TELESTREAM

How to Integrate

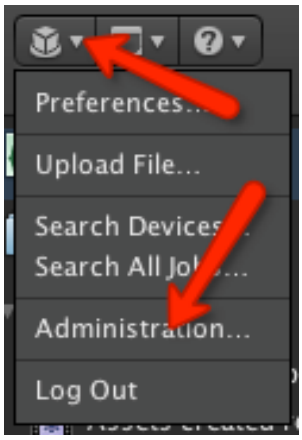
Episode Engine & Final Cut Server

Episode Engine can be integrated with Final Cut Server to extend format support and enhance the transcoding speed.

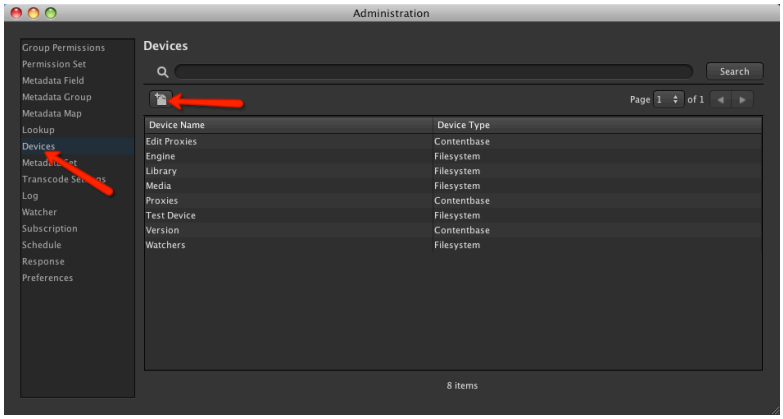
This document walks you through the setup of a direct integration between Episode Engine and Final Cut Server. We will add a custom metadata field that triggers a transcode with Episode Engine.

Setup

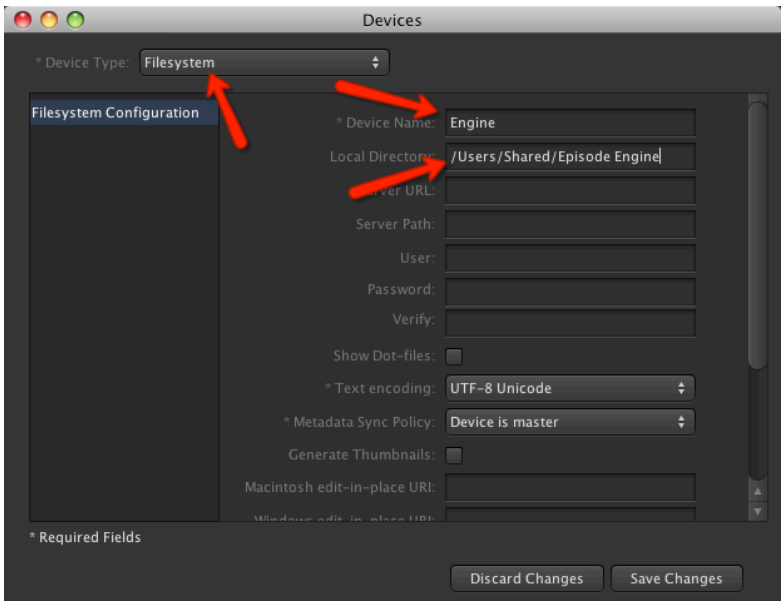
- **Install Final Cut Server**
- **Install Episode Engine**
  If you're not using a SAN that both Episode Engine and Final Cut Server are attached to, make sure to share the watch folders during setup so the Final Cut Server machine can mount the watch folders to submit jobs.
- **Make sure the Episode Engine watch folder root (default: /Users/Shared/Episode Engine) is available to Final Cut Server, either by shared SAN or NFS mount**
- **Log in to Final Cut server as an admin user**
- **Open the Administration window**



- **Create a new Device for Episode Engine**
  - Click “Devices” in the left column of the Administration window.
  - Click the “New Device” icon.

