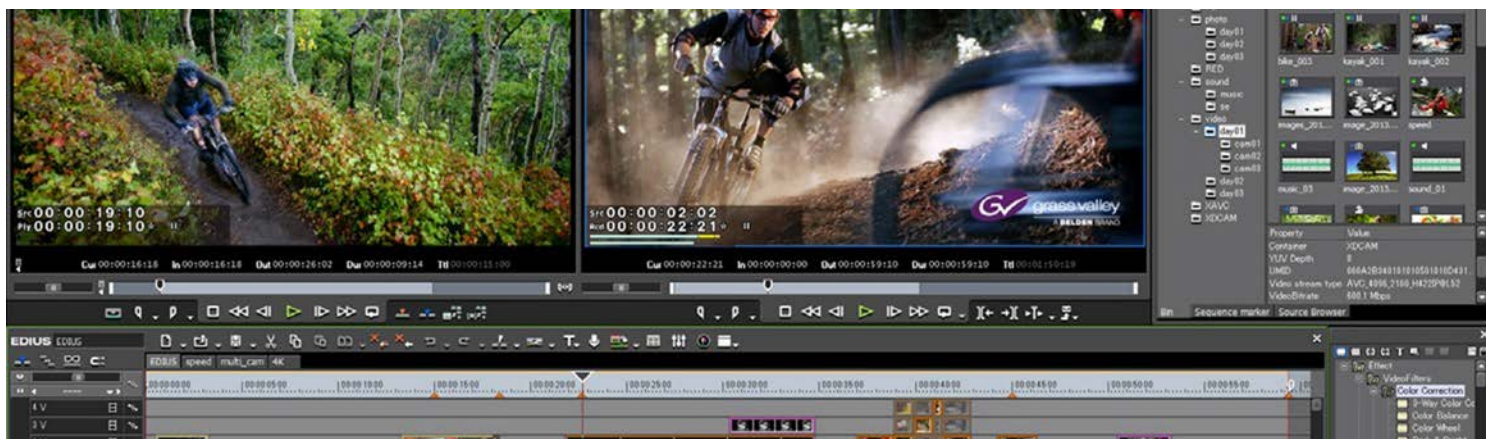


EDIUS 7

Nonlinear Editing Software



When an editor has to wait for technology, creativity suffers. That doesn't happen with EDIUS 7. EDIUS 7 means more resolutions, unlimited tracks and real-time editing for the ability to *Edit Anything, Anywhere*. With versions for the professional standalone user (EDIUS Pro 7) and for editors working within networked connected production infrastructures (EDIUS Elite 7), EDIUS 7 is the perfect finishing tool for broadcast news, news magazine content and studio programs, as well as organizational, documentary and 4K theatrical productions.

With more creative options and real-time, no-render editing of all popular SD and HD formats, EDIUS 7 is the most versatile and fastest nonlinear editing software available.

EDIUS 7 takes full advantage today's 64-bit computing technology to enable faster and more creative editing. Real-time editing of multiple formats on the same timeline — including 4K — unlimited media tracks, and real-time conversion of frame rates on the same timeline, mean that editors can edit faster... and be more creative.

The EDIUS Elite 7 systemized version of EDIUS 7 includes components such as an Assignment List plug-in to integrate the GV STRATUS Video Production & Content Management System with multiple newsroom computer systems.

64-bit & 4K

Designed as a native 64-bit application for Windows 7 and Windows 8/8.1, EDIUS 7 takes full advantage of up to 512 GB (for Windows 8/8.1 Enterprise and Professional) or up to 192 GB (for Windows 7 Ultimate, Enterprise, and Professional) of installed physical memory access for super-intensive media operations, especially layering, 3D, multicam and multitrack 4K editing.

With an improved 4K workflow over previous versions, EDIUS 7 supports Blackmagic Design's Deck-Link 4K Extreme and AAF import/export with Grass Valley HQX with DaVinci Resolve 11.

