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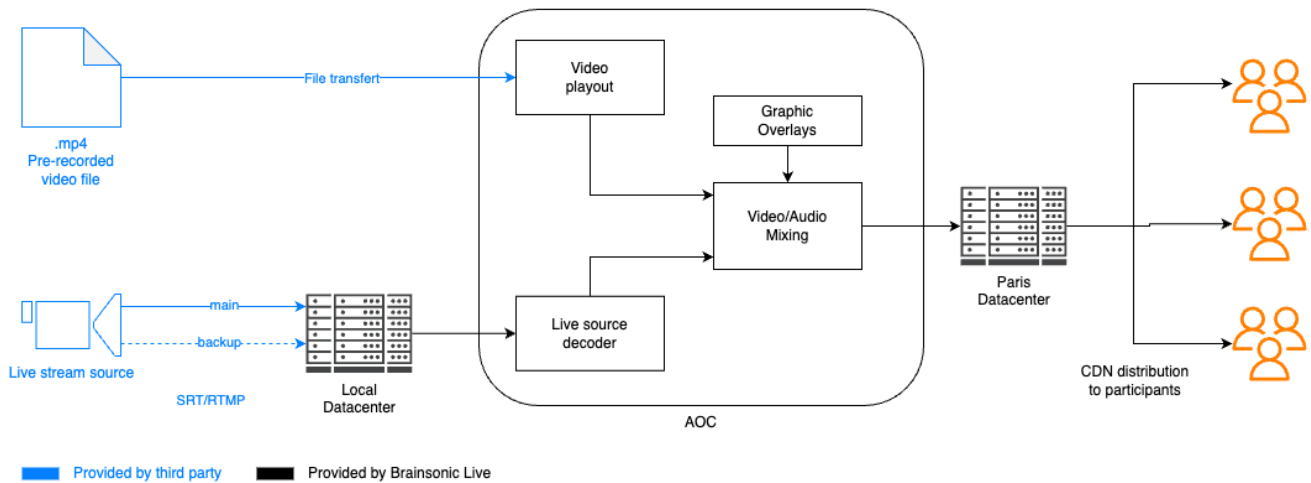
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# General operation

When Brainsonic Live provides airing operation services, our operators will be in charge of

- Playback intro/transition/outro animations and music
- Collecting live streams and communicate with third party stream provider
- Collecting and playback pre-recorded video files
- Adding appropriate graphical overlays (watermarks, lower thirds)
- Airing to appropriate destinations

These operation are handled from our Parisian Airing Operation Center (AOC)



# Pre-recorded assets

## Content

You may consider two scenarios:

1. You produce a content ready to be aired
2. Brainsonic Live integrates your assets into a master program

### You produce a content ready to be aired

In this case we expect video files, respecting the format that are ready to play.

This should not contain pre not post video loops as explained in the page [Program schedule](#).

### Brainsonic Live integrates your assets into a master program

Brainsonic Live might send you graphic assets to use during post-production, that might includes:

- Customizable lower third template in a convenient format ([.mogtr files Adobe CC compatible](#))
- Background slate for multi frame or PiP compositions

Your video should not contain any intro, outro animation nor general watermark (i.e. event logo) as those will be added downstream by Brainsonic Live.

## Format

Our operators are expecting two file exports:

- A full edit that includes lower thirds
- A clean edit that does not include lower third. We might have to use this and add lower thirds ourselves in case of a sudden change in frame organisation.

Container	MP4
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File extension	.mp4
Video codec	H264 (Profil High, Level 4.2)
Video resolution	1920x1080 (1080x1920 for 9:16 ratio)
Video interlacing	Progressive
Video frame rate	25 or 30 fps
Video bitrate	10 to 17 Mbps - Constant Bitrate (CBR)
Audio codec	AAC
Audio tracks / Channels	1 track / 1 or 2 channels
Audio sampling rate	44,1 - 48kHz
Audio bitrate	128 - 256 kbps

## Delivery timeline

- We recommend third parties to provide their asset a week before the event.
- In case of an unpredictable change, the final version pre-recorded files need to be provided within a minimum of 4 days before airing.

# Live sources

## Content

Brainsonic Live might send you graphic assets to use during production, that might includes:

- Background slate for multi frame or PiP compositions
- Full frame video animations including audio that intend to be played for physical audience

## Protocol

Our operators are expecting a single stream sent to two different ingest endpoints (main/primary and backup/secondary)

The protocol we accept is SRT<sup>1</sup>. SRT is compatible with a majority of encoding software and hardware like [VMix](#), [OBS](#) or [Tricaster](#).

Brainsonic Live provides two local (closest datacenters) SRT, of type `srt-listener`, ingest points IPs.

Those ingest points are reachable though port `10 000`.

A monitoring output (loop out of what you send on port `10 000`) is provided as well.

The final program output can be provided though SRT upon request.

<sup>1</sup> In some rare cases SRT cannot be used at event location. Even if we do not recommend it, we can accept RTMP ingest following the same encoding specifications.

## Encoding

Protocol	SRT push
Latency	200ms
Video codec	H264
Video resolution	1920x1080 (1080x1920 for 9:16 ratio)
Video interlacing	Progressive
Video frame rate	25 or 30 fps
Video bitrate	5 to 7 Mbps - Constant Bitrate (CBR)

Audio codec	AAC
Audio tracks / Channels	1 track / 1 or 2 channels
Audio sampling rate	44,1 - 48kHz
Audio bitrate	128 - 256 kbps

# Médias pré-enregistrés

## Contenu

Vous pouvez envisager deux scénarios :

- Vous produisez un contenu prêt à être diffusé
- Brainsonic Live intègre vos ressources dans un programme maître.

### Vous produisez un contenu prêt à être diffusé

Dans ce cas, nous attendons des fichiers vidéo, respectant le format, qui sont prêts à être lus.

Ce contenu ne doit pas contenir de boucles vidéo pre et post comme expliqué dans la page Grille de programmes.

### Brainsonic Live intègre vos ressources dans un programme maître

Brainsonic Live peut vous envoyer des ressources graphiques à utiliser lors de la post-production :

- Un modèle de tiers inférieur personnalisable dans un format pratique (fichiers [.mogtr compatibles Adobe CC](#))
- Une image de fond pour les compositions multi-images ou PiP

Votre vidéo ne doit pas contenir d'animation d'intro ou d'outro, ni de filigrane général (par exemple le logo de l'événement), car ceux-ci seront ajoutés en aval par Brainsonic Live.

## Format

Nos opérateurs attendent deux exportations de fichiers :

- Un montage complet incluant les tiers inférieurs
- Un montage propre qui n'inclut pas les tiers inférieurs. Nous pourrions être amenés à utiliser ce dernier et à ajouter nous-mêmes les tiers inférieurs en cas de changement soudain dans l'organisation du cadre.

Container	MP4
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File extension	.mp4
Video codec	H264 (Profil High, Level 4.2)
Video resolution	1920x1080 (1080x1920 for 9:16 ratio)
Video interlacing	Progressive
Video frame rate	25 or 30 fps
Video bitrate	10 to 17 Mbps - Constant Bitrate (CBR)
Audio codec	AAC
Audio tracks / Channels	1 track / 1 or 2 channels
Audio sampling rate	44,1 - 48kHz
Audio bitrate	128 - 256 kbps

## Délai de livraison

- Nous recommandons aux tiers de fournir leur matériel une semaine avant l'événement.
- En cas de changement imprévisible, les fichiers préenregistrés de la version finale doivent être fournis au minimum 4 jours avant la diffusion.