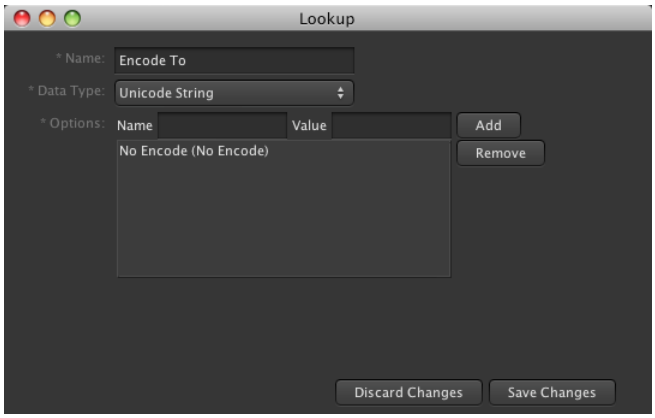


  - Set “Device Type” to “Filesystem”.
  - Set “Device Name” to “Engine”.
  - Set “Local Directory” to the Engine watch folder root. The watch folders can be mounted via NFS before starting the installation or reside on a shared SAN.
  - Click “Save Changes” to save and close the window.

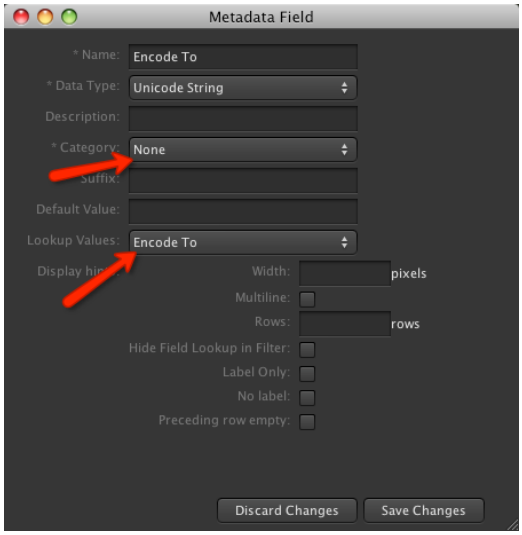


- **Create a new Lookup**
  The lookup will contain representations of the watch folders you want to use from Final Cut Server.

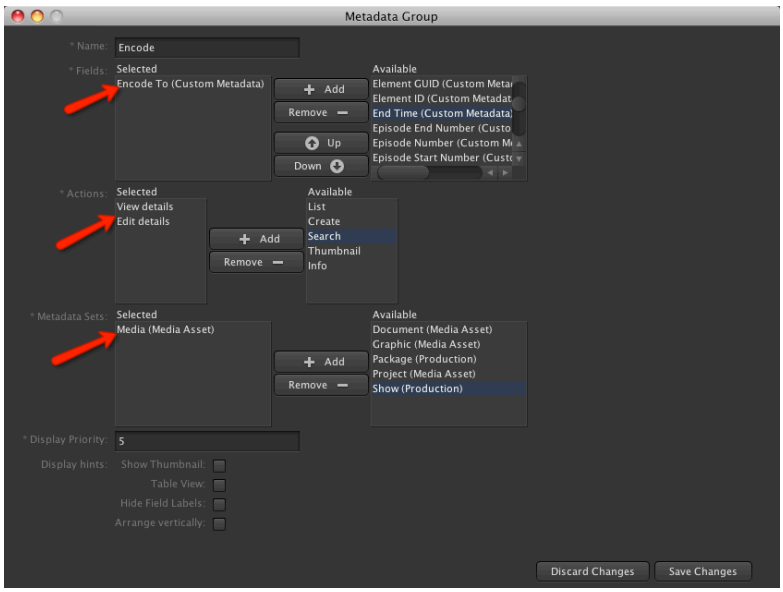
  - Click on “Lookup” in the left column of the Administration window.
  - Click on the “New lookup” icon.
  - Name the Lookup “Encode To”.
  - Add the “No Encode” option now. You’ll add more options later.
  - Click “Save Changes” to save and close the window.



