



Cinedeck & Dixon Sports

Live log Cinedeck created media with easy browser based search, drag and drop to Avid and Adobe timelines

Solutions Highlights

- Record multiple channels of edit-ready formats including ProRes, DNxHR, XDCAM, JPEG2000, XAVC and AVC
- Record directly across network to any NAS or SAN
- Easy to use, intuitive user interface
- Special features for multicam productions including channel grouping, timecode sync, hi-res/lo-res workflow, record redundancy, audio mapping, edit while capture and segment record.
- Live log collaboratively across one of more streams embedding crucial metadata at production.
- Find assets easily with a browser-based panel in Avid Media Composer or Adobe Premiere.

Key Benefits & Differentiators

- Integrated Ingest and Logging simplifies workflows
- Supports Avid and Adobe workflows
- Ingest and live log all your camera angles on premise or in the cloud
- Incorporate AI generated metadata

Introduction

Get more from your content investment by combining Cinedeck's multi-camera ingest and Dixon's rich metadata tools. Cinedeck and Dixon's solution enable live capture of multiple camera angles and the live creation of a content database full of rich metadata.

Create edit-ready formats enriched with metadata for all your ISOs. Your creatives get to work sooner, with instant access to editable material and highly customized metadata, while your logging costs decrease as all the angles are simultaneously logged with content intelligence.

Customer Challenges

Multicam productions are packed full of crucial information about any number of parameters including contestants, characters, set, script, etc... All of this information needs to be organized at the start of production. Failure to do so can cause major delays in post production, or perhaps the best shot doesn't make the cut because it couldn't be found.

The Dixon Logger, with content intelligence, works seamlessly with Cinedeck's user-friendly capture tools to intuitively and quickly attach rich metadata to your content.

Reference Architecture

