

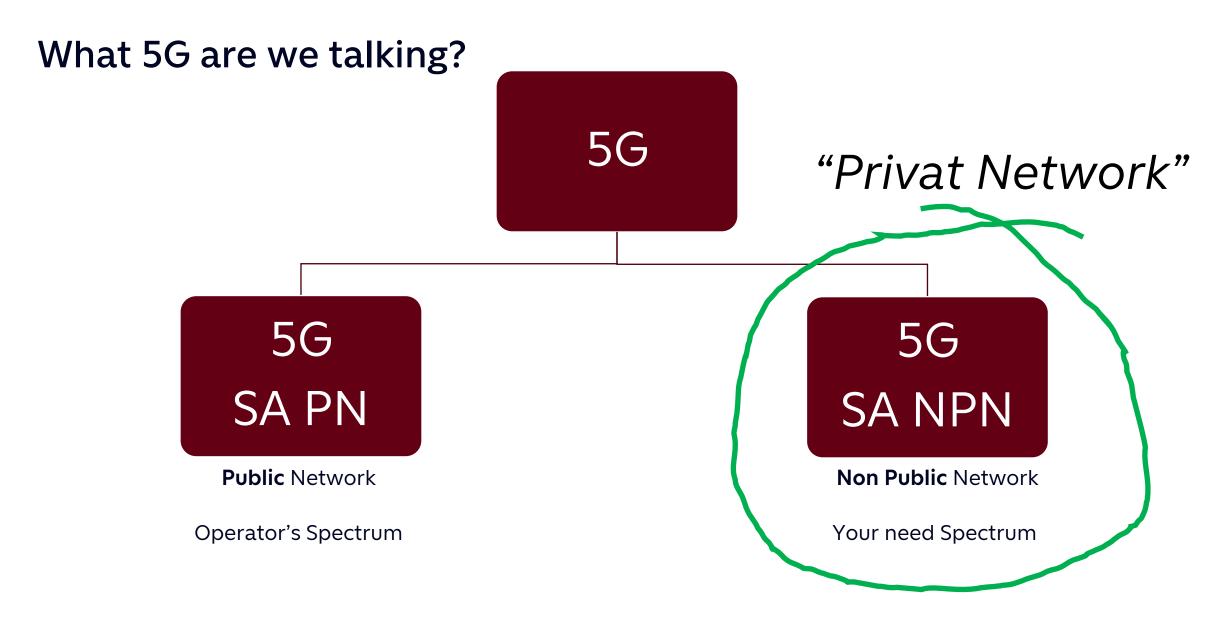
# EBU PMSE

# 5G content production

# 5G NPN



Morten Brandstrup Head of Newstechnology



Danmark

\*) SA = Standalone = independent of LTE / 4G

# What you need to make you own 5G network setup:

Spectrum – here it was n77 3.8-4.2GHz



Change TDD pattern to favor Uplink, instead of Downlink like commercial network does



5G network setup: RAN (radio) and a Core



# EBU PMSE



TR 080

### EBU MEMBERS' TRIALS OF 5G IN CONTENT PRODUCTION AND CONTRIBUTION

Geneva March 2024

https://tech.ebu.ch/publications/tr080

"As a technology, 5G has reached the point where devices and services are becoming available, marking the start of a potential transition from the experimental usage to every-day operations."

"However, suitable regulatory conditions are required to make this transition a success:

# Spectrum access is crucial for the deployment of non-public 5G networks, including:

- Affordable pricing and flexible licensing similar to the current regime for PMSE applications (e.g., fixed location/long-term, temporary location/short term, nomadic)
- Flexible technical conditions that allow 5G network implementation tailored to content production use cases (e.g. higher uplink than downlink capacity).

Additionally, conditions of use must be harmonised across Europe. This is essential to facilitate cross-border use of the 5G equipment.

Telecom operators need to be allowed to provide professional services with guaranteed QoS to permit public 5G networks to be successfully used in content production."

