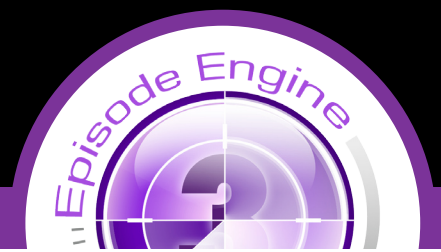
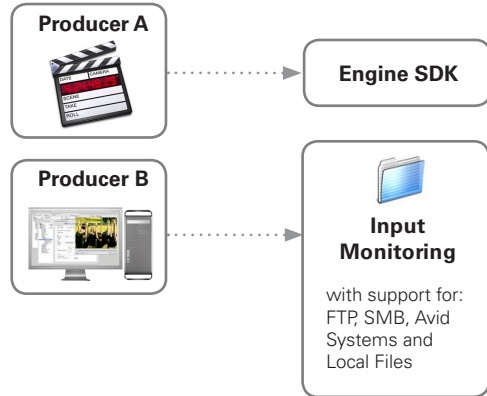


Episode Engine

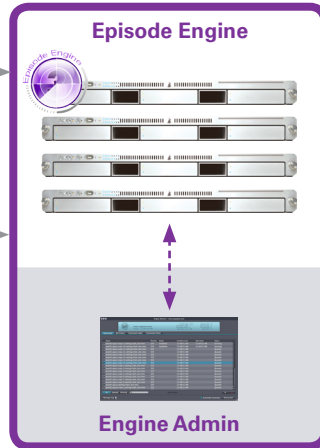
Integrated with your workflow



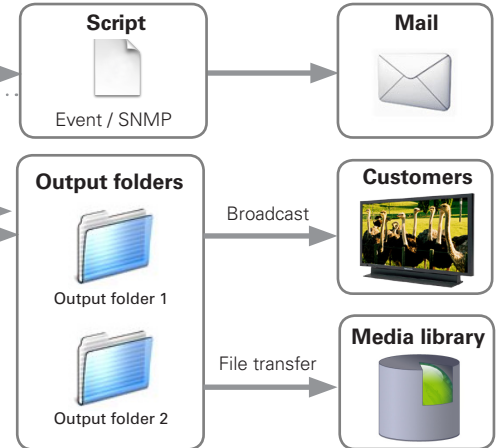
Acquisition



Transcoding



Deployment



How to maximize your Episode Engine value in your workflow

Episode® Engine is a powerful and flexible tool adaptable to your workflow. With Episode Engine each step in your workflow - acquisition, transcoding and deployment - can be automated to meet your exact needs.

Acquisition

Episode Engine supports input monitoring (watch folders). With the new and easy-to-use Engine Admin interface, you can quickly create and administrate your input monitors. Simply configure what source directory to be monitored and as soon as an input file is placed in this directory, Episode Engine will retrieve it and start transcoding. Source material can be read from local files or remote file servers via for example FTP, Samba and NFS.

The input monitors can be given priorities so that high-priority media are transcoded before other. This enables separation of time-critical and non-time-critical transcoding as well as opening for premium services.

Another alternative acquisition method is the **Episode Engine SDK**. The SDK provides the tools you need to integrate Episode Engine into your workflows. It consists of several interfaces from command-line (for Mac OSX) to platform independent web services.

With the **Engine Admin** application you can easily adjust the order of execution by changing the priority of jobs or completely removing them from the execution queue. The Engine Admin can also communicate with multiple Episode Engine installations simultaneously. For example it allows administrators to manage clusters serving different geographical regions.

Transcoding

The transcoding process not only allows you to go from one format to another, but also lets you add intro and outro sequences, visual watermarks and metadata to the output media. The input files for these enhancements are placed in watch folders just like your media files. Through a simple naming convention they can be designated as either global or specific for a given input media file, thus adaptable to special requirements with minimal effort. Global metadata can be supplied as part of the transcoding settings, but generally XML files are used for metadata input. The order for adding input files does not matter; Episode Engine waits until all required files are present.

You can interactively monitor the progress of transcoding with the Engine Admin. It shows the expected transcoding times, when files have been successfully transcoded and any problems that might have occurred.



