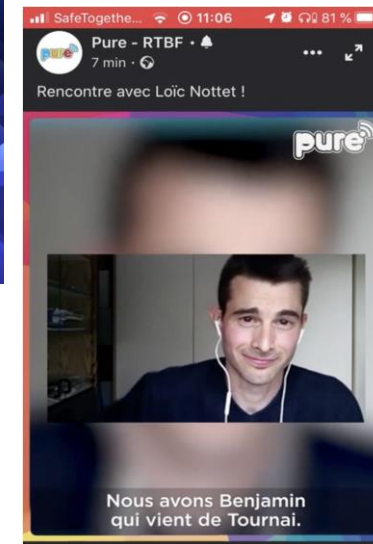
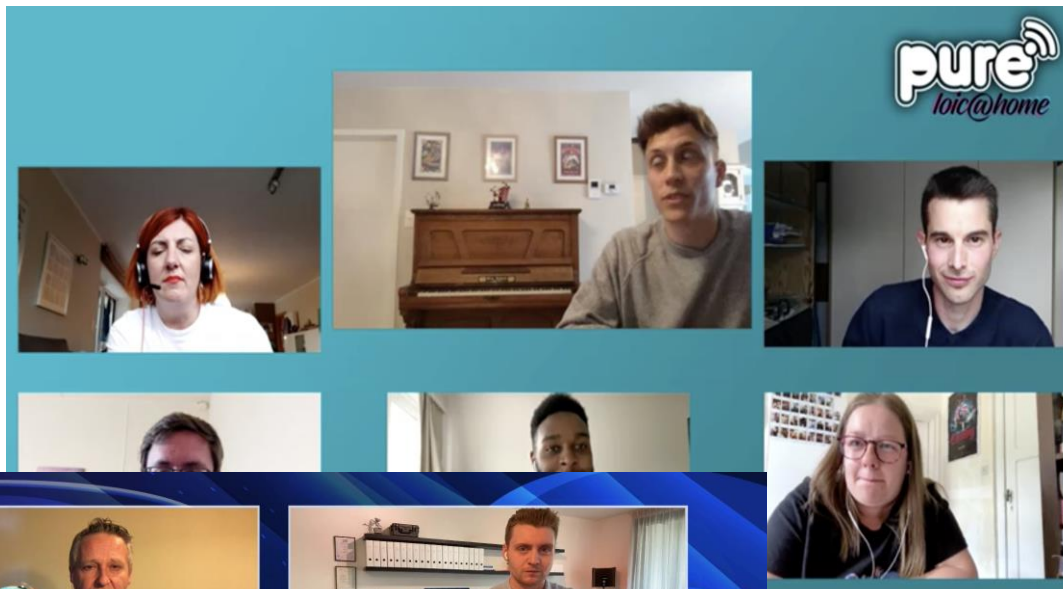