# 5G SA NPN

# or "Privat Network"

5G Stand Alone Non-Public-Network





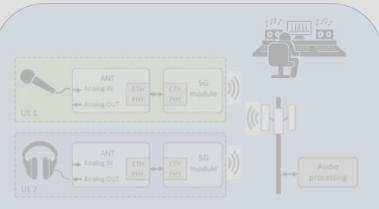


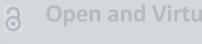


# Consortium



# **Live Audio** 5G REC©RDS





- **Open and Virtualised RAN**
- NR-RedCap & URLLC

Design

of 5G components for

**D**professional content

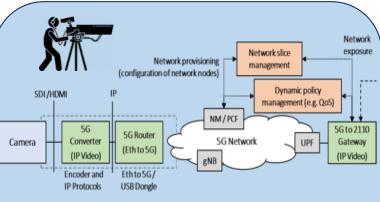
production

12

**Software Defined Radio** 

**Dynamic Spectrum Access** 

### **Multiple Camera** 56 RECORDS **Wireless Studio**



- *Э* **Non-Public Networks** 
  - **Timing and Synchronization**
  - **Network Slicing**

**Media Orchestration** 





### **Development** Integration

<u>نې</u>

of state-of-the-art 5G

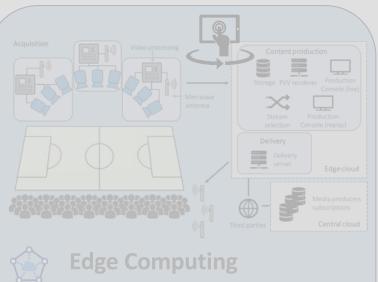
prototypes

into end-to-end 5G infrastructures

## Validation

in the context of real production use cases

# **Live Immersive** 5G REC©RDS



000 **mm-Wave Antennas/Devices** 

**Centralized/Distributed 5GC** 

**Demonstration** 

of the potential value for the sector

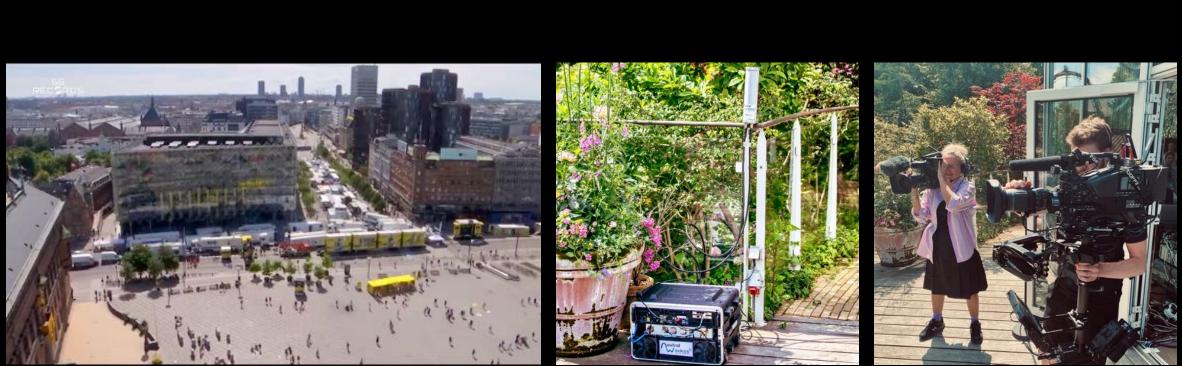


# One camera unit



# 5G privat network – 5G-RECORDS.EU

GO' studiet – TIVOLI – June 2022



**5G production** 

100Mhz – n77 5G SA NPN 2x 5G camera & Wireless audio



# 5G PoC GO' studio TIVOLI



November 2023

# Onair 1<sup>st</sup> November 17:20 on national TV 2





## Rene Sonne Technical director Boffins Technologies AB

"I had full control of camera, if I didn't know it was 5G connected, I would never have noticed it.

Video quality was stunning, crisp and without artifacts, same look as all the cabled cameras.

We are ready to take this technology into daily production here at GO' Tivoli studio"



# TV 2 national – GO' Aften from Tivoli Studio

Copenhagen 1<sup>st</sup> November 2023











# 5G radio

Cumcore + Node-H RAN (Askey HW)

