Evercast

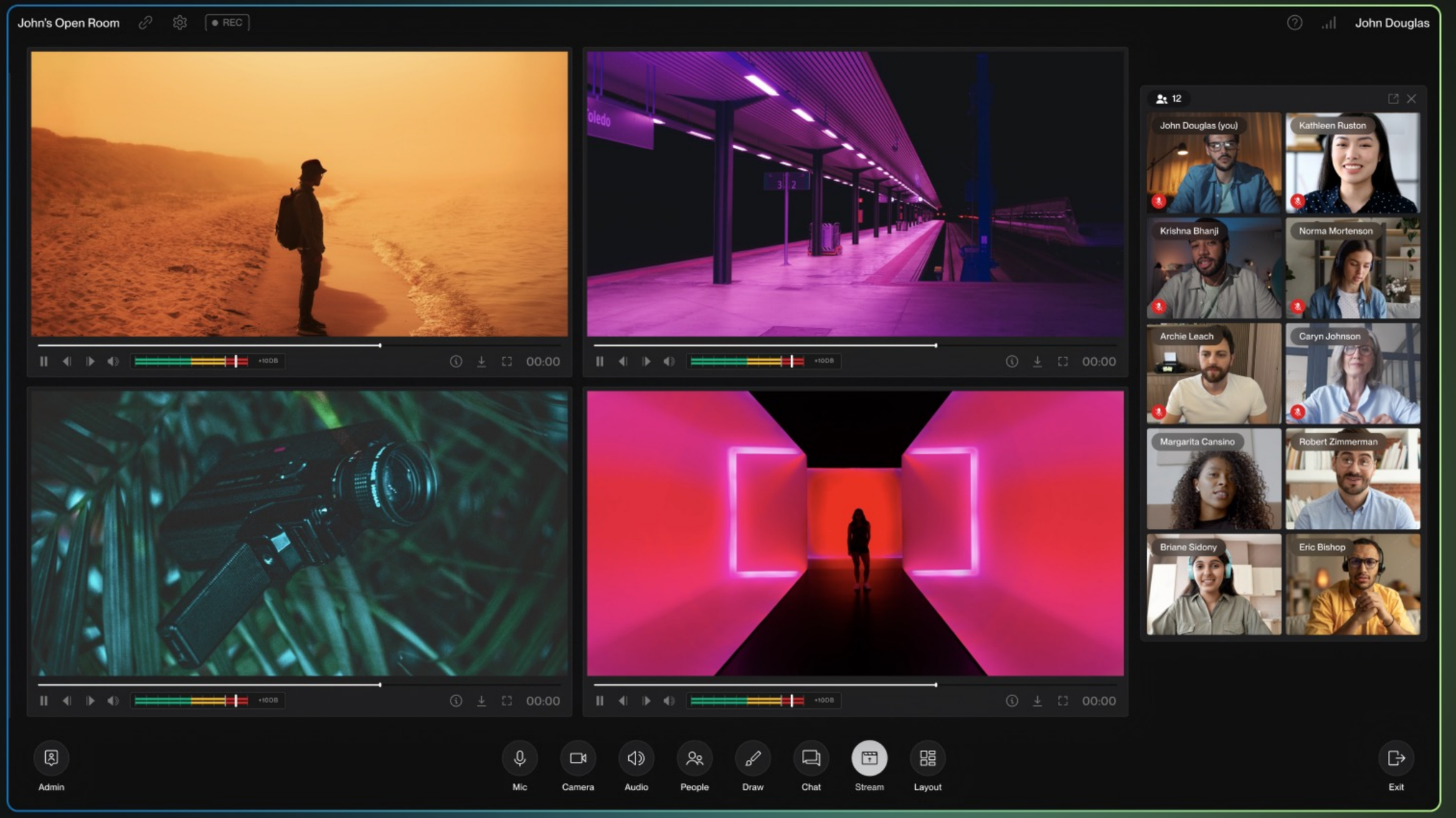
Evercast

Behind the scenes: WebRTC for collaborative content creation

OCTOBER 3, 2023

Presenter: Damien Stolarz

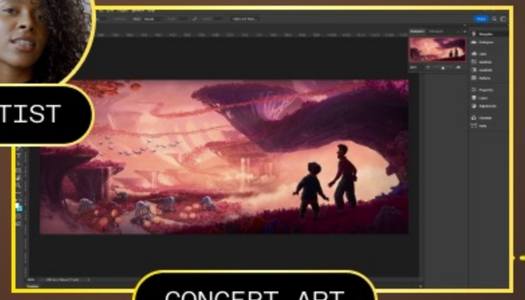
IEEE


John's Open Room
REC
John Douglas
00:00
00:00
00:00
00:00
12
John Douglas (you)
Kathleen Ruston
Krishna Bhanji
Norma Mortenson
Archie Leach
Caryn Johnson
Margarita Cansino
Robert Zimmerman
Briane Sidony
Eric Bishop
Admin
Mic
Camera
Audio
People
Draw
Chat
Stream
Layout
Exit


PRODUCER
CASTING DIRECTOR
LOCATION SCOUT
COMPOSER
DIRECTOR
EDITOR
COLORIST
VFX ARTIST
John's Open Room
John Douglas

box

ARTIST



