

# Episode 6

Format Support

FILE FORMAT	CODEC	Episode			COMMENTS
		Episode Pro	Episode Engine		
<b>Adaptive bitrate streaming</b>					
Microsoft Smooth Streaming	H.264 (AAC audio)			○	Windows OS only. Available with Episode Engine License.
Apple HLS	H.264 (AAC audio)			○	Available with Episode Engine License.
<b>Windows Media</b>					
WMV, ASF	VC-1	○	○	○	
	WM9	I/O	I/O	I/O	WMV7 and 8 through F4M component on Mac
	WMA	I/O	I/O	I/O	
	WMA Pro	I/O	I/O	I/O	
<b>Flash</b>					
FLV	Flash 8 (VP6s/VP6e)	I/O	I/O	I/O	
SWF	Flash 8 (VP6s/VP6e)	I/O	I/O	I/O	
MOV/MP4/F4V	Flash 9 (H.264)	I/O	I/O	I/O	F4V as extension to MP4
<b>WebM</b>					
WebM	VP8	○	○	○	
	Vorbis	○	○	○	
<b>3GPP</b>					
3GPP	AAC	I/O	I/O	I/O	
	H.263	I/O	I/O	I/O	
	H.264	I/O	I/O	I/O	MainConcept and x264
	MPEG-4	I/O	I/O	I/O	
<b>3GPP2</b>					
3GPP2	AAC	I/O	I/O	I/O	
	H.263	I/O	I/O	I/O	
	H.264	I/O	I/O	I/O	MainConcept and x264
	MPEG-4	I/O	I/O	I/O	
<b>MPEG Elementary Streams</b>					
MPEG-1 Elementary Stream	MPEG-1 (video)	I/O	I/O	I/O	
MPEG-2 Elementary Stream	MPEG-2	I/O	I/O	I/O	
<b>MPEG Program Streams</b>					
PS	AAC	○	○	○	MainConcept and x264
	H.264	I/O	I/O	I/O	
	MPEG-1/2 (audio)	I/O	I/O	I/O	
	MPEG-2	I/O	I/O	I/O	
	MPEG-4	I/O	I/O	I/O	
<b>MPEG Transport Streams</b>					
TS	AAC	I	○	○	
	AES	I	I/O	I/O	
	H.264	I	I/O	I/O	MainConcept and x264
	AVCHD	I	I	I	
	HDV	I	I/O	I/O	
	MPEG - 1/2 (audio)	I	I/O	I/O	
	MPEG - 2	I	I/O	I/O	
	MPEG - 4	I	I/O	I/O	
	PCM	I	I	I	
Matrox MAX	H.264	I/O	I/O	I/O	QT codec (*output possible via QT), Requires Matrox MAX hardware - Mac OS X only
<b>MPEG System Streams</b>					
M1A	MPEG-1 (audio)	I/O	I/O	I/O	
M1V	MPEG-1 (audio)	I/O	I/O	I/O	

