

SharkNet

Sharknet provides cost effective scalable networking solutions for collaborative Production, Post Production and Payout.

Shared Storage solutions for Lightworks Alacritiy MR or Touch Editors and Geevs Servers

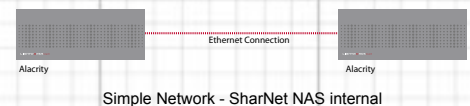
In an editing environment each editor generally requires at least two simultaneous streams of video and associated audio for transitions etc. which can easily be provided by a simple set of Hard Drives. On larger projects multiple Editors can work on the same material for different parts of the same or related productions. In this case sharing the storage dramatically improves workflow and production efficiency. In many cases also sharing storage with a Server frees up editing stations from routine ingest or payout tasks. Sharknet provides a way to seamlessly share media between Lightworks Editors and/or Geevs Servers without the time consuming delays of transfers or copying.

Projects and material are located centrally and are accessible to all editing machines on the network, allowing editors access to any project from any machine. Clips and edits can be instantaneously transferred between projects without any inefficient material copying taking place.

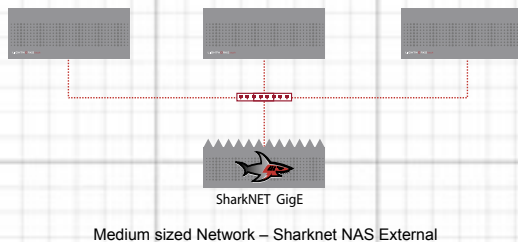
Sharknet is fully scalable but for simplicity can be considered in three different scales of operation:

Two machine networks:

In this case two machines either Lightworks Alacritiy MR Editors, Geevs Servers or one of each share media and can work on the same job and material at the same time. This is ideal where a Geevs Server is being used for Ingest when material being captured is available for editing even during the capture process.



In this case a simple Peer to Peer network is used. Using Sharknet Gigabit Ethernet interfaces allows a useable bandwidth to allow 2 streams at up to 2:1 compression or 10Mbytes/sec. In this case two machines can share the drives on both or one of the machines with simultaneous shared access.



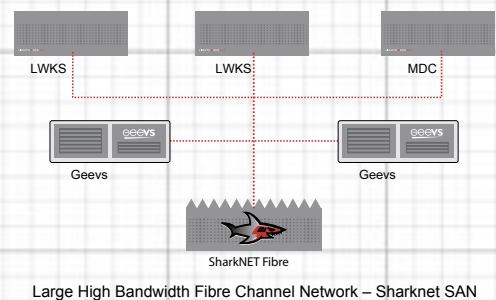
Three to five machine networks:

In this case a larger number of machines need to work collaboratively. The maximum number of machines that might be able to use this architecture is greater than 5 but this depends on the data rates required and number of streams for each workstation.

A Sharknet NAS store supports on line quality Video for up to 5 Lightworks Editors or Geevs Servers. In the case of Geevs Servers configured with many channels the number of Servers may be limited.

Larger Systems:

In this case many workstations can work collaboratively. For larger systems a Sharknet SAN approach is required. A SAN using Fibre Channel connection will provide true shared access to a central store for 20+ servers or editors. It will provide support for 100+ streams simultaneously even at Broadcast Production data rates such as 50 Mbits/sec. Additional networked attached units can also access the data via File transfer stations.



Sharknet is the Lightworks UK Ltd and Gee Broadcast Systems Ltd solution for the three configurations described above. It can be adapted to a wide range of different configurations for different requirements.

Typical applications are:

Film Editing . Drama Production . Soaps . Sports Highlight Production . Live Studio Productions . News Systems . Commercials Editing

Components of a Sharknet NAS system:

Sharknet NAS Interface – one required per Lightworks Editor or Geevs Server
Sharknet switch – one required for more than 2 stations, supports up to 8 stations

Components of a Sharknet SAN system:

Sharknet(GaSSS) SAN Interface – one required per Lightworks Editor or Geevs Server
GaSSS SAN switch – one required for more than 2 stations
MDC - is strongly recommended for all SAN solutions