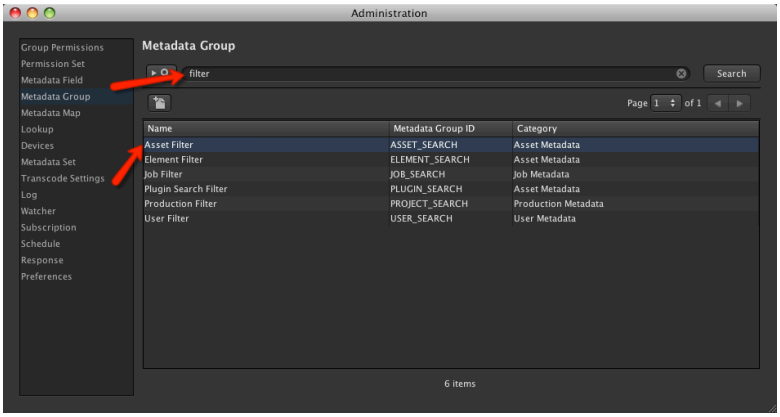
- **Create a new metadata field**
  - Click on “Metadata Fields in the left column of the Administration window.
  - Click on the “New Metadata Field” icon.
  - Set “Name” to “Encode To”.
  - Set “Category” to “None”.
  - Set “Lookup Values” to “Encode To”. This is the lookup you created in the previous step.



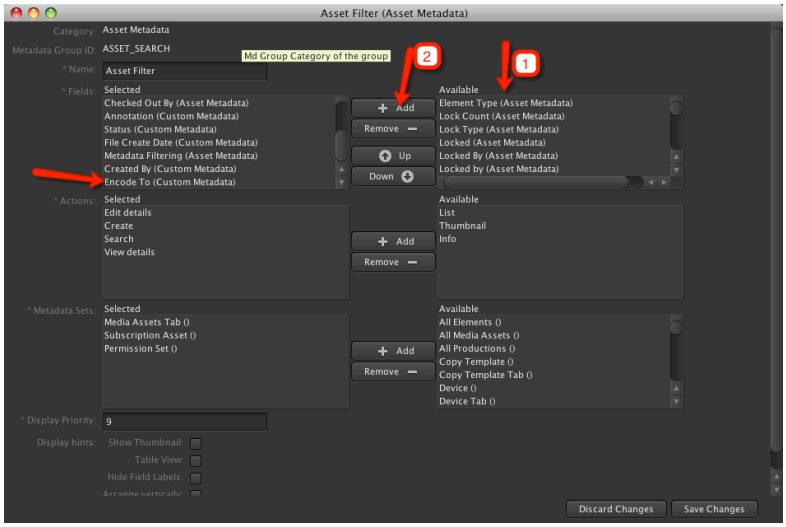
- **Create a new metadata group**
  - Set “Name” to “Encode”.
  - Find “Encode To” in the available fields and add it to Fields.
  - Add “View details” and “Edit details” to Actions.
  - Add “Media (Media Asset)” to Metadata Sets.



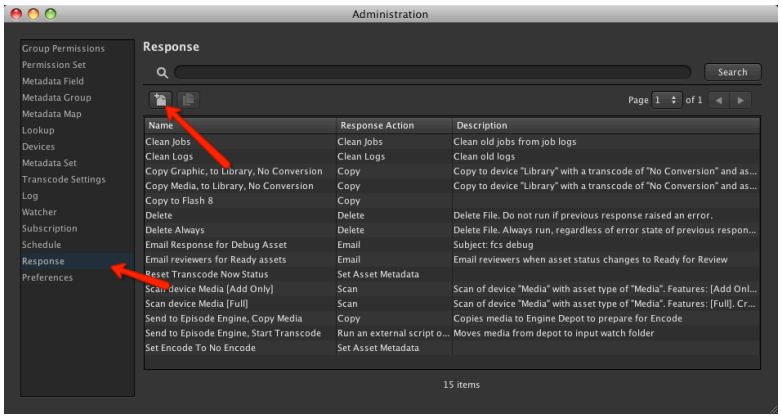
- **Add the metadata field “Encode To” to the Asset Filter**
  - Search for filter in the Metadata Group category. Double click to open.



