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# Final Cut Server

Asset Management with Automation

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# Designing and Implementing Final Cut Server

- ▶ Planning an Integration
- ▶ Workflow Analysis/Design
- ▶ System Configuration
- ▶ Identifying Devices
- ▶ Users/Groups and Permission Sets
- ▶ Planning Automations



# First Some Terms...

DAM vs MAM

Devices

Assets: thumbnail, posterframe, clip proxy

Primary Representation

Elements

Productions

Automation: watchers, subscriptions, schedules

Analyze



# Planning an Integration



# Planning for Final Cut Server Integrations

Analyze	Design	Deploy	Train	Audit
Interview and Assess	Workflow Synthesis	Install and Configure	Admin	Evaluate and Review
Validate and Discuss	Review and Approve	Workflow Rehearsal	Users	Adjust and Train



# Workflow Analysis/Design



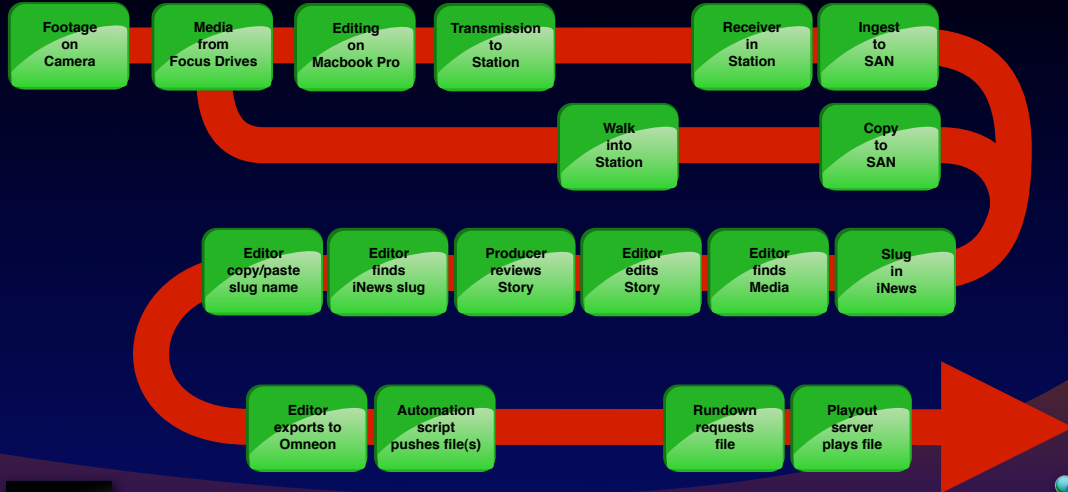
# A Word on Workflow

- workflow vs Workflow
- Existing workflows need not be replaced (just improved)
- For customers who need workflow, FCSvr can provide a framework