More Formats, Better Workflows

EDIUS 7 is perfect for file-based and tape-based workflow EDIUS 7 includes native support for many different file formats, such as Sony's XDCAM, Panasonic's P2, Ikegami's GF, RED, as well as Canon's XF and EOS movie formats. Plus, EDIUS 7 supports the newest file formats, including Sony's XVAC (Intra/Long GOP) / XVAC S, Panasonic's AVC-Ultra, Panasonic/Sony's AVCHD 2.0, and Canon's 1D C M-JPEG.

EDIUS 7 also supports, via IEEE 1394 (FireWire) or USB, capturing from tape devices such as DV and HDV.

More Hardware & Software Choices

Grass Valley, a Belden Brand, has opened EDIUS 7 up to more hardware and software options from third-parties, so that users can customize the system that's right for them.

KEY FEATURES

- Superior 4K workflow, including support for Blackmagic Design's DeckLink 4K Extreme, Ultra Studio 4K, AJA KONA 3G and EDL or AAF import/export with Grass Valley HQX with DaVinci Resolve 11
- Supports third-party I/O hardware from Blackmagic Design, Matrox and AJA
- Edit media files with different resolutions — from 24x24 to 4Kx2K
- Real-time conversion of frame rates on the same timeline delivers more efficient editing into the hands of editors
- Fast, flexible user interface, including unlimited video, audio, title and graphics tracks
- Support for the latest file formats - Sony XAVC (Intra/Long GOP) / XAVC S, Panasonic AVC-Ultra, AVC-Intra 4K 422 (import only) and Canon 1D C M-JPEG
- Work natively with many different video formats, such as Sony XDCAM, Panasonic P2, Ikegami GF, RED, Canon XF format and EOS movie format
- Fastest AVCHD editing on the market (up to 3+ streams in real time)
- Multicam editing of up to 16 different sources simultaneously, with video output support
- Improved MPEG encoder speed and quality
- Improved H.264/AVC decoder
- Optimized for fourth-generation Intel Core i architecture
- 64-bit native processing with maximum memory access for streamlined real-time editing
- Proxy mode workflow for legacy computers helps extend their usability and increase ROI
- Supports Intel Quick Sync Video for extremely fast export and Blu-ray Disc burning
- Fast handling of large quantities of still image files (JPG, TGA, DPX and others)
- 3D stereoscopic editing
- Built-in loudness meter
- Built-in image stabilization
- Direct to Blu-ray Disc and DVD timeline export
- Native DNxHD import/export (requires EDIUS Elite 7 or DNxHD Option and EDIUS Pro version 7.4)
- AAF workflow with Avid Media Composer (requires EDIUS Elite 7 or DNxHD Option and EDIUS Pro version 7.4)
- Dolby Digital Professional/Plus import/export (requires EDIUS Elite 7 or Dolby Digital Professional/Plus Option and EDIUS Pro version 7.4)
- EDIUS Pro includes a Dolby consumer license as standard, which is applicable to corporate and consumer use of Dolby audio. For use in broadcast applications, the Dolby Professional/Plus license is available as an option for EDIUS Pro

EDIUS Elite 7 includes all of the features of EDIUS Pro 7, plus:

- Interoperability with GV STRATUS
- Launch from GV STRATUS settings, or independently
- Export different formats to different destinations within the GV STRATUS environment
- K2 Clip/K2 Program import/export
- K2 Clip capture
- Capture and edit a growing file on K2
- K2 4K CMF import (beta)

Note: Feature-set specific to EDIUS Pro 7.4 and EDIUS Elite 7.4.

In addition to supporting Grass Valley desktop I/O hardware solutions (STORM 3G/STORM 3G Elite, STORM Mobile and HDSPARK/HDSPARK Pro), EDIUS 7 supports I/O hardware from:

- Blackmagic Design:
 - Decklink Mini Monitor, Mini Recorder, Studio, 4K Extreme, Ultra Studio 4K, Duo, Quad
 - Intensity Pro Shuttle for USB, Shuttle for Thunderbolt, Extreme
 - UltraStudio SDI, Pro, 4K, Express, Mini Monitor, Mini Recorder
- Matrox:
 - MXO2 LE, MXO2 mini, MXO2, MXO2 Rack, Mojito Max
- AJA Video Systems:
 - KONA 3G

Note: Deck control not supported with third-party hardware

In addition to its built-in titler (Quick Titler), EDIUS 7 also supports a number of third-party titling software applications, for more creative freedom, control and power.