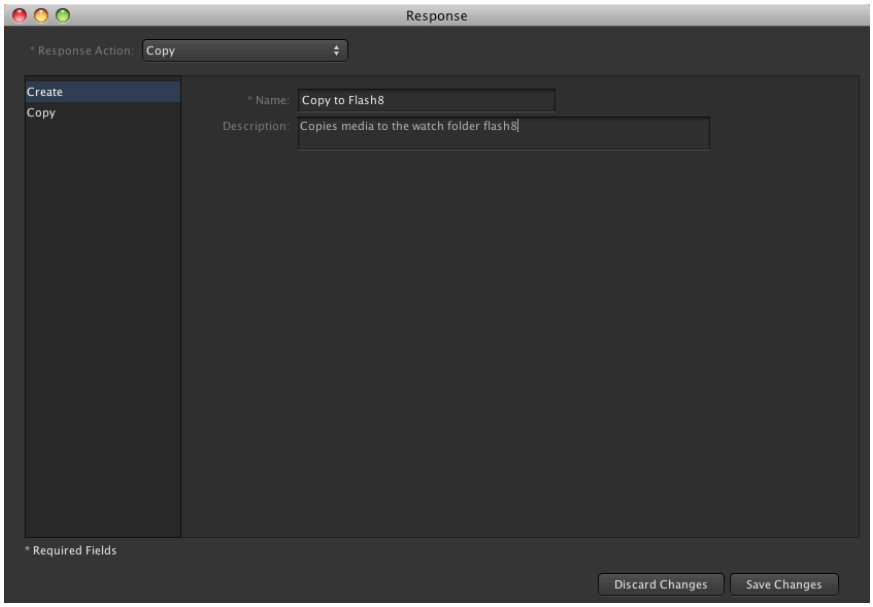
- **Add "Encode To" to the Fields list.**
  - Find and select "Encode To" in the "Available" list.
  - Click "+ Add".



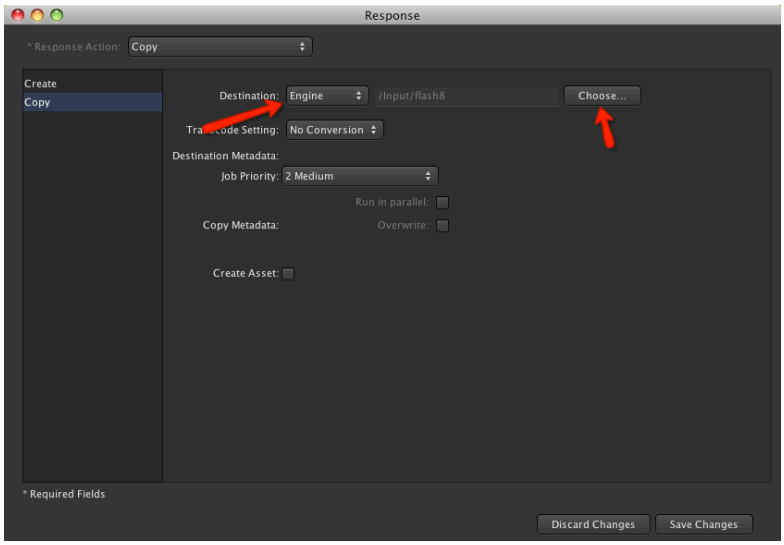
- **Setup job submission**
  - Create a copy response that copies to the specified watch folder on the Engine Device.



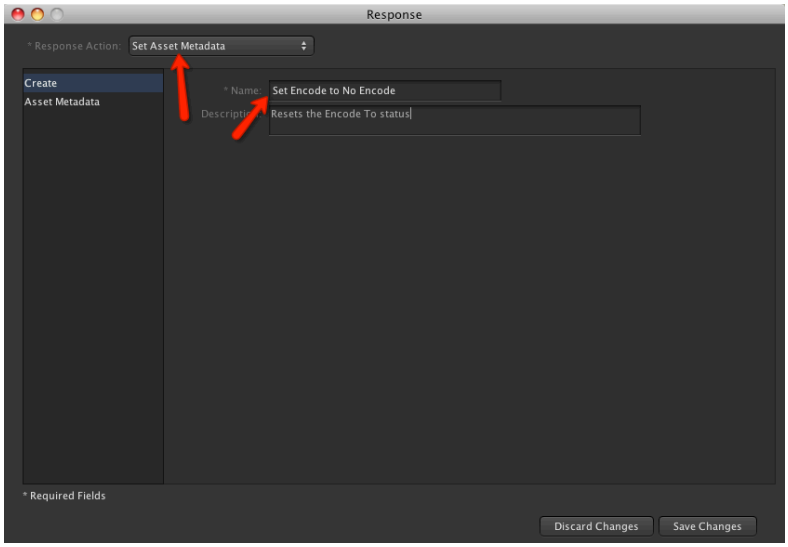
- Give it a descriptive name. For example: “Copy to Flash 8”. You will use this name later to find this response when creating a subscription.