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<b>MPEG-4</b>					
MP4	AAC	I/O	I/O	I/O	
	H.264	I/O	I/O	I/O	Main Concept and x264
	MPEG-4	I/O	I/O	I/O	
<b>iTunes video (iPod, iPhone, Apple TV)</b>					
M4V	AAC	I/O	I/O	I/O	
	H.264	I/O	I/O	I/O	Main Concept and x264
	MPEG-4	I/O	I/O	I/O	
<b>iTunes audio (iPod, iPhone, Apple TV)</b>					
M4A	AAC	I/O	I/O	I/O	
<b>MPEG-4 PSP</b>					
M4A	AAC	I/O	I/O	I/O	
	H.264	I/O	I/O	I/O	Main Concept and x264
	MPEG-4	I/O	I/O	I/O	
<b>QuickTime*</b>					
MOV	AAC	I/O	I/O	I/O	
	Animation	I/O	I/O	I/O	QT codec (output possible via QT)
	Apple Component	I/O	I/O	I/O	QT codec (output possible via QT)
	Apple GSM 10:1	I/O	I/O	I/O	QT codec (output possible via QT)
	Apple Intermed. Form.	I/O	I/O	I/O	QT codec (output possible via QT)
	Apple Lossless	I/O	I/O	I/O	QT codec (output possible via QT)
	Apple ProRes	I/O	I/O	I/O	QT codec (encoding available on all Mac versions, and on Episode Engine for Windows on Windows Server 2008)
	Apple uncompressed	I/O	I/O	I/O	
	Apple Video	I/O	I/O	I/O	QT codec (output possible via QT)
	AVC-Intra 50	I	I/O	I/O	
	AVC-Intra 100	I	I/O	I/O	
	Avid	I/O	I/O	I/O	Requires 3rd party QT codec
	Avid DNxHD® codec	I/O	I/O	I/O	Requires 3rd party QT codec
	Avid DV	I/O	I/O	I/O	Requires 3rd party QT codec
	Avid Meridien	I/O	I/O	I/O	Requires 3rd party QT codec
	Blackmagic 8 & 10-bit	I/O	I/O	I/O	Requires 3rd party QT codec
	Cinepak	I/O	I/O	I/O	QT codec (output possible via QT)
	DV25	I/O	I/O	I/O	
	DVCPRO25	I/O	I/O	I/O	FCP codec (output possible via QT)
	DVCPRO50	I/O	I/O	I/O	FCP codec (output possible via QT)
	DVCPRO HD	I/O	I/O	I/O	FCP codec (output possible via QT)
	H.261	I/O	I/O	I/O	QT codec (output possible via QT)
	H.263	I/O	I/O	I/O	
	H.264	I/O	I/O	I/O	QT codec for input (not High profile)
	HDV	I	I/O	I/O	
	ttIMA	I/O	I/O	I/O	QT codec (output possible via QT)
	IMX	I	I/O	I/O	
	MJPEG A/B	I	I/O	I/O	
	MP3	I/O	I/O	I/O	
	MPEG-4	I/O	I/O	I/O	

\*Note: QuickTime codec support is platform dependent, all codecs may not be support on both operating systems. Please consult QuickTime or Apple for individual codec support.

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<b>QuickTime* (cont'd)</b>					
	Mace 3:1	I/O	I/O	I/O	QT codec (output possible via QT)
	Mace 6:1	I/O	I/O	I/O	QT codec (output possible via QT)
	Media 100	I/O	I/O	I/O	Requires 3rd party (output possible via QT)
	PCM	I/O	I/O	I/O	
	Pixlet	I/O	I/O	I/O	QT codec (output possible via QT)
	Qdesign	I/O	I/O	I/O	QT codec (output possible via QT)
	RAW	I/O	I/O	I/O	
	RED	I	I	I	Requires 3rd party QT codec, 2K only
	Sheer Video	I/O	I/O	I/O	Requires 3rd party (output possible via QT)
	Sorenson Video 1	I/O	I/O	I/O	QT codec (output possible via QT)
	Sorenson Video 2	I/O	I/O	I/O	QT codec (output possible via QT)
	Sorenson Video 3	I/O	I/O	I/O	QT codec (output possible via QT)
	Targa Cine YUV	I	I/O	I/O	(a.k.a. Cinewave)
	XDCAM	I	I/O	I/O	
	XDCAM HD	I	I/O	I/O	
	XDCAM HD 422	I	I/O	I/O	
	XDCAM EX	I	I/O	I/O	
	YCbCr	I	I/O	I/O	
	aLaw 2:1	I/O	I/O	I/O	QT codec (output possible via QT)
	uLaw 2:1	I/O	I/O	I/O	QT codec (output possible via QT)
	Same codecs as QT				
	H.254	O	O	O	QT codec (**output possible via QT), Requires Matrox MAX hardware khh Mac OS X only
<b>AVI</b>					
AVI	DV25	I/O	I/O	I/O	
	DVCPRO25	I	I/O	I/O	
	DVCPRO50	I	I/O	I/O	
	DivX	I	I	I	Requires 3rd party QT plugin
	MJPEG A/B	I	I/O	I/O	
	MP3	I/O	I/O	I/O	Requires 3rd party QT plugin
	PCM	I/O	I/O	I/O	
	Windows RAW (RGB)	I	I/O	I/O	
	Xvid	I/O	I/O	I/O	Requires 3rd party QT plugin
	YCbCr	I	I/O	I/O	
<b>DV</b>					
DV	DV25	I/O	I/O	I/O	
	DVCPRO25	I	I/O	I/O	
	DVCPRO50	I	I/O	I/O	
<b>GXF - Grass Valley K2 SD &amp; HD</b>					
GXF	MPEG-2	I	I/O	I/O	
	MPEG-2 HD	I	I/O	I/O	Up to 100 MBit
	PCM	I	I/O	I/O	
<b>MXF</b>					
Sony XDCAM SD	IMX (D10)	I	I/O	I/O	30, 40, 50 Mbps. Compatible with Harris/Leitch Nexio, Avid, 360 Systems
Sony XDCAM HD	XDCAM HD	I	I/O	I/O	Compatible with Avid
Sony XDCAM HD 422	HDCAM HD 422	I	I/O	I/O	Compatible with Avid