For even more power and creative control during editing, EDIUS 7 supports a number of third-party software plug-ins for additional video and audio effects, keying, stabilization and multicam syncing.

A list of third-party titling software and effects plug-ins is available on our website.

Unrivaled Mixed-Format Editing

Featuring unrivaled real-time video transcoding technology, EDIUS converts between HD and SD

resolutions, aspect ratios and frame rates — all in real time. Users can edit in HD and place 4:3 SD video on the timeline, mix NTSC and PAL sources, add 4K or combine them all into projects in other resolutions and frame rates without wasting a single moment on conversion or rendering.

EDIUS 7 supports resolutions from 24x24 to 4Kx2K, all on the same timeline, even in nested sequences, all in real time.

System-wide Integration

With EDIUS Elite 7, editing systems becomes part of the complete production system, including servers, replay, and switching. Plus EDIUS Elite 7 can become a toolset for the GV STRATUS Video Production & Content Management System for full integration with production and playout operations, putting access to all media assets and metadata at each computer and in the hands of the people who need it.

EDIUS Elite 7 includes all of the capabilities of EDIUS Pro 7, plus:

- Direct access to the Grass Valley K2 file system to provide for editing-in-place for multiple edit stations. Features include direct K2 clip and K2 program import and export while preserving Dolby E/AC3 audio (audio bitstream pass-through)
- K2 Clip Capture, which lets editors record directly into the K2 SAN from their networked EDIUS system. With I/O hardware for EDIUS - such as STORM 3G or STORM Mobile - editors can record K2-compatible file which can be edited while growing.
- Simul Edit, enabling multiple EDIUS clients to simul-

taneously edit live video being ingested by another EDIUS client in a network editing environment (SAN or NAS). Only the capture client requires an EDIUS Elite 7 license — the remaining clients require only EDIUS Pro 7 licenses.

- Interchange of GV STRATUS clips and sequences. Sequences created with GV STRATUS can be immediately used on the EDIUS timeline.

News Production

For the newsroom, EDIUS Elite 7 works with GV STRATUS to integrate with multiple newsroom computer systems.

For newsroom and other operations based on 64-bit networked computers, GV STRATUS and STRATUS EDIUS XS bring the power and speed of EDIUS 7 low-resolution proxy and high-resolution editing to these systems.

Live Event Production

For live events, EDIUS 7 can be added to a GV Director nonlinear live production center to expand the creative capabilities of the production team. EDIUS 7 is also a great addition to K2 Dyno Replay Systems adding the ability to quickly assemble recordings and highlight clips from live events. Editors have access to all metadata stored with each video clip which makes the creation of highlight reels and advanced playlists easier and faster than ever before.

In combination with either system, EDIUS 7 can integrate on-site media into produced packages for use at events, or deliver edited content in a variety of file formats and resolutions to be distributed across multiple media platforms.

Multiplatform Delivery

Finishing in a variety of formats is easy with EDIUS 7. Output resolutions can be customized and then saved with a variety of file wrappers — including MXF, GXF, QuickTime and Windows Media — for distribution to professional and consumer systems.

Keep Editing

With EDIUS XRE, finished files can be created in the background, away from main editing workstations, immediately and automatically. By moving final processing and output to a separate, dedicated workstation, editors can spend their time creating more, engaging content, instead of waiting for final file output.

Optimized for Today... and Yesterday

EDIUS 7 has been optimized for multicore and Intel fourth-generation Core i CPU systems, with editing performance increasing as CPU power

increases, for extremely fast hardware encoding of MPEG-4/H.264/AVC files for export and Blu-ray Disc burning.

For those on Apple's Mac platform, EDIUS 7 runs on Macs with Parallels Desktop 64-bit Windows 7 or Windows 8/8.1.