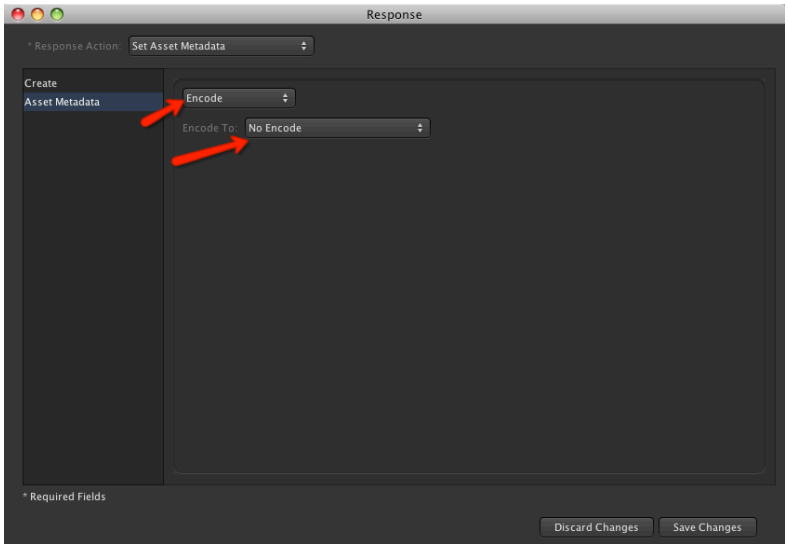
- Select the Engine device as the destination and browse to the input folder of your choice.



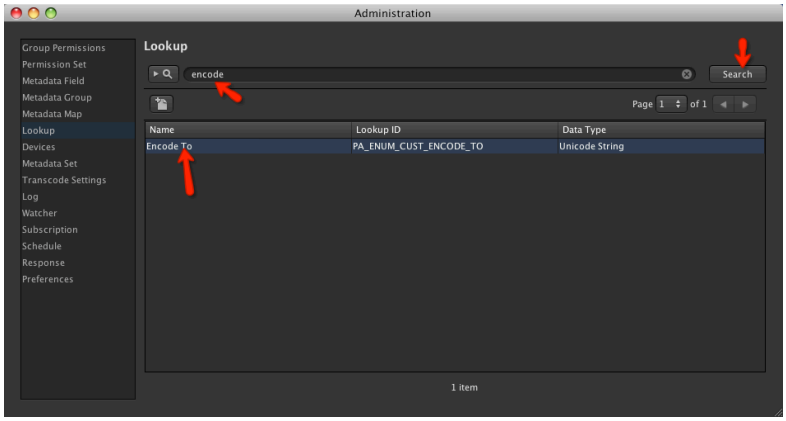
- **Create a response that resets the Encode To value.**
  - Select “Set Asset Metadata” as the “Response Action”.
  - Set the “Name” to “Set Encode to No Encode”
  - Click “Asset Metadata”.



