Channel In The Cloud
All in one cloud playout, recording and monitoring solution

Why Channel In The Cloud?
• Output in SD, HD, Ultra HD and 8K
• Run up to 16 channels on a single instance.
• Control multiple channels over network.
• SRT support for incoming and outgoing streams.
• Create simultaneous multi-formats and resolutions.
• Highly scalable multi-channel solution.
• Scheduled recording.
• LKFS loudness monitoring and alarming.
• Alarms via e-mail, SMS or HTTP.
• Remote control via HTTP.

Product overview
Cinegy’s solution is purpose built to provide broadcasters with all of the required elements to deliver a channel or channels in one box. Using the available software modules, broadcasters can easily scale additional channel capacity with increased efficiency.

Product features
Playout
Cinegy Air supports multi-channel playout, including simultaneous playout of several playout channels which can be controlled by a single Cinegy Air control application. Multiple instances of Cinegy Air playout can run on one powerful machine transforming it into a playout server broadcasting multiple independent channels.

Recording
Real-time content streams need to be reliably recorded and made accessible to your business as quickly as possible. Cinegy Capture PRO enables operators to work with a rich client interface running anywhere on the network, controlling dedicated ingest software services, which simultaneously generate all versions needed for archive, editing and remote working.

Monitoring
Cinegy Multiviewer is easy to manage due to its fully customizable interface where each channel input representation is equipped with a set of preview components and indicators. It allows an operator to monitor as many channels as needed, indicating the real-time status of each channel and a view of the resulting video from any station in the network, in any part of the world.

Additional Resources
• Cinegy Air Manual
• Cinegy Capture Manual
• Cinegy Multiviewer Manual
• Cinegy YouTube Channel
How it works

Both Cinegy Air and Cinegy Capture are composed of two main elements, the engine and control panel. Cinegy Air Control is used to edit and load playlists into the configured Cinegy Playout engines which will then read the required media and other elements from the configured EBS/EFS storage location. Cinegy Playout engine will create one or more IP outputs which can then be sent to Amazon Media Services, Amazon CloudFront or direct to a satellite headend etc. Cinegy Capture Control is used to create the recording template which is used to define the encoding codec(s) and container(s) along with the EBS/EFS storage location to write the file(s) for the Cinegy Capture engine(s). Cinegy Multiviewer can be configured to deliver either or both a window and IP output to display the channel(s) being monitored. This can then be distributed through Amazon CloudFront. Other applications such as Cinegy Titler editor and Cinegy CG can be used to design and control graphics elements for the broadcast channels.

Differentiators

- Pre-curated image has all Cinegy software elements installed, licensed and ready to be configured to meet your broadcast needs.
- All Cinegy software can be configured to utilize shared RAM to allow simple inter-application video routing.
- Offloading of video encoding/decoding to GPU allows higher density of playout and record channels.

Solution available in AWS Marketplace