Proxy Mode Editing

While many nonlinear editors require super-fast CPU processing and a significant amount of RAM memory, EDIUS 7's proxy mode can run on less expensive and older desktop and laptop computers to edit in real time using low-resolution proxies of high-resolution media, with all of the functionality and creative tools EDIUS 7 provides. When proxy editing is completed, an edit decision list (EDL) is sent to a more powerful EDIUS 7 or EDIUS XRE workstation computer for final processing and output. This is especially beneficial in newsrooms where desktop computers may be not be equipped with the latest processors or have significant available memory.

EDIUS 7 Integrated Components

EDIUS 7 integrates with a number of Grass Valley components specifically designed to increase editing efficiency and overall operational workflows.

EDIUS XRE

EDIUS XRE (eXternal Rendering Engine) gives users in a workgroup the freedom to spend their time editing — not rendering or conforming — video projects.

EDIUS XRE is a networked, dedicated workstation that renders files in the background, instantly freeing up your EDIUS editing workstation — or workstations — to work on new projects.

Supplied as a complete turnkey system and connected via Ethernet and/or Fibre Channel*, EDIUS XRE performs the dual role of controller — assigning, managing and, where necessary, re-assigning rendering jobs - and render engine, supporting the extensive list of formats and codecs that has made EDIUS such a force in broadcast production.

Requesting a rendering job is as simple as selecting "Print to File" from the EDIUS workstation, the file format preset and the destination server. Once the instruction has been sent to the server, you are free to carry on with a new project, removing delays and unwanted bottlenecks.

Any workstation on the network can check job histories and the progress of current rendering jobs using the XRE Monitor software application supplied. Using XRE Monitor, you can view, pause, restart, cancel and check the properties of any render in the job list.

XRE Monitor also has a management mode which allows network administrators to re-prioritize render jobs by moving them up or down the job list.

EDIUS XS (requires GV STRATUS)

GV STRATUS workflows integrate an efficient and powerful way to complete craft-editing. Us-

ing a low-resolution proxy mode on netdesktop and laptop computers via the Grass Valley EDIUS XS application, you can use less powerful systems to edit with the full capabilities of EDIUS. With EDIUS XS available within GV STRATUS, users have access to the industry's most powerful low-resolution proxy editor, and a consistent experience whether editing in the field or the newsroom.

Any authorized GV STRATUS user can launch the GV STRATUS application as an ActiveX panel within the EDIUS XS application. In this mode, all GV STRATUS tools are available to users within EDIUS XS, consolidated into a single workspace.

The embedded GV STRATUS window inside EDIUS XS lets users find content, load it in the EDIUS XS player window, edit in proxy mode and then send the job to a GV STRATUS conform server. EDIUS XS has most of the features of EDIUS Elite 7, such as transitions, effect, titling, voiceover and others. Once the proxy file is edited, it can be exported as high-resolution media via the EDIUS XRE conform server.

GV STRATUS

EDIUS 7 can also use GV STRATUS Video Production & Content Management System to find content and drag-and-drop material from GV STRATUS to EDIUS 7. EDIUS 7 can edit from GV STRATUS storyboard sequences, or K2 program/playlist files. Metadata such as markers and keywords added during capture can be searched and displayed.

Edited pieces are sent to the K2 for playout. The timeline can be published as a K2 program (playlist), or as one file (K2 clip). As a clip, it can be used as an event in the GV STRATUS Playlist Editor. The file can be played out of the K2 after ap-

proximately seven seconds from when the start of message arrives. The file can be played out while the file transfer is still in progress.

There are also components such as an Assignment List plug-in to integrate GV STRATUS with NRCS systems.

EDIUS 7/GV STRATUS users can:

- Open sequences from the GV STRATUS storyboard editor
- View and use annotations created by other users in the system
- View NRCS scripts with production notes and characters-per-second reading rate

Finished stories are sent to the K2 for playout by opening the NRCS rundown view in EDIUS, selecting the assigned story name, and sending. The file can be played out of the K2 after approximately seven seconds. The file can be played out while the file transfer is still in progress.

