

## VSN's exciting new releases at IBC

The 'Live' version of *vsniPTransfer*, the UMP transfer accelerator and the virtual set *vsnfreemove* will be shown for the first time. Also, the *Spider* project shows the first draft of the new workflow architecture developed by the Spanish company.

The Amsterdam trade show will be the place chosen by **VSN** to unveil to their customers their new products and versions of their media asset management and broadcast automation systems for digital tapeless environments. Read our full press releases on the right-hand column

Version 6.1 of **vsniPTransfer** shows the important advances recently developed by **VSN** concerning file transfer technologies. As the main highlights, we can emphasize the ability to make Live transfers while simultaneously registering video files in the central server; the possibility for uncompressed transferring, i.e. DVCPro25 MXF or XDCAM HD; a complete new delivery-reception chain in *.mov* formats; considerable speed increase and, optionally, the possibility to work with the new **UMP protocol**. This technology, entirely developed by **VSN**, provides noticeable increases in transfer speed, especially when the distance among nodes is very long.

The revolutionary and affordable virtual set **vsnfreemove** 1.5 will be presented for the first time in Europe. This solution makes this technology available to small/medium size TV stations. **vsnfreemove** does not need tracking systems to create camera movements and perfect embeddings. It features 4 video inputs (cameras and/or live signals for virtual screens), a high-quality chrome key, 10 scene memories, integrated mixer and a digital quality level unique in its segment. Real and virtual furniture can work together seamlessly.

More than a year ago, **VSN** started an important R&D project, called *Spider*, in search for a higher level of integration among the media asset management (MAM), automation, traffic and TV workflows (BMP) areas. The first results of this effort will be shown to **VSN** world partners at the IBC. The new **VSN** solutions architecture includes three different levels or 'layers': a) the system's static layer, namely, databases, MAM, playlists, contracts, rights, event registration, device control, etc; b) the dynamic layer: basically management of programming, ingest, validation, post-production, archive and broadcast playout workflows; c) communication/integration services among the different **VSN** and third-party modules.

The principal consequences of the new architecture are an unbounded scalability, the possibility to customize the workflows to meet the needs of each customer, a total level of integration among the channel's all working units (management, scheduling, archive, traffic, news, etc.) and, finally, the adoption of open protocols (web services, REST, SOAP, etc.) with an aim to integrate any third-party manufacturer's solution in the **VSN** ecosystem without a problem. The *Spider* project will produce in the next months a bunch of new versions of all the traditional modules (MAM-archive, traffic, news, etc.) of the Spanish manufacturer.