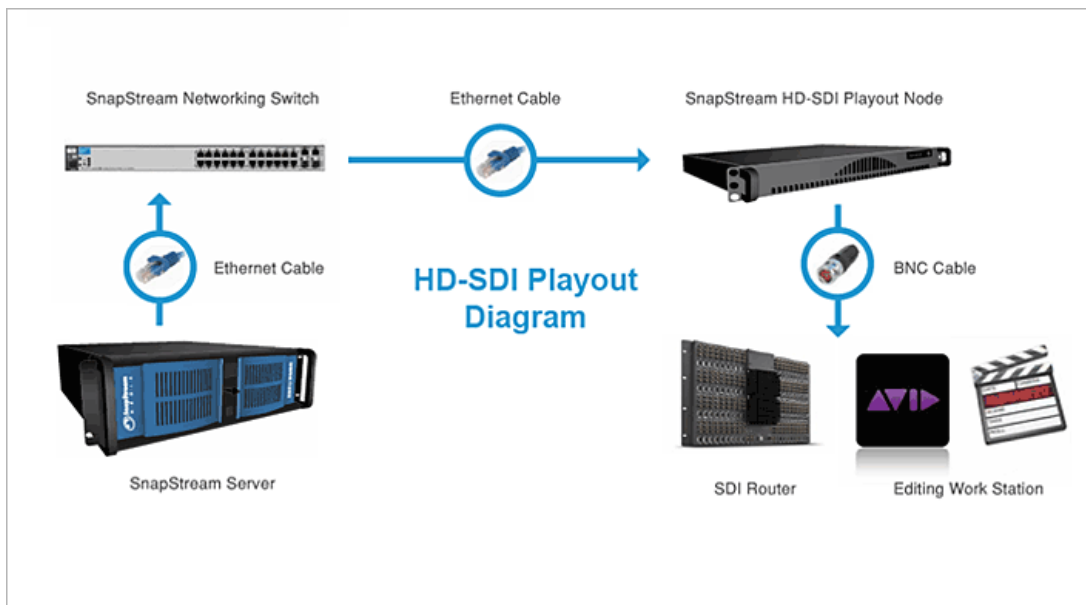


SnapStream Server – Compatibility with Video Editing Suites

SnapStream offers two workflow enablers with regards to exporting content to **Avid, Final Cut Pro, Adobe Premiere CS5**, and other video editing and media composition suites. All SnapStream servers store recorded television and sub-clips as files on hard disks. In the case of the standard SnapStream server family, these files are locally hardware-encoded from analog sources and stored as **MPEG2 Program Streams**, whereas in the case of the SnapStream server ATSC/QAM, the recorded television is stored natively as **MPEG2 Transport Streams**. In some cases, these files may be sent directly to video editing software without modification.

Method #1: SDI Payout

The **SnapStream HD-SDI Payout Node** can be employed and connected to an existing SDI router or directly to SDI capture components that are integrated with the aforementioned video editing products. The HD-SDI Payout Node allows for real-time payout of content that's been recorded on SnapStream servers, and has support for **playlist creation** and **resolution scaling** to ensure a workflow that is both efficient and convenient for the individuals running the editing workstations.

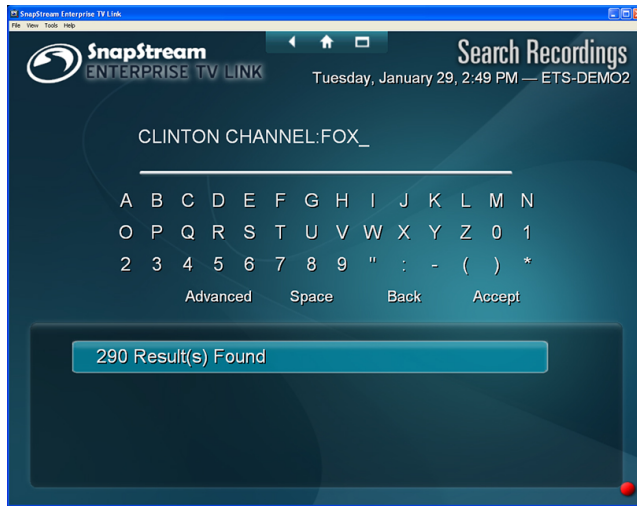


Method #2: Direct File Importation

In the event that the editing suite cannot import SnapStream allows for post-process transcoding of recorded television to either **WMV** or **H.264**, which may be imported directly into editing suites that support these file types.

An example workflow:

1) A user searches for a segment of interest.



2) A segment is found, in and out points are set, and the clip is created.



3) The clip is automatically flipped to H.264 and dropped into a shared location accessible to the editor. The user can then 'drag and drop' the clip into Final Cut Pro.



Suggested Adobe Premiere CS5 Method

Adobe Premiere CS5 supports importation of all file types used by SnapStream. Clips may be created and brought into the editor in their native format (Mpeg2 transport stream or program stream.) Premiere can also import H.264 and WMV files.

Suggested Avid Method

SDI Playout is the recommended and quickest method to employ when using Avid editing products. If no hardware exists to allow for ingestion of SDI streams, SnapStream clips may be flipped to H.264 mp4 files and imported. Avid will re-encode the files to Dnx45/DnxHD, before the video may be manipulated in the editor.

Suggested Final Cut Pro Method

Final Cut Pro offers native compatibility with H.264 mp4 files. This method is preferred for using SnapStream clips in FCP because it can be faster than real-time, depending on the source and chosen encoder video quality profile. Final Cut Pro can also be used with SDI input hardware to employ that method in place of a file-based workflow with SnapStream clips.