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		Episode	Episode Pro	Episode Engine	
<b>MXF (cont'd)</b>					
Sony XDCAM EX	XDCAM EX		I/O	I/O	Compatible with Avid
Sony XDCAM MPEG-4 Proxy	MPEG-4				Mac only. Requires 3rd party QT plugin
	AVC-Intra 50		I/O	I/O	
	AVC-Intra 100		I/O	I/O	
MXF OP1a	DV25		I/O	I/O	
	DVCPRO25		I/O	I/O	
	DVCPRO50		I/O	I/O	
	IMX		I/O	I/O	30,40,50 Mbps. Compatible with Omneon
	MPEG-2 ES		I/O	I/O	
	AES		I/O	I/O	
	BWF		I/O	I/O	Compatible with Omneon
	DVCPRO HD		I/O	I/O	Requires 3rd party QT plugin
	Avid DNxHD® codec		O	O	Requires 3rd party QT plugin
	AVC-Intra 50		I/O	I/O	
	AVC-Intra 100		I/O	I/O	
MXF OPAtom	DV25		O	O	
	DVCPRO25		O	O	
	DVCPRO50		O	O	
	MPEG-2 ES		O	O	
	AES		O	O	
	BWF		O	O	
	DVCPRO HD		O	O	Requires 3rd party QT plugin
	Avid DNxHD® codec		O	O	Requires 3rd party QT plugin
<b>Image Sequences</b>					
DPX Sequence	8-bit				Available with Episode Engine License.
	10-bit				Available with Episode Engine License.
	12-bit				Available with Episode Engine License.
TGA Sequence	24bit+alpha				Available with Episode Engine License.
TIFF Sequence	8-bit				Available with Episode Engine License.
	16-bit				Available with Episode Engine License.
JPEG Sequence	RGB 32-bit				Available with Episode Engine License.
PNG Sequence	RGB 24-bit				Available with Episode Engine License.
<b>Audio Only</b>					
AIFF	PCM	I/O	I/O	I/O	
MP3	MP3	I/O	I/O	I/O	
WAV	PCM	I/O	I/O	I/O	BWF header support included
OGG	Vorbis	O	O	O	
ADTS	AAC	I/O	I/O	I/O	
<b>Pro Audio Option</b>					
	AMR NB	I/O	I/O	I/O	
	Dolby AAC-HE	I/O	I/O	I/O	
	Dolby AAC-LE	I/O	I/O	I/O	
	Dolby AC-3	I/O	I/O	I/O	

