marlin

pebble beach systems

Simplifying your graphics production workflow

Leveraging the power of Adobe® After Effects® CC

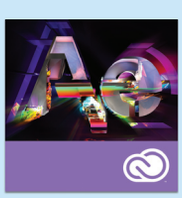
Marlin (Marina Advanced Render List Interface) is a tightly integrated pre-render workflow tool which can radically simplify your graphics production. By managing the generation of complex promos and captions in advance using the widely used Adobe® After Effects® program, it reduces the need for specialist broadcast graphics expertise, and minimises the processing load on playout devices. Designed to operate with your choice of video server technology, Marlin is available both for Pebble Beach Systems' Marina automation and for the Stingray channel-in-a-box solution.

marina

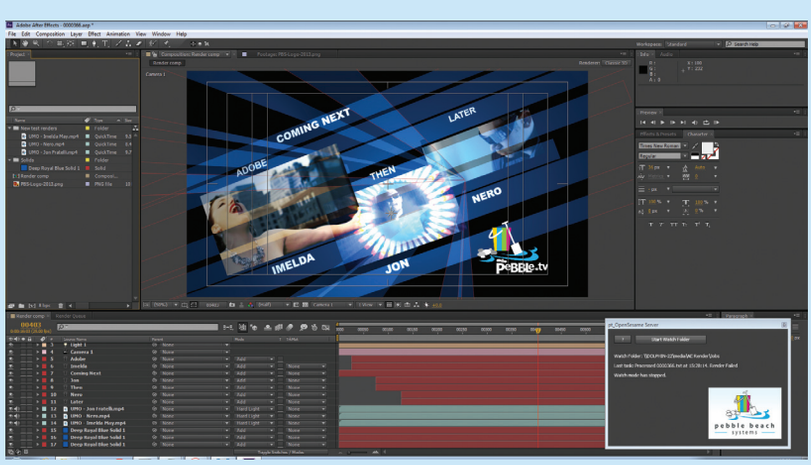
stingray

What Marlin does:

- Manages the generation of complex graphics in advance based on schedule content
- Stores the resulting file as a video clip for playout
- Reduces dependence on dedicated 3D playout graphics hardware



- Minimizes processing overheads for channel in a box solutions
- Incorporates a plug in to the industry standard Adobe® After Effects® tool
- Operates with your preferred video server technology



Why Marlin?

Efficiency | Cost-Savings | Redundancy

Prime channels will usually deploy dedicated graphics devices for playout. These deliver complex 3D promos in real time over live sources, and can handle schedule changes which may need to be made right up to the last moment. But not all channels require such flexibility or processing power at the point of delivery. For these applications the ability to pre-render graphics as a clip using standard IT hardware that can serve many channels delivers real benefits. With expensive 3D devices not then needed in each transmission chain, significant savings can be made. And with the graphics stored as a clip on the server, both main and backup sources are able to deliver the file, offering enhanced redundancy.

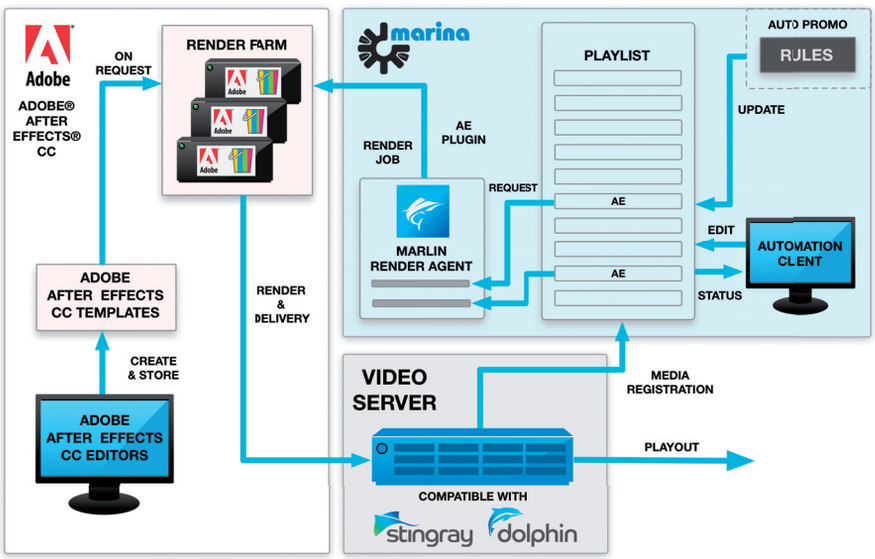
Design Integrity | Industry Standard Tool