K2 Media Servers and Storage

EDIUS 7 is a multilayer nonlinear editor with high-level effects capability and the fastest real-time system performance of any editor when integrated within a K2 infrastructure. It can access and edit-in-place media on a K2 SAN, and can publish finished materials to K2 for playout. EDIUS 7 users can:

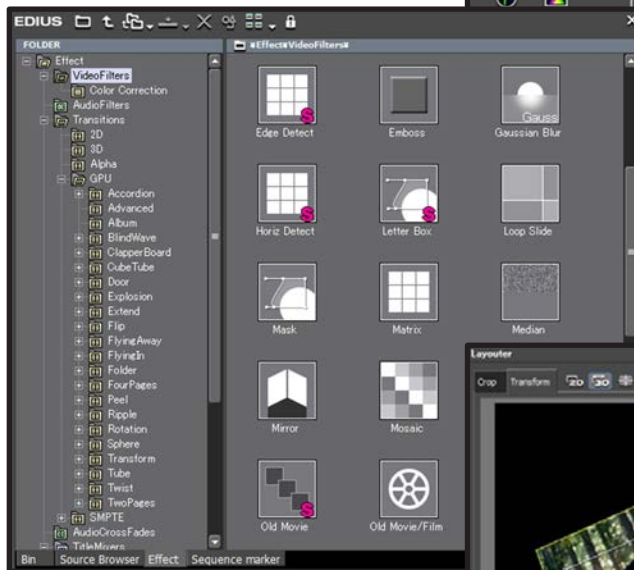
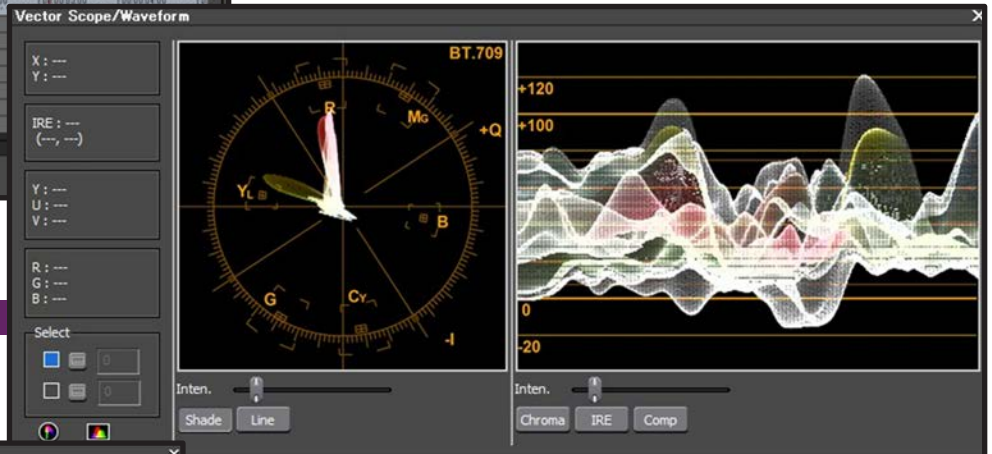
- Connect directly to the K2 SAN and edit-in-place
- Edit growing files (files being recorded)
- Transfer selected files into local storage for editing
- Send finished pieces to K2 for playout as a rendered clip or K2 program file

* If EDIUS XRE is used in a K2 server configuration, Ethernet AND Fibre Channel are required. If EDIUS XRE is deployed in a simple network system, Fibre Channel is not necessary.



3-WAY COLOR CORRECTION

VECTORSCOPE/WAVEFORM



VIDEO EFFECTS

LAYOUTER



EDIUS 7 Nonlinear Editing Software

SPECIFICATIONS

Minimum System Requirements (standalone):

(Updated for software version 7.4, released October 2014)

OS: Windows 7 64-bit (Service Pack 1 or later), Windows 8/8.1 64-bit

Note: See Memory section below for physical memory limits of each OS.

CPU: Any Intel Core 2 or Core iX CPU. Intel or AMD single core CPU with a 3 GHz processor speed or faster (multiple CPUs and/or multicore CPUs are recommended). SSE3 (Supplementary SSE3) instruction set support required.

