Qvest and Arvato Systems' Vidispine team partner to enhance newsroom collaboration

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Cologne / Amsterdam / IBC2024, September 14, 2024: Qvest today introduces the new version of clipbox, its studio server designed for advanced ingest and playout. With this latest release, clipbox improves studio ingest and playout and becomes the first studio server to fully-support Vidispine's new renderless workflow powered by the Web Render Engine (WRE). For editors and operators in the newsroom environment, this means better collaboration and a reduction in production delays.

This latest version of clipbox gives users even greater customization for their ingest and studio playout workflows, especially in fast-turnaround news workflows where every second counts. It also provides full support for real-time rendering with transition effects, so users can play out sequences directly, without requiring a vision mixer.

Additional benefits also include clipbox's ability to create proxy files in parallel to either HD or UHD recording which can be opened and edited during ingest and which are fully synchronized with the full resolution assets. This saves editors a huge amount of time which would otherwise be spent waiting for the recording to be finalized before being able to edit.

"Customers all over the world are already using clipbox for their studio ingest and playout. It's exciting to think about how much more efficient we'll be able to help make their workflows with this latest version, while of course continuing to be the most cost-efficient newsroom studio server available," commented Frank Mistol, Managing Director Qvest Stream GmbH.

"Vidispine's Web Render Engine revolutionizes production by allowing content to be stored and managed efficiently without creating new files for every sequence. Only metadata is generated when users edit a sequence, eliminating the need for file movement or rendering. This enables multiple editors to work simultaneously on the same content from anywhere", said Karsten Schragmann, Head of Product Management at Vidispine.

The renderless workflow created by the Web Render Engine, which has been developed by Arvato

Systems' Vidispine team, is designed to save editors a huge amount of time, regardless of where they are. With this in place, multiple editors can work on the same content at the same time without needing to wait for any assets to render. With clipbox supporting WRE sequences natively, a unique fast turnaround workflow is created with no videos needing rendering in advance. Even transitions can be executed in real time. The workflow sees video clips able to playout from a shared memory, removing the need to copy them at the expense of time or costs. It also supports playout of sequences while content is still recorded, which allows time delay playback.

"We've always had a great relationship with the Vidispine team and we're really happy for that to continue as we head to this year's IBC Show knowing that clipbox is the first studio server to fully-support its Web Render Engine," Frank Mistol adds.

A demo of the partner integration will be available on both the Qvest booth (10.C24) and Vidispine booth (7.A15) at IBC2024 between 13-16 September at the RAI Amsterdam.