finished sequences can be sent to third party systems via **media|connector**.



gloopt port minimum hardware requirements:

- Dual Eight Core with Hyper Threading
- 32GB of RAM
- 1 Gbps or 10Gbps NIC
- Windows 7 or 10 (64 bit)

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