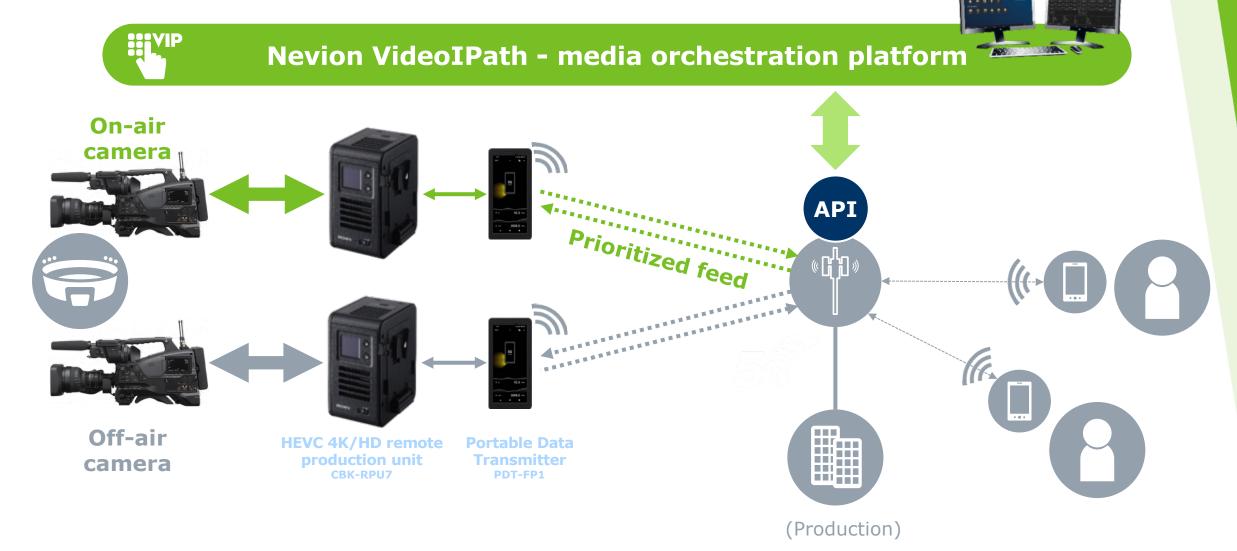








# 5G live production – optimized connectivity



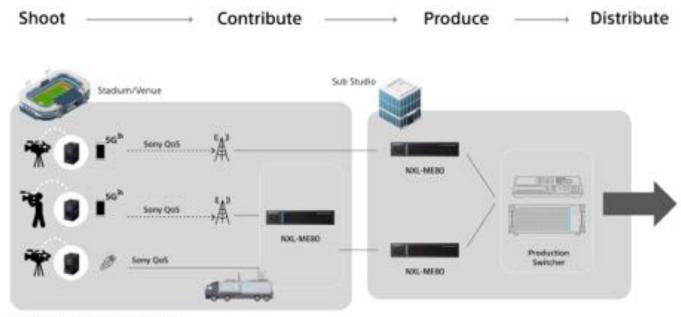
### **Nevion**

Nevion Internal

SONY

# Sony NAB 2024





Camera + CBK-RPU7 + 5G Device or Ether

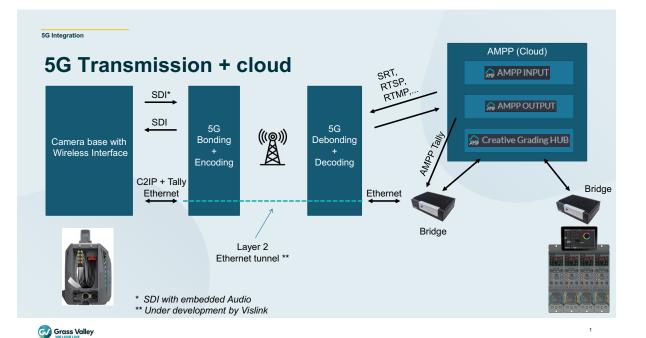


# GV NAB 2024

# Grass Valley showcases integrated wireless RF and 5G cameras

Developed with RF system vendors, the LDX 135 RF and LDX 150 RF offer an EMI-approved mechanical interface accommodating third-party transmission models without the need for external cables





= Vislink encoder/5G modem









# Verizon – AWS

### NAB 2024

### NAB 2024: NHL, Verizon Business, and AWS Roll Out 5G-enabled Cloud Broadcasting Solution

By Jason Dachman

Verizon Business has partnered with the NHL and Amazon Web Services (AWS) on a new 5G-enabled cloud broadcasting solution that they are demoing at NAB 2024. Running on AWS Wavelength Zones, a mobile edge compute service that delivers ultra-low-latency applications for 5G devices, this solution accelerates the speed from content capture on ice to broadcast going from seconds to milliseconds.







# Q&A