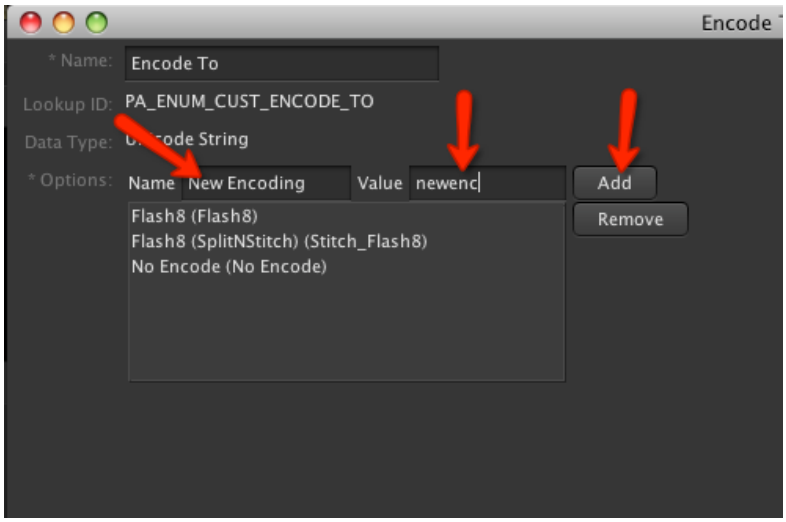
  - Select “Encode” in the first popup.
  - Set “Encode To:” to “No Encode”.



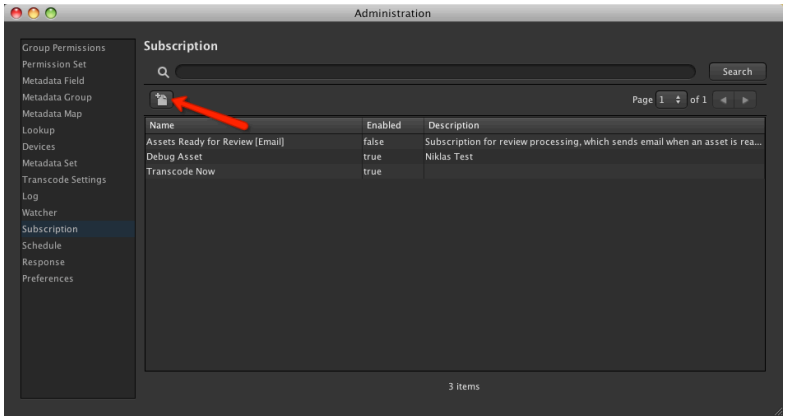
- **Now you can add more values to the "Encode To" lookup.**
  - Find the lookup and open it.



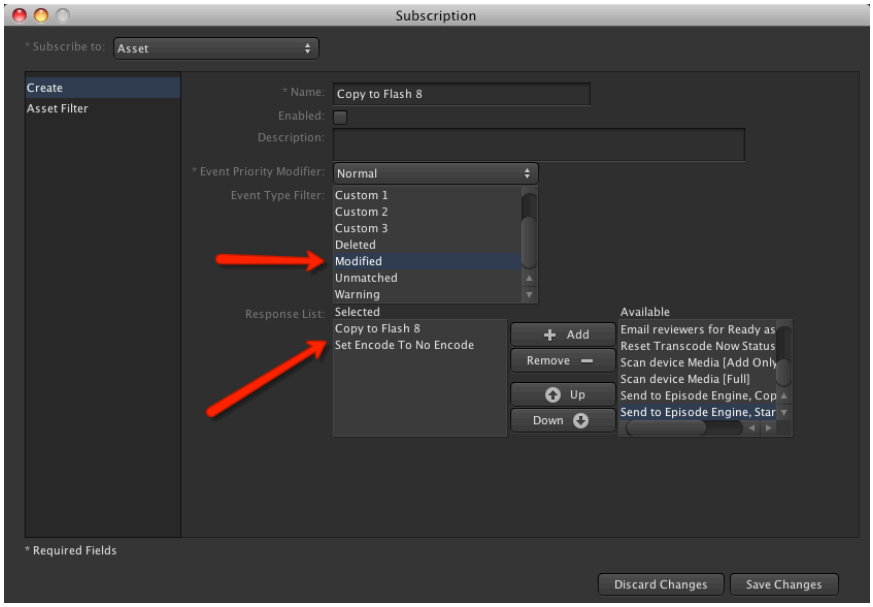
  - Add any number of Name/Value pairs that will represent watch folders in Engine.