Many complex graphics are already being created using Adobe After Effects and then customised for use by broadcast-specific devices. This workflow can compromise the artistic effect and take several interactions to achieve. Marlin cuts out this interim stage, enabling you to maintain the integrity of the original design, and removing the need for specialist graphics equipment in the playout chain.

Improved Channel in a Box Performance

By pre-rendering complex graphics as clips, Marlin can also avoid the potential for channel in a box devices to be overloaded during playout. This enables more channels to be incorporated within each 'box', reducing costs and saving space and power.

Marlin Pre-Render Workflow with Auto Promo



How it works:

- Marlin continuously interrogates the Marina or Stingray playlist for events which need complex graphics promos.
- Render requests are generated where the graphic has not already been created.
- Graphics templates are automatically populated with information from the playist, e.g. 'Coming Next' times, programme names, media clip names.
- This information is sent to the render engine and the new graphic is generated in Adobe After Effects.
- The finished file is saved in your required format as a standard video clip.
- Marlin moves the clip to your playout device, e.g. video server or channel-in-a-box, and it appears in the playlist ready for playout when required.
- Marlin render jobs can also be manually triggered by the operator.

Powerful Automatic Media Management

Marlin is the latest addition to Marina's Automatic Media Manager engine, or AM2. This powerful tool continuously monitors the playlist, generating requests for any asset which is needed, and ensuring that the required media is available on all of the relevant devices ahead of playout.

AM2 will initiate the transfer of an existing asset from SAN or from deep archive where appropriate, and Marlin now adds to this functionality, providing a mechanism to create a new asset.

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For more information contact **sales@pebble.tv** or visit **www.pebble.tv**

Intelligent Functionality

- **Customised Lookup**
  Marlin gives you the ability to determine how far ahead the playlist is interrogated. This means you can optimise when jobs are processed, taking into account the likelihood of late changes.
- **Content Validation**
  Marlin checks that any templated fields within the 3D graphic which should be automatically populated from the playlist or traffic schedule are correctly formatted with the appropriate content.
- **Prioritised Renders**
  Render jobs are prioritized by the earliest on air time, and are dynamically updated across all channels. As Marlin continually monitors the validation state of the rendered clip, any late changes are automatically submitted for re-rendering and then replaced in the video server.
- **2D Render Alternatives**
  In each case, Marlin evaluates whether there is time to generate the graphic, and if it is judged that it is too close to air to commit to the 3D render, the job will automatically be reallocated as a 2D render instead.
- **Progress Display**
  The status of all render jobs is displayed via a progress bar in the Marina or Stingray playlist.
- **Render Farms**
  Marlin can be used with any render engine, either in the cloud or using dedicated server hardware. Render engines can be managed as a farm across multiple channels, providing redundancy and system scalability.
- **Low Res Proxy Generation**
  Marlin can also trigger the creation of a low resolution proxy, either at the same time as the full resolution graphic for playout, or further in advance so that channel managers can pre-approve graphics ahead of their use on air.

Pebble Beach Systems has checked the information in this datasheet and believes it to be accurate. However the company accepts no responsibility for errors or omissions. Pebble Beach Systems reserves the right to modify its products and specifications without prior notice. Dolphin is available for control by Marina and Neptune. Not all features are supported under control of Neptune. Copyright Pebble Beach Systems Ltd, Weybridge. United Kingdom. All rights reserved. Issue One, Dec 2013.