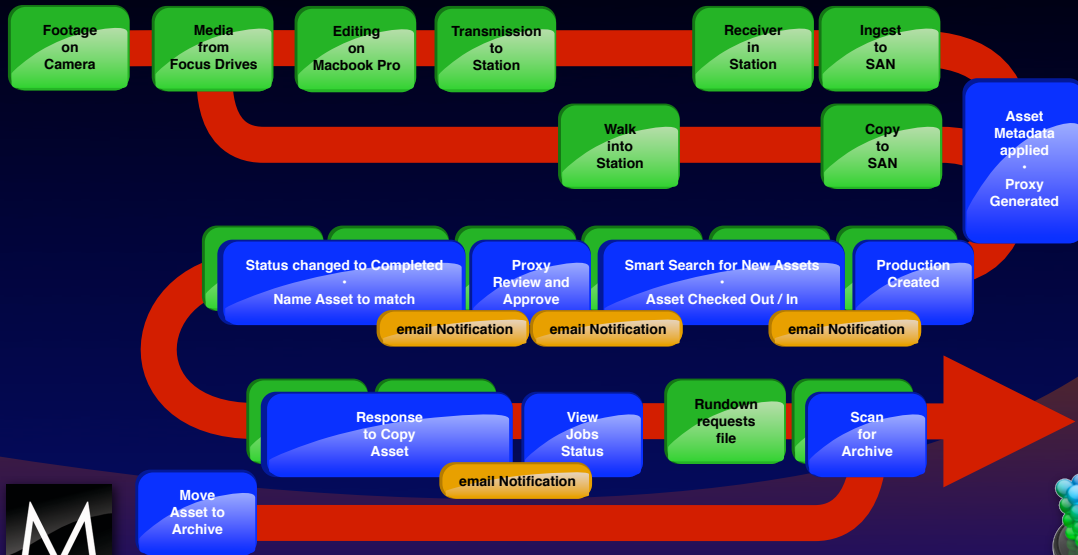




# Example Workflow Steps

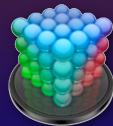


# Final Cut Server Workflow



# Process Comparisons

Workflow Requirement	Final Cut Server Process
Control Deletion of Assets	Create Users and Groups for Admin and Others: Use Trait and Device Permissions to control access to other Users.
Custom Metadata for specific production needs	Create Custom Metadata Lookups, Fields, and Groups for each need.
Final Cut Pro Logging info available in the Asset, not just an Element	Create Custom Metadata Fields for FCP (6.0.3) Logging information from Quicktime File and add to custom groups for Log/Capture and Log/Transfer.
Provide way for editor to request additional Metadata to be added to Custom Lookups	Create a custom unicode field for new metadata entry and boolean field for email notification response to admin.
Provide way for editor to request deletion of an asset by admin	Create a boolean field for email notification response to admin.
Proxies at 480x853 MPEG4	Create custom Compressor preset for MPEG4 at 480x853 and add transcode setting for Clip Proxies.
Be able to use existing media files on SAN without copying to new storage device	Configure MetaSAN directories as Edit in Place and scan.
Allow remote users to access Final Cut Server	Configure VPN on server and configure settings on users laptops.
Provide one source for Final Cut Server user authentication	Configure local users and groups in Workgroup Manager.
Provide way to identify if an asset has exclusive lock on use.	Create a boolean field for "A", "B", "C", "D" projects add to asset filter for searching.



# A New Paradigm for FCP Workflow

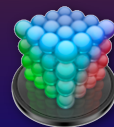
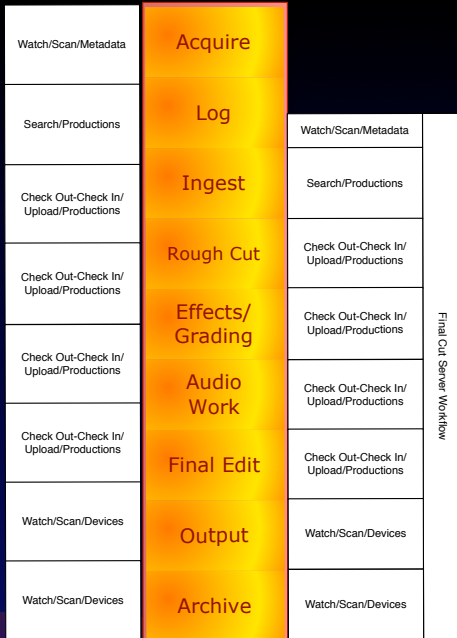
- A Finder replacement
- No more “digging” for media
- Sanity for capture scratch
- Easier to organize shared storage filesystems



# Content...

- Where does it come from?
- Where does it go to?
- What's outside the file-based workflow?
- What tools and devices do we know and love?





# System Configuration



# System Requirements

## Host Server

- ✓ Quartz Extreme
- ✓ 10.5.2 Server
- ✓ 8 GB RAM

## Client

- ✓ 10.4.11 or XPSP2 client
- ✓ Java, QuickTime
- ✓ Fast Ethernet (recommended)





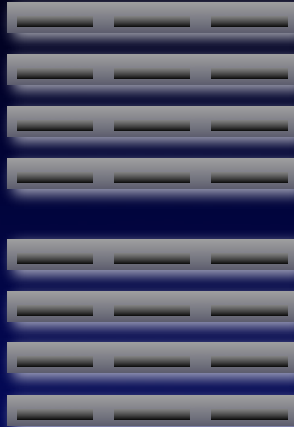
# Spec'ing Gear for Final Cut Server

- Separate Xserve. Do not combine with Open Directory.
- Design for redundancy wherever possible.
- Local RAID 1 catalog storage
- Internal RAID card
- 1 x 80 ADM + 2 x 300 ADM or larger
- Direct-attached LUN from Xserve RAID or Promise Vtrak
- Tape or drive backup is critical.



# What's the hardware look like...

## Servers



Xsan MDC

Xsan SMDC

ODM

FCSvr

Cluster Controller

Cluster Node

Cluster Node

Cluster Node



# Clusters



# Transcoding Loads

- Posterframes
- Thumbnails
- Clip Proxies
- Edit Proxies
- For Web



# Transcoding Options

- Compressor/Qmaster
- Episode Engine
- Hardware vs Software
- Network vs Fibre
- Setting Expectations



# The Importance of Backup

- FCSvr catalog
- Clip Proxies
- Primary Representations
- Archived media
- Proxy folder structure
- Open Directory



# A Bit More About Proxies...

- Clip Proxies vs Edit Proxies
- Why are proxies important?
- ProRes 422
- Implications for DV
- Implications for uncompressed SD and HD



# Working with Devices





# Devices = Locations

- Devices with Drives
- Devices with Folders
- During installation these devices are created:  
Library, Watchers, Media, Proxies, Version  
and Edit Proxies
- About Contentbase devices



# Storage Needs & Opportunities

- FCSvr catalog
- Proxy media
- Production (full-res) media
- Versioning
- Archived media
- Multiple SANs
- Existing file systems



# Why Shared Storage + FCSvr?

- Edit-in-place
- Performance improvements
- Reduced impact on IP network
- Eliminates need for local caching



# Shared Storage Options



# Unify Disparate Storage Silos

- Scan multiple drives, NAS, and SANs
- Track offline archive
- Access other file systems for push and pull



# Users+Groups+Perm Sets



# Why Open Directory?

- Xsan
- Updating Accounts
- Backup



# Users/Groups Design

- Based on Departments
- Based on Access
- Admin vs Basic Users





# Groups and Permission Sets

- FCSvr only “sees” Groups
- Access Controls are Based on Perm Sets
- Xsan Controls vs. FCSvr Controls





# Handling Automations



# Intro to “Automagic”...

- Triggered Automations can include:
- Transcoding
- Copy, move, archive
- Pre-built email notifications
- Sequential actions
- Almost any repetitive action that eats up time  
Example: Copy to device > add to catalog > email editor



# Types to “Automagic”...

- Watchers
- Subscriptions
- Schedules



# Step by Step Automation

- Create the Custom MD Lookup
- Create the Custom MD Field
- Create the Custom MD Group
- Add to Existing or Custom MD Set
- Attach to Automation
- Test



**But What About...**

**Metadata?**



# A Bit More About Metadata...

Reads and embeds all existing metadata

Extremely customizable metadata

Advanced searching

Metadata-based triggering





# Salvation for FCP's Metadata

The image shows a screenshot of the Final Cut Pro interface, specifically the metadata and logging panels. The main window displays the metadata for an asset titled "3136\_09-Camera D-Color". The metadata is organized into several sections: Asset, QuickTime, and Media Format. The Asset section includes fields for Title, Category, Description, Keywords, Date, Creator, Status, Size, Stored On, Location, Asset ID, File Name, and File Creation Date. The QuickTime section includes fields for Name Type, Image Size, Duration, Size, Stored On, and Last Modified. The Media Format section includes fields for Name Type, Image Size, Duration, Size, Stored On, and Last Modified. The logging panel on the right shows the "Log and Capture" window, which is used for logging clips and capturing metadata. It includes fields for Log Bin, Reel, Name, Description, Scene, Shot/Take, Angle, and Log Note. There are also checkboxes for "Prompt" and "Good". The logging panel also has a "Markers" section and a "Capture" section with buttons for "Log Clip", "Clip", "Now", and "Batch".

3136\_09-Camera D-Color

Metadata Resources Versions Locks Review & Approve

Asset  
QuickTime  
Media Format

Title: 3136\_09-Camera D-Color  
Metadata Set: Media  
Name Type: video/quicktime  
Image Size: 1,920 x 1,080  
Duration: 00:00:00:14  
Size: 5.8 MB  
Stored On: Media  
Last Modified: 2/14/08 4:49 PM

Title: 3136\_09-Camera D-Color  
Category: [None]  
Description: Head turn close up  
Keywords:  
Date: Field  
Creator:  
Status: In Progress  
Size: 5.8 MB  
Stored On: Media  
Location: /PrintAssets  
Asset ID: 162  
File Name: 3136\_09-Camera D-Color.mov  
File Creation Date: 1/14/08 1:13 PM

Log and Capture

Logging Clip Settings Capture Settings

Log Bin: Untitled Project 1  
Reel: 001  
Name:   Prompt  
Description:    
Scene:    
Shot/Take:    
Angle:    
Log Note:   Good  
Markers:

Not Set Log Clip Capture Clip Now Batch

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# Go Live!





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