Production in the cloud @RTBF

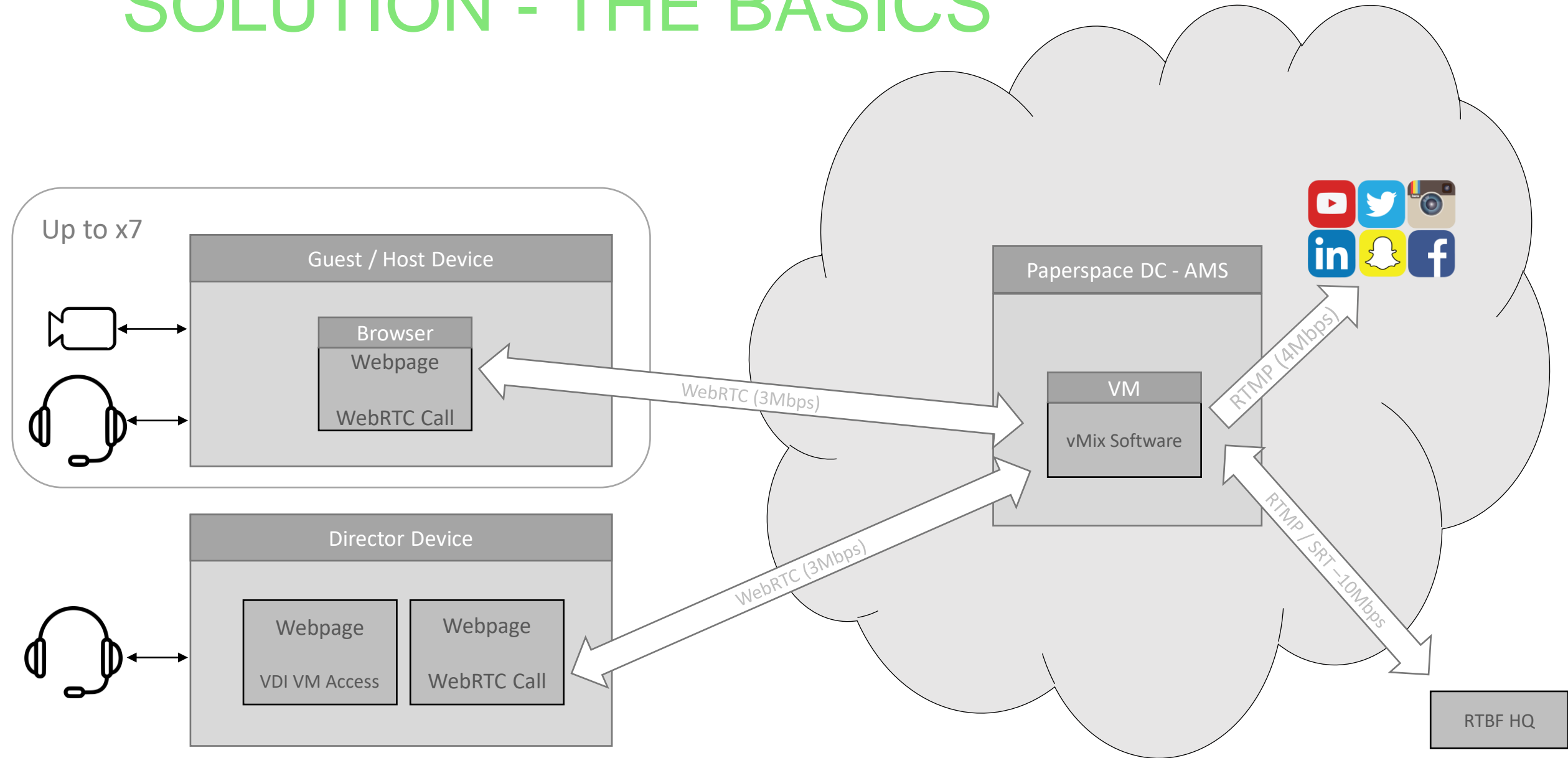
Hugo Ortiz (RTBF)

