



FORscene is the world's leading Cloud based video platform. It provides professional logging and editing tools, real-time rendering of effects, searchable metadata and extensive delivery options.

With XDCAM, FORscene captures and compresses feeds or files in real-time. Users can start working on material from anywhere, including remote locations as soon as capture starts.

FORscene's HD workflow stores XDCAM material locally on a FORscene Server. This allows sequences to be edited and auto conformed in FORscene.

Alternatively, video is remotely edited in FORscene before being re-linked in third party NLEs.

Professional web customers use FORscene to re-purpose material and distribute it to third party CDNs.

FORscene FORscene Server

Supported File Formats

DVCAM

MPEG IMX (50/40/30 Mb/s)

MPEG HD (35/25/18 Mb/s)

MPEG HD422 (50 Mb/s)

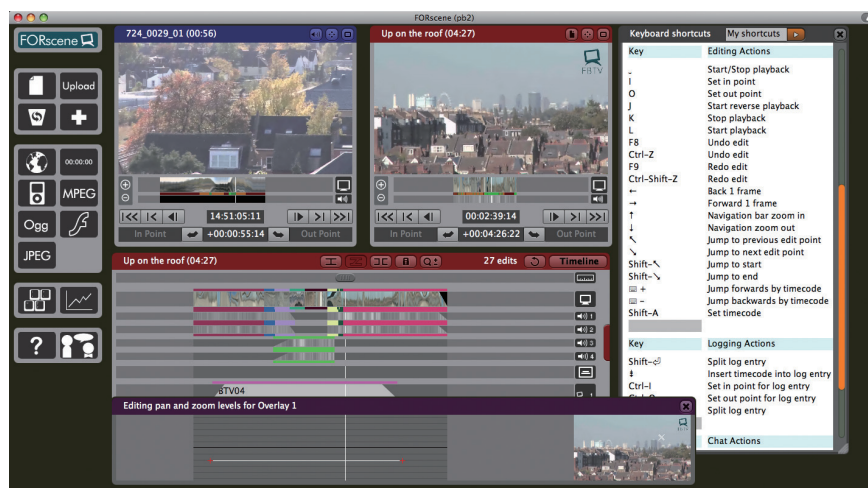
FORscene HD workflow

1. Connect XDCAM content via XDCAM device or card reader and 'Copy & Ingest' through FORscene Server.
2. Edit proxy in FORscene via the Cloud.
3. Select parameters before publishing at full resolution.
4. Once published, download file to desktop for broadcast.

FORscene edit and re-link

1. Connect XDCAM content via XDCAM device or card reader and 'Ingest' through FORscene Server.
2. Edit proxy in FORscene via the Cloud.
3. Export Edit Decision List (AAF/XML/ALE).
4. Download file to re-link sequence and continue in third party NLE.

Note: Re-linking of sequence requires 'Reel' name added to media in FORscene and NLE.



Contact

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