# Format Support

FEATURES	Episode	Episode Pro	Episode Engine	COMMENTS
Extensive format support up to HD resolutions for new media, web, post-production, DVD/Blu-ray and more	■	■	■	MPEG-1/-2/-4, WMV9, VC-1, DV, WebM, 3GPP/3GPP2, M4A, MOV, ProRes*, other QuickTime codecs and more. Optimized Flash 8+9 support.
Graphical workflow builder	■	■	■	Drag-and-drop interface makes building encoding workflows simple.
One-Click Clustering with built-in file sharing	■	■	■	Allows any computer on the network, Mac or PC, to automatically join a transcoding cluster, with simply a click, for maximum flexibility and full scalability.
Autodesk Smoke & Flame integration	■	■	■	Browse and monitor Autodesk file systems via Wiretap API
Monitors	■	■	■	Monitor local, network, or FTP folders for fully automated workflows
Automatic file deployment	■	■	■	Automatically deliver encoded files to local folders, network shares, FTP servers, and YouTube
Command Line Interface	■	■	■	Enabling custom integrations
XML-RPC interface	■	■	■	Enabling control over IP networks
Full 4:2:2:4 and 4:2:0 support, 10 bit 4:4:4:4 for pro formats	■	■	■	For optimized picture quality.
Choose from many professional templates or flexible custom settings	■	■	■	Full set of pre-built settings templates for ease-of-use. No compression knowledge needed.
Support for up to 24 channels of audio	■	■	■	Channel mapping filter for 24 channels included.
Fully configurable advanced preprocessing filters	■	■	■	Video: black and white restoration, HSV and gamma correction, noise removal, image sharpening. Audio: Including normalize, balance fade in/out.
Powerful preview	■	■	■	Before/after comparison
Bumpers and trailers	■	■	■	Add intro and outro movies to your content.
Picture-in-Picture	■	■	■	Add a picture, animation or a movie as a watermark.
2-pass encoding	■	■	■	For maximum quality (H.264, WMV, MPEG2/4, H.263)
Support for metadata	■	■	■	Add copyright and file info
Closed captions	■	■	■	Pass-through of EIA-608 and EIA-708 in ATSC A/53, SCTE-20 and VBI in-band Close Captions when encoding MPEG-2 video; conversion of NTSC-CC types including VBI in-band to EIA-608 or SCTE-20. H.264 captions.
Support for .SCC closed caption files	■	■	■	
Support for alpha channels	■	■	■	Transparency, blue/green screen and Flash encoding
Advanced standard conversions	■	■	■	Comparable to hardware
Advanced deinterlace filters	■	■	■	Produce the best possible progressive output even when the source material has been edited and cut.
Full field order handling	■	■	■	Change field dominance
Hinting (streaming)	■	■	■	According to IETF, ISMA and 3GPP
Automatic input format detection	■	■	■	Video codec, audio codec, color sampling, frame rate, pixel aspect, audio sampling
Resizing and resampling algorithms	■	■	■	Give the best quality for small-screen, low-bandwidth display devices and when upscaling from SD to HD.
Frame-rate conversion	■	■	■	NTSC to/from PAL; 3:2 pulldown, 2:3 pulldown
Inverse telecine	■	■	■	Even when the source material has been edited and cut
Transcode while ingest	■	■	■	With Telestream Pipeline
Unlimited batch processing	■	■	■	Prioritize encoding and add files and settings to the batch while running; create bookmarks to source folders.
Support for surround sound encoding 5.1, 7.1	■	■	■	Transport Streams and more.
Parallel encoding, number of jobs:	1	2	**	Speeds up encoding by allowing multiple jobs to be processed in parallel.
Professional format support		■	■	MXF, GXF, IMX, AVC-Intra, MPEG-2/-4 Transport Streams, and more.
Split-and-Stitch® distributed encoding			■	Enables distributed and segmented encoding.
Pro Audio option	■	■	■	Separate purchase option that adds support for Dolby ACE, AAC-HE, AAC-LC, and AMR audio codecs
EDL conforming			■	
Episode Developer API Kit Option			***	Enables distributed and segmented encoding.

\*ProRes encoding supported on all Mac versions and all Episode Engine for Windows on Windows Server 2008.

\*\*Unlimited

\*\*\*Optional