RTBF PRODUCTIONS

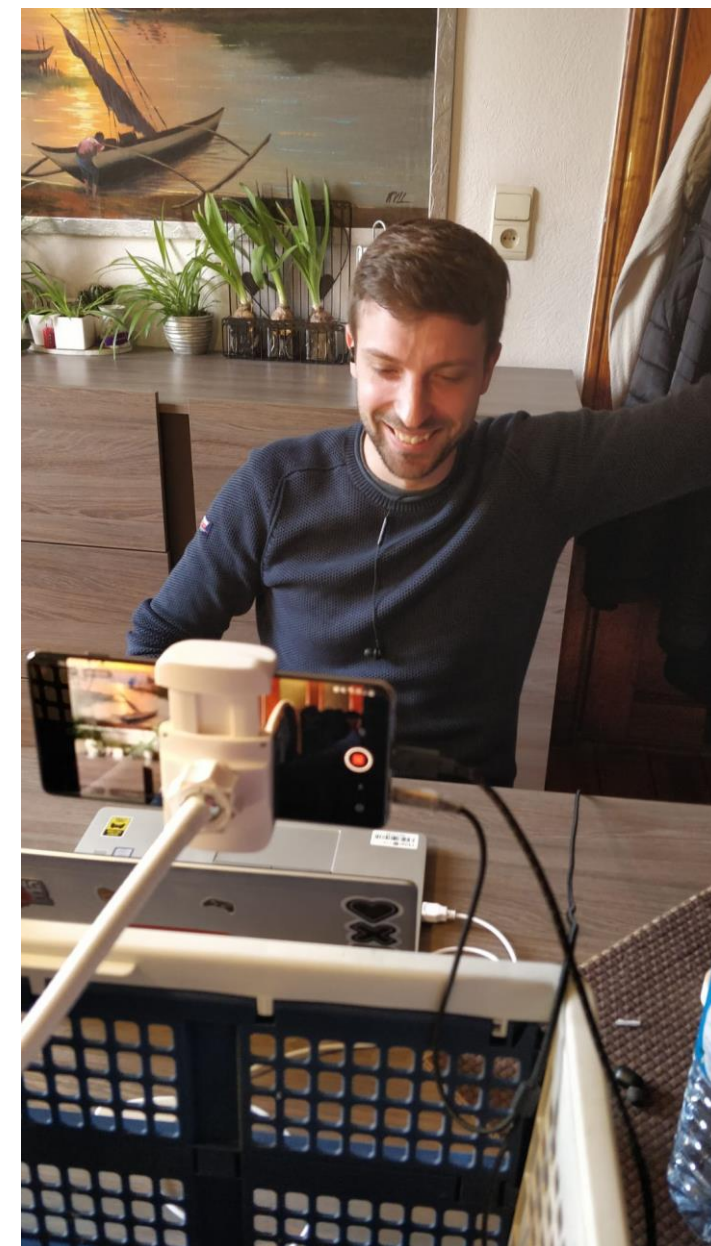


PHASE 2 DU DÉCONFINEMENT : ON RÉPOND À VOS QUESTIONS

SOLUTION - THE BASICS



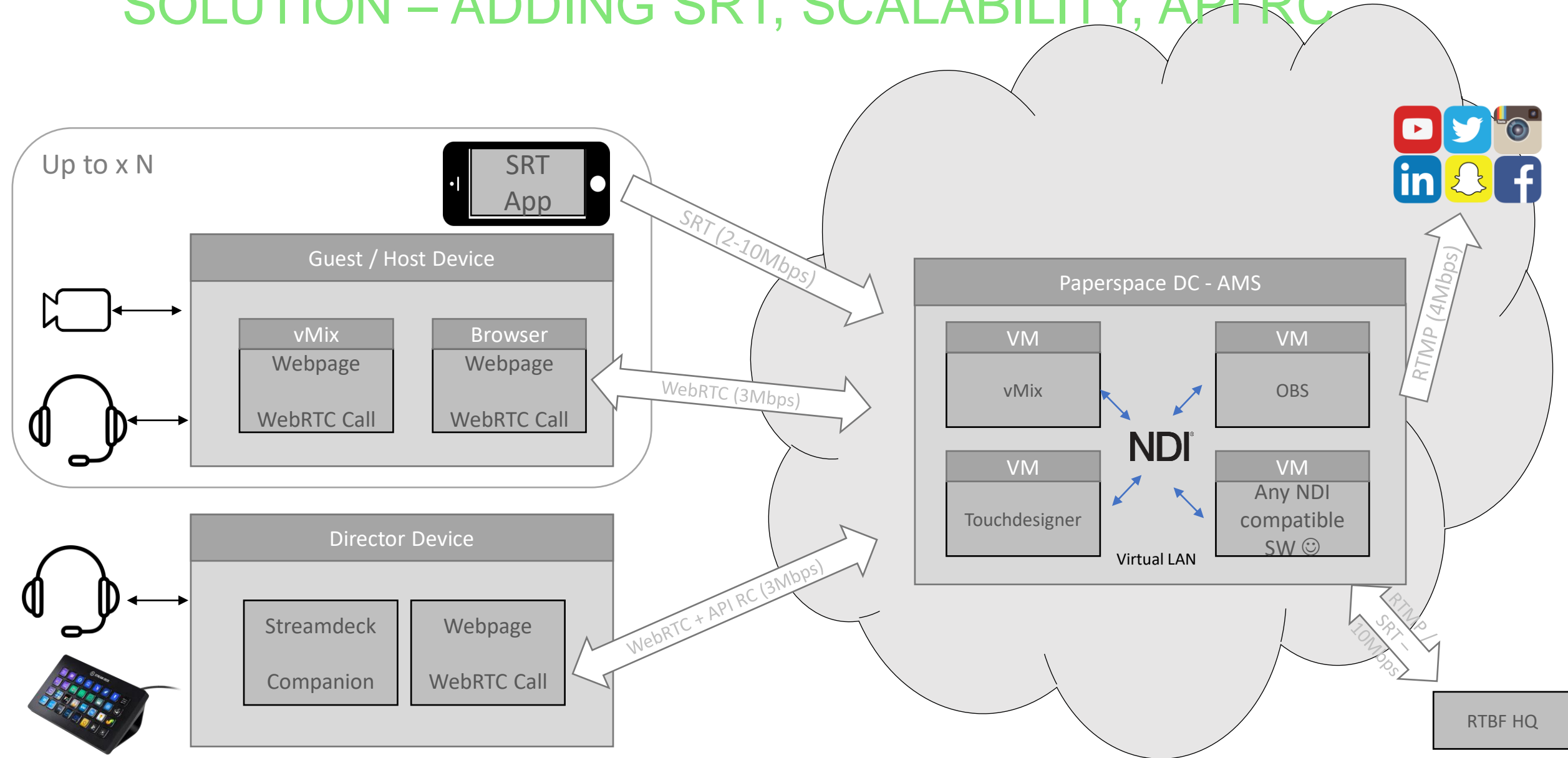
Photos of setups



SOLUTION – THE BASICS

- VDI / VM provider: Paperspace
 - Easy to use
 - Dedicated GPUs (Quadro P6000)
 - Cheap 5\$/month storage - 1,1\$/hour of VM usage
 - No egress / ingress costs!
- Production software: vMix
 - Probably the best “All in one” live production software
 - Lots of features: WebRTC video call, CG, playout & record, Replay, Audio FX trough VST...
 - Great open community built around live streaming usages
 - Complete HTTP API for remote control

SOLUTION – ADDING SRT, SCALABILITY, API RC



SOLUTION – ADD ONS

- SRT Smartphone Apps: Larix Broadcaster or Haivision Play
 - Free, just works 😊
 - Larix a bit easier to setup fr users
- Other softwares:
 - TouchDesigner: Visual Development toolbox for creating new tools
 - OBS: Great open-source live production tool, gaming focused
 - Various CGs, Playout, VirtualSet softwares supporting NDI
- Remote control of vMix trough API
 - Bitfocus Streamdeck Companion
 - Custom web application

Main Learnings

- It works 😊
 - Softwares, WebRTC, SRT and NDI made it possible
- Bugs & Crashes:
 - Nearly impossible to secure / backup
 - Solution: Test, test, test... Then, test again.
 - Solution 2: Foolproofing using vMix as backend only with custom HTML5 control GUI
- Very easy and cheap to replicate but...
 - Very different from traditional way of thinking for broadcast engineers !
- The end result depends on the time and capability to teach the guests how to properly use their microphone, place their laptop, choose a background, lighting..