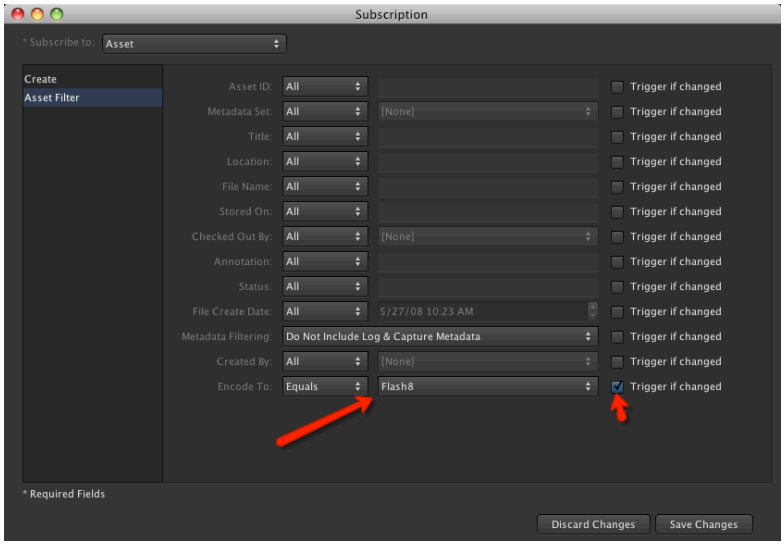
- **Create a subscription that triggers when changing the "Encode to" field.**
  - Add the Copy response that matches the Encode to option you choose in the Asset Filter.



  - Add the "Set Encode To No Encode" Response.



- **Setup the asset filter**
  - Select the value from the lookup “Encode To” that shall trigger this subscription and check “Trigger if changed”.



  - You need to create a copy response and a subscription for each name/value pair in the “Encode To” lookup.
  - Don’t forget to add the “Set Encode to No Encode” to each subscription response list. Otherwise Final Cut Server will continuously send the asset to Episode Engine for trans-coding.

Appendix

Hands-on Exercise

This is a hands-on exercise that shows an example of how to use Episode Engine with Final Cut Server. It will walk you through a set up, configuration and a typical usage scenario with three different users: the ingest person, the editor and the editor in chief.

Part 1: Setup

1. Install the following software:

- **Final Cut Server package, set up Final Cut Server.**
- **Episode Engine**
- **Episode Desktop**
  Used as a settings editor to Episode Engine. Demo license is sufficient.

2. Configure

- **Configure Final Cut Server for integration with Episode Engine, according to above instructions in this document.**
- **Setup Final Cut Server with three users (Ingest person, Editor, Editor in Chief)**
- **Create/select Episode encoding settings.**
  - Launch Episode application.
  - Create a setting for the Flash 8 encoding
  - Export the setting to Episode Engine and save the setting to the watch folder created during the installation of Episode Engine.
- **Setup a specific metadata field with associated automations.**
  Use the advanced console to create a custom metadata field with a lookup (pull down menu) and attach custom automation according to the following:
  - upon status change to ready for editing -> send an email to the editor to say you have assets to work on (put the asset ID and title into the text of the email)
  - upon status change to ready for review ->
    a. Encode for windows media (the editor in chief wants windows media format for review)
    b. Send an email to the reviewer (there is a new asset in this folder)
  - upon status change to ready for publishing ->
    a. Encode to Flash 8 format using Episode Engine (Engine will copy the file to the publishing server (simulate this by copying it to a defined folder))
    b. Send an email to the editor that the movie has been approved.

Part 2: Use Final Cut Server

- **Log in as Ingest person.**
  - Ingest the movie into Final Cut Server, change the custom metadata file to ready for editing. -> This triggers an email that will be sent to the editor.

- **Log in as Editor**.
  - Download the asset, edit in Final Cut and save it,
  - From Final Cut generate a QT preview of the edited movie. Add the preview to the Final Cut project.
  - Submit the Final Cut project back to Final Cut Server. Change the status of the QT preview asset to ready for review. -> This triggers the Episode encoding through Compressor. An Windows Media file will be automatically generated according to the defined encoding setting. An email will be sent to the Editor in Chief.

- **Log in as Editor in Chief.**
  He gets the message about reviewing the edited clip. He likes it and approves it, and sets the status to ready for publishing. -> The file is being pushed to Episode Engine, encoded to Flash 8 and copied to the publishing server.