

In the dynamic world of news and sports production, being the first to break a story is paramount. However, the technology currently in use is inherently designed in a way that introduces delays. In the news industry, speed, agility, and efficiency are key to success. Vidispine's Web Render Engine (WRE) transforms this landscape by enabling renderless production, and facilitating real-time content delivery – free from the delays of traditional rendering processes.

Challenges of Traditional Rendering

- Stalled Collaboration: Workflow bottlenecks occur when teams wait for rendering to complete.
- ! Limited Flexibility: Lengthy rendering times restrict last-minute changes and experimentation.
- ! Delays in Content Delivery: Prolonged rendering times delay content finalization,
- leading to missed broadcasting opportunities.
- Resource Drain: Rendering consumes valuable computing resources, impacting other production aspects.
- Reduced Efficiency: Extended rendering times hinder the ability to cover multiple events simultaneously.

Vidispine's Web Render Engine: A Game-Changer

Vidispine's WRE eliminates the need for traditional rendering by generating only metadata when users edit sequences. This innovative approach offers several benefits:

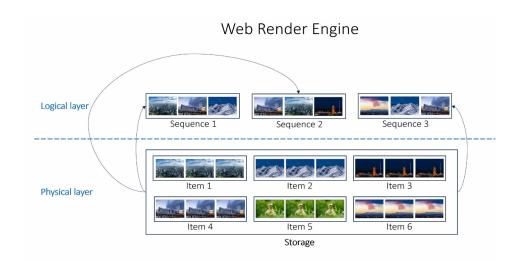
- Real-Time Sequence Playback: Supports SDI, NDI, and other protocols, enabling seamless playback without rendering or file movement.
- Simultaneous Collaborative Editing: Multiple editors can work on the same content from anywhere using Vidispine's VidiEditor or Adobe Premiere Pro.
- Instant Content Delivery: Enables rapid video editing and instant content delivery, allowing quick adaptation to breaking news and live events.
- Optimized Costs and Resources: Streamlined workflows reduce reliance on expensive proprietary systems.

How Video Rendering Works

Vidispine's WRE allows live video editing in the cloud, managing video projects as structured data. Each edit or adjustment is instantly accessible to all collaborators, enabling seamless collaboration on a live timeline without file exports or intermediate steps. The system uses proxy files for review and approval, providing real-time previewing and instant sequence playback without rendering.

Benefits

- Enormous Time Savings:
 Immediate playback and quick access to sequences reduce review and approval times.
- Cost-Efficient Rendering: Renders sequences only when necessary, saving resources and time.
- Optimized Storage: Efficient storage and organization of projects with VidiCore.
- Accelerated Review and Approval Cycles: Editors and producers can swiftly access and approve sequences, significantly reducing the time required to finalize projects.
- Enhanced Collaboration:
 Seamlessly integrates with popular
 NLEs like Adobe Premiere Pro.
- Real-Time Publishing: Enables publishing sequences even during recording for immediate updates.
- Streamlined Transition to
 Broadcasting: Simplifies the path from editing to broadcasting.



Vidispine's Web Render Engine allows efficient content management without creating new files for each sequence. When editing, only metadata is generated, enabling multiple editors to collaborate simultaneously via VidiEditor or tools like Adobe Premiere Pro.

This process is fast and immediately accessible to all users, including producers and journalists. For rapid workflows, sequences can be played out directly through SDI, NDI, or SMPTE 2110/2022-6 without rendering.

Use Cases

1 | Breaking News

In the fast-paced environment of breaking news, every second counts. Vidispine's Web Render Engine enables newsrooms to make near-instant updates to their content, allowing editors to incorporate new footage, graphics, or critical updates without the delays associated with traditional rendering processes.

2 | Sports Events

In sports broadcasting, the ability to deliver content quickly and efficiently is crucial for engaging viewers during live events. Vidispine's WRE supports rapid turnaround times for both live coverage and post-event highlights.

Conclusion

The Vidispine Web Render Engine is a transformative tool for both news and sports broadcasting, enhancing production efficiency and enabling teams to respond dynamically to fast-paced environments. By eliminating rendering delays, facilitating collaborative workflows, and allowing for real-time content updates, the WRE empowers media organizations to deliver timely, engaging, and high-quality content to their audiences.

Features of the Web Render Engine

- Real-Time Sequence Playback
 Without Rendering: Seamless
 playback in high-paced environments.
- Support for Open Publish: Flexible content playout during live recordings or events.
- Integrated Review & Approval Workflows: Real-time collaboration on reviewing and approving sequences.
- Proxy-Based Editing and Playback:
 Low-bandwidth workflows with access to full-resolution assets.
- Subtitling and Closed Caption
 Support: Manage subtitles and closed captions within sequences.
- Dynamic Format Rendering via VidiCoder: Selective rendering in specific broadcast formats when required.

CUPPOX

Partnership with Qvest for Seamless Playout

The integration of Qvest Stream's studio server for ingest and playout, Clipbox, and the VidiNet portfolio aims to optimize newsroom production processes. Clipbox is the first studio server to fully support Vidispine's renderless workflow based on the Web Render Engine - leading to more efficient collaboration and reduction of production delays in newsrooms. It offers users advanced customization options for ingest and playout workflows. and enables real-time rendering with transition effects, allowing users to play out content directly without an additional vision mixer.

You have questions, need information or a contact? Get in touch with us.

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