# Logging high-volume of multicam material



To make Channel 4's The Island with Bear Grylls, **Princess Productions uses Forscene's cloud-based** video platform to log the high volume of multicam material.

All of the show's content is self-shot by a group of participants who are left to survive for four weeks on an uninhabited Pacific island. Filming of the series generated a total of under 9,000 hours of media.

# Challenge

The 'islanders' were each fitted with audio recorders while operating multiple cameras to capture video. At the end of each day, they delivered media cards in a safe deposit to be picked up by the crew. Each day of filming generated 300 hours of audio and 15 hours of video.

Meanwhile, twenty-five production and post staff stationed on a neighbouring island battled with the high volume of media. All of it needed to be synced, logged and tagged with metadata descriptions to enable searching in the editorial process.

### Solution



#### **Personalised structure**

Forscene development team worked with Princess Productions to introduce Forscene into their Avid centric workflow.

#### Fast Ingest

The post-production crew ran one Forscene on-site ingest server with another on standby as a backup. The server was set up with watch folders pointing at the Avid storage so that, immediately while video files ingested into Avid, they were transcoded into Forscene proxies.

#### Importing media & metadata in AAF

The team used Avid to create sync maps of all the multi-source recording from the previous day. The timelines were then cut into segments and exported as AAF to Forscene. The Forscene platform rebuilt the footage in proxy format, retaining all of the track names and metadata descriptions.

#### Low technical demand

Despite the extremely limited internet connectivity, Forscene's proxy codec allowed the team to concurrently access the media over a local network.

#### **Collaborative editing**

Multiple loggers on the production island could work on the project at the same time using standard laptops. A supporting team of four loggers were additionally assigned at the London base. Over Forscene's cloud-based platform, they could remotely collaborate with the island team to review and log each day's media across a 24-hour schedule.

#### **Multitrack logging**

Loggers were able to log against the multitrack timeline in Forscene, adding metadata to multitrack sequences. Using customized keysets with pre-defined words, sequences could be labelled under each character and their emotions. This saved valuable time for execs back in the UK who could remotely start to view the material and build their stories.

 $PA \cap AMA$ 





# Benefits

### Instant access to 9000 hours of media

During the shoot, 300 hours of audio and 15 hours of video were produced daily. With a traditional Avid workflow, the post-production team had to wait to access footage which was shipped from location once a week. With Forscene the team had instant access to the media from multiple devices straight after the ingest on location.

### Scaling team

Having remote workflow made it easy for Princess Productions to scale the post-production team up and down by easily adding or removing loggers' licenses as needed. This pay as you go model resulted in significant savings.

"Forscene's interface makes capturing good, meaningful logging metadata a breeze. The multitrack logs save significant time when building the story in the edit suite. The edit producers could use the information to research and start to build their



#### Paul Jones, **Head of Post Production at Princess Productions**

### Discover new adventures

Introducing Forscene into their workflow opened up Princess Productions to new creative possibilities - dramatically saving them time and money. To find out how to optimize your post-production workflow, get in touch with Forscene team today.

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