Memory:

1 GB RAM minimum (4 GB or more recommended)

Requirements for RAM and video memory vary depending on the project format. For SD/HD projects: 4 GB or more RAM recommended. For 4K projects: 16 GB or more RAM recommended. Maximum amount of RAM is based on the physical memory limits of each OS.

Windows 8/8.1, Enterprise and Professional, 64-bit: 512 GB

Windows 8/8.1, 64-bit: 128 GB

Windows 7, Ultimate, Enterprise, and Professional, 64-bit: 192 GB

Windows 7, Home Premium, 64-bit: 16 GB (not recommended for complex 4K projects)

Windows 7, Home Basic, 64-bit: 8 GB (not recommended for projects with more than HD resolution)

Project Format	RAM Memory			Video Memory	
	depth	minimum	recommended	minimum	recommended
SD and below	8-bit	1 GB	2 GB	256 MB	512 MB
	10-bit	2 GB	4 GB	512 MB	1 GB
HD	8-bit	2 GB	4 GB	512 MB	1 GB
	10-bit	4 GB	4 GB	1 GB	2 GB
Over HD (including 4K)	8-bit	8 GB	12 GB (16 GB + for 4K)	2 GB	2 GB or more
	10-bit	8 GB	12 GB (16 GB + for 4K)	2 GB	2 GB or more

Graphics Card

Supporting higher resolution than 1024x768 32-bit. Direct3D 9.0c or later and PixelShader Model 3.0 or later is required

Requirements for video memory size when using GPUfx will vary depending on the project format. For 10-bit SD projects: 1 GB or more recommended, for HD/4K projects 2 GB or more recommended

Note: Requirements for video memory vary depending on the project format. See Memory section above for details.

Hard Disk

6 GB of hard disk space is required for installation

Drive with ATA100/7,200 RPM or faster is required for video storage:

Available hard drive disc space should be twice the size of the file to be edited

RAID-0 is recommended for HD and above resolution editing

Optical Drive

Blu-ray Disc writer is required when creating

Blu-ray Discs

DVD-R/RW or DVD+R/RW drive is required when creating DVDs

Sound Card

Sound card with WDM driver support is required.

Network

Internet connection required for software license activation.

Service and Support

90-day limited warranty.

Note: External video decks/cameras may require either a free FireWire (IEEE 1394) port or USB 2.0 port for connectivity.

ORDERING

EDIUS Pro 7

Retail packaging

Serial number purchase through an authorized Grass Valley channel partner.

Upgrades from previous EDIUS versions to EDIUS Pro 7 are available, please ask your Grass Valley reseller for details.

EDIUS Elite 7

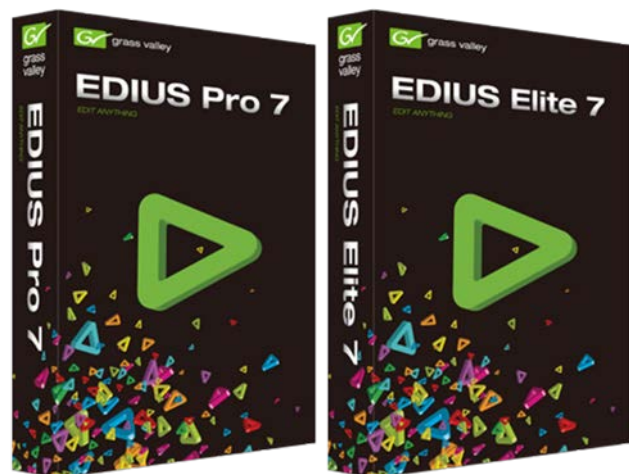
EDIUS Pro 7 to EDIUS Elite 7 upgrades

Please contact your authorized Grass Valley channel partner.

Package Contents

EDIUS 7 installation disc (DVD-ROM)

Installation guide



GVB-1-0014D-EN-DS_EDIU7

Grass Valley Authorised Distribution Partner:

Graphics Vision
(M) Sdn. Bhd. (175178-V)

117, Jalan Aminuddin Baki, Taman Tun Dr Ismail, 60000 Kuala Lumpur.

Tel : 603-7727 1868 Fax : 603-7729 1868

email : gvision@pc.jaring.my websites : www.graphics-vision.com