CasparCG-based play-out automation system

An open source play-out automation used in TVP's regional channels

CASPAR-CG BASED PLAYOUT



Design

- Two outputs: main (aka PGM) and backup/preview (PRV)
- One or two PCs with CasparCG as player
- Multi-channel, with one scheduling engine and one media manager per each channel
- Ingest: file based, incl. Sony XDCAM, using FFmpeg
- "Shallow" archive
- MySQL as database

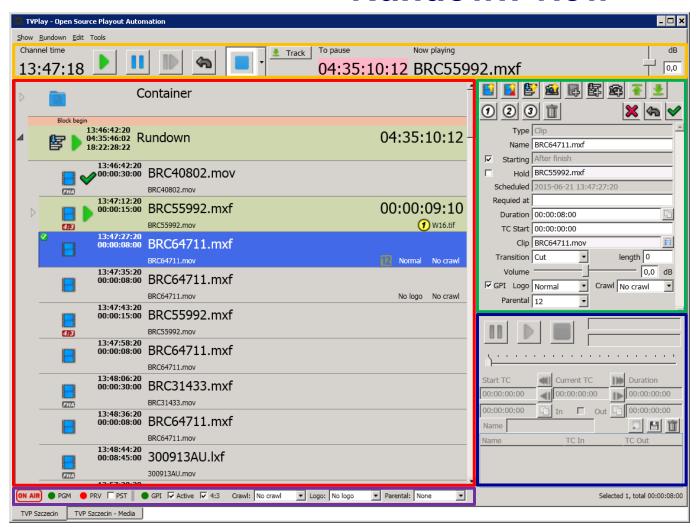


Features - engine

- Rundown nesting, grouping (containers)
- Clips, live, graphics
- Attached GPI events
- Rundown manipulation, instant timing
- Clip preview and trim
- Aspect ratio control

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Rundown view



Rundown tree

Selected event properties

Preview panel

Play-out control

Servers and GPI status



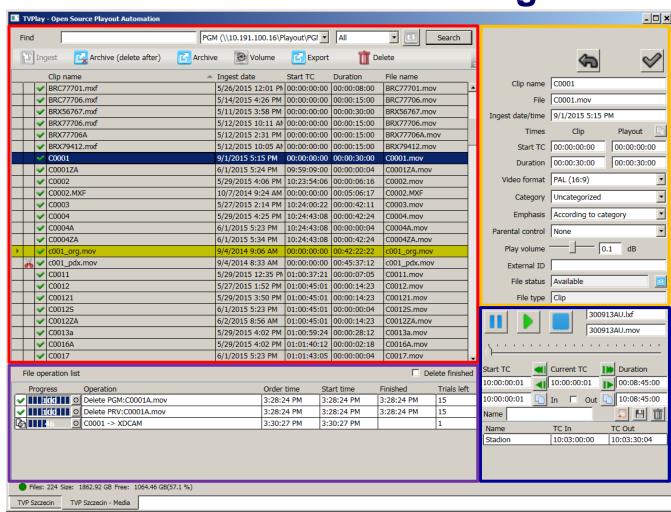
Features - media

- File ingest, including XDCAM subclips via FTP
- File conversion to server-friendly formats (FFmpeg)
- Media clipping after ingest, named fragments
- Clip archiving, export to XDCAM
- Audio loudness measuring and correction



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Media manager view



Directory content

Selected clip properties

File operation list

Preview panel



Project status

- Operating in 3 regional TVP branches
- Mainly written in C# using WPF
- Source code released on GPL license
- Contribution welcomed
- Project home page: http://playoutautomation.tvp.pl
- Contact: jurek@tvp.pl