



IVS SERCON

IVS SERCON - VIDEO- AND GRAPHICS SERVER CONTROLLER
NEWSROOM AUTOMATION TO STATE OF THE ART TELEVISION STUDIOS

MAIN FEATURES:

- Automatic and manual playout control for **News- and live show** providers
- Support of the **R&S Venice** video server
- Fully integration with **Octopus Newsroom system**
- **IVS broadcast graphics** server control (option)
- **Broadcast switchers control**, based on the actual rundown (optional, according to the targeted workflow)
- **Flexible adaptation** to different workflows
- Immediate changes between the **automatic and manual operation**
- Server-client operation
- **A/B/C/D rundown**



The aim of the IVS SerCon Newsroom Automation System is to support processes where the results are News- and live show programs with reliable operation, last minute changes possibilities, dynamical content management and state of the art visual image. In order to achieve it, the IVS SerCon Newsroom Automation System is integrally linked to the next NRCS components:

- ▶ Rhode & Schwarz Venice video server, what is among the broadcast industry's most reliable products
- ▶ Octopus newsroom system – one of the market leader in NRCS business
- ▶ The third component is the graphics server. At present the supported broadcast graphics system is the IVS MOSequencer with up to date possibilities, but we are ready to connect to any other graphics server software if a standard interface is available to it.

The IVS SerCon system was developed based on the aforementioned products achieving a very reliable operation. The elements of the rundown list, contained by the video and graphics servers, assembled in Octopus might be launched separately or automatically; while the optional switcher control enables operation with a reduced number in technicians.

SPECIFICATIONS:

- MOS 2.8 protocol with full Octopus support
- Integrated database
- Client-Server operation
- Modular system
- Placeholder workflow support
- Multiple Venice servers control



FOR FURTHER INFORMATION PLEASE CONTACT: