



What is InGame?

Avid® InGame™ is a professional video production and branding solution designed to help sports teams and venues advance their brand identity and fan experience. The InGame solution draws from the proven capability and speed of Avid's best-of-breed editing, graphics, storage, and asset management tools and expertise in integrating third-party applications into a smooth ingest-to-archive workflow.

Additional advantages of single-vendor integration include knowledgeable planning, training, and commissioning services, plus one-call support to ensure a superior value and user experience for sports facilities and teams.

Why InGame?

Sports leagues, teams, and stadiums constantly compete for entertainment spend and continually seek ways to enhance their brand and build fan loyalty by providing compelling content to any outlet, including in-game entertainment. They need a production solution that delivers the professional broadcast quality that fans expect, yet is easy to use, provides operational efficiency, and integrates into their existing environment.

InGame provides the best tools for today's sports production artists in a solution that is pre-integrated and requires minimal set-up. It supports fast Avid Media Composer® editing in parallel with Apple Final Cut Pro 7 and handles all day-to-day production needs from team branding to ad sales at a substantially reduced bundle price that speeds your return on investment.

What does InGame include?

InGame components include 4 seats of Oscar® and Emmy® award-winning Media Composer editing software, 2 seats of PostDeko for Editors graphics creation software, 32TB or 64TB of ISIS® 5000 real-time shared storage, Interplay® Production asset management including 4 seats of Interplay Assist and 2 seats of Interplay Access browse/shot selection/logging tools, and an integrated archive managed by Interplay Archive™, with a Spectra Logic T50e LTO5 data tape library, and SGL FlashNet control software. Project management, commissioning, in-person training, a reference training video, and one year of professional support for all components is also included with travel and expenses billed as incurred.

What is Media Composer?

Avid Media Composer is the award-winning reference standard for professional video editing used by thousands of television, film, and sports production professionals worldwide. Media Composer software allows users to work natively with P2, XDCAM or EVS XS files and edit immediately without having to wait or transcode. This allows the editors to be more creative and efficient in today's ever changing production environments. More: <http://www.avid.com/US/products/family/media-composer>

What is Interplay Production and what are its components?

Interplay Production is a production asset management system that speeds production, saving time and money. It manages media through the entire production process, expands media access, and off-loads non-creative tasks like transcoding, media transport, and archiving. Interplay Production is fully integrated into Avid solutions, and interfaces with over 40 vendor partners. Instead of searching through tapes, editors quickly find assets and drag them directly to the timeline. Loggers or editors can create and maintain descriptive metadata throughout the lifecycle of a media asset. Interplay also enables producers, assistants, or other team members to search media, put together shot lists, send messages, or review and approve sequences — all from their desktop and without tying up an editing station.

The Interplay Production components included in the InGame solution are the Interplay Engine CPU, Interplay Assist and Access user interfaces, Archive server, and media transcoding service.

What does Interplay Transcode do?

The Transcode function converts original media into smaller (SMPTE standard) H.264 proxy Avid files that save storage space and network bandwidth. Original material can be kept more efficiently on archive storage while proxy files are used for online viewing, shot-listing, and editing, then restored only when the project is complete.

Avid InGame Sports Solution FAQ

How does the InGame archive work?

The archive system provides a reliable and cost-efficient way to store digital media, freeing up online storage space for in-process or frequently accessed material. Archived media is instantly searchable along with online storage, and media is quickly restored to online when needed. The Interplay Archive server works in conjunction with SGL FlashNet archive management software and the Spectra Logic data tape library to move media between online storage and archive storage.

Does InGame support FCP editors?

Yes. ISIS 5000 shared storage supports FCP 7 clients and dedicated workspaces for FCP 7 or mixed Media Composer/FCP workspaces. FCP 7 editors can use the Interplay Access application to check QuickTime files into Interplay and any Interplay workstation can search for QuickTime files. Interplay also supports FCP 7 media file conversion to/from Media Composer with the Automatic Duck utility. Note that files to be archived must be in the MXF format. Further options for integration of FCP 7 into the Interplay environment are being considered.

What tools do you have to help FCP editors make the transition to Media Composer?

InGame includes a DVD training video 'Media Composer for Final Cut Editors'. This video helps editors make the transition with an easy to follow guide. In addition, the included Workflow Guide and tutorial videos help editors understand how Media Composer, Interplay, and ISIS all work together in the context of a sports workflow.

Why do I need InGame and not just shared storage?

When a real-time shared storage system is tightly integrated with editing tools and asset management, it can provide a big productivity boost and better long-term reliability. In some cases, a few editors connected to shared storage may be all that is required. As media is accumulated on shared storage, however, the challenge is to quickly locate and efficiently manage it. In today's sports productions, editors need to swiftly find clips from past plays, games or series, and that is what the Interplay Production, ISIS shared storage, and the archive applications included with the InGame solution are designed to do.

Can third-party storage be used with InGame?

InGame is a tightly integrated solution package and components cannot be unbundled. The unique workflow and management capabilities of Avid ISIS shared storage are tuned to the needs of real-time media production environments. To maintain system reliability and supportability, Interplay Production needs to work with ISIS storage. Customers wishing to utilize Avid editing with third-party storage are encouraged to contact their reseller to configure a system specifically for their needs.

Does InGame work with HD replay systems?

Yes. EVS, the industry leader in HD replay, takes advantage of Avid's open architecture to send footage directly to the Media Composer timeline through Interplay Production and ISIS shared storage. Depending on the codec used in the EVS system, this can also be an event streamed live to Avid so editors can work with material immediately without waiting for clips to be sent. With the EVS Playback option, files or sequences can be sent directly to EVS for playback.

What support for third-party systems does InGame have?

In addition to the included integration with EVS, Final Cut Pro, SGL, and Spectra Logic, Avid has excellent workflow integrations with major camera manufacturers using the AMA (Avid Media Access) technology, and is working on further integrations throughout its growing partner ecosystem.

What documentation is available for InGame?

The InGame solution provides clear, comprehensive documentation, including InGame Workflow Design and InGame Setup Guide, in addition to the excellent documentation normally provided for each Avid InGame component and the SGL FlashNet and Spectral Logic T50e systems. Also included are many tutorial videos created specifically for InGame and designed to get new users up to speed quickly.

Who uses InGame?

Although InGame is a new configuration created by Avid specifically for sports, there are more than 100 venues and teams in North America using Avid Media Composer editing, Deko® graphics, ISIS or Avid Unity™ shared storage, or Interplay Production asset management systems. For more information visit www.avid.com/ingame

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