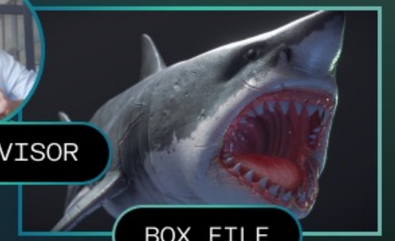
CONCEPT ART

SCREEN SHARE

DIRECTOR

STREAM FILE

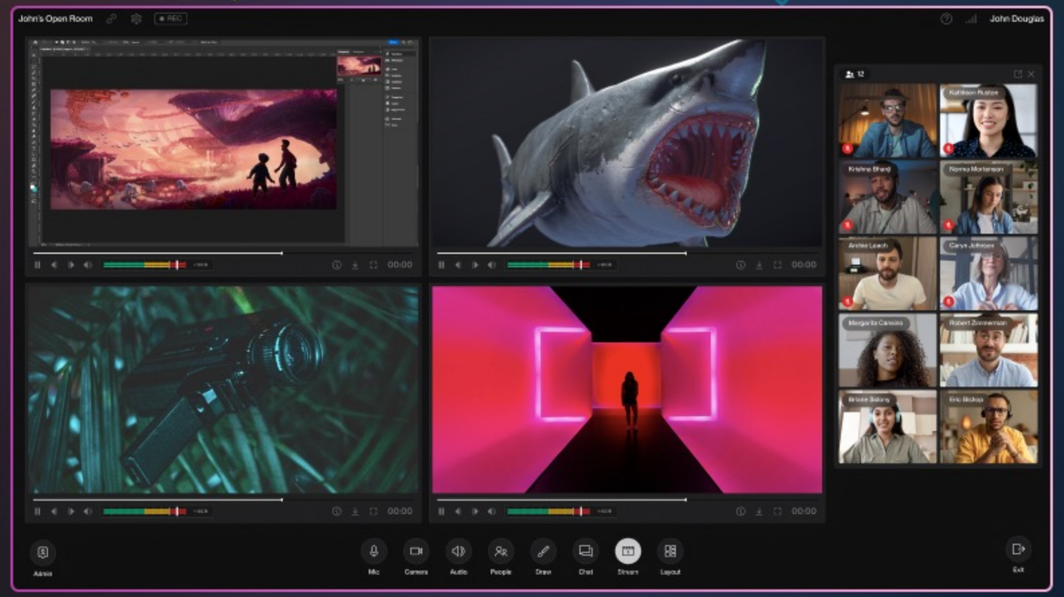
VFX SUPERVISOR



BOX FILE

VISUAL EFFECTS

STORYBOARDING



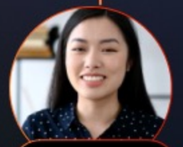
LIVE CAMERA STREAMING

EDITORIAL

EDITOR

CAMERA A

ULTRASTUDIO



PRODUCER

STREAM NDI

AVID

Studio-grade performance

Evercast streams with low latency, high resolution, precise synchronization, and color accuracy, which is essential for professional creative work and not available in standard video conferencing tools like Zoom or Google Meet.

7.1
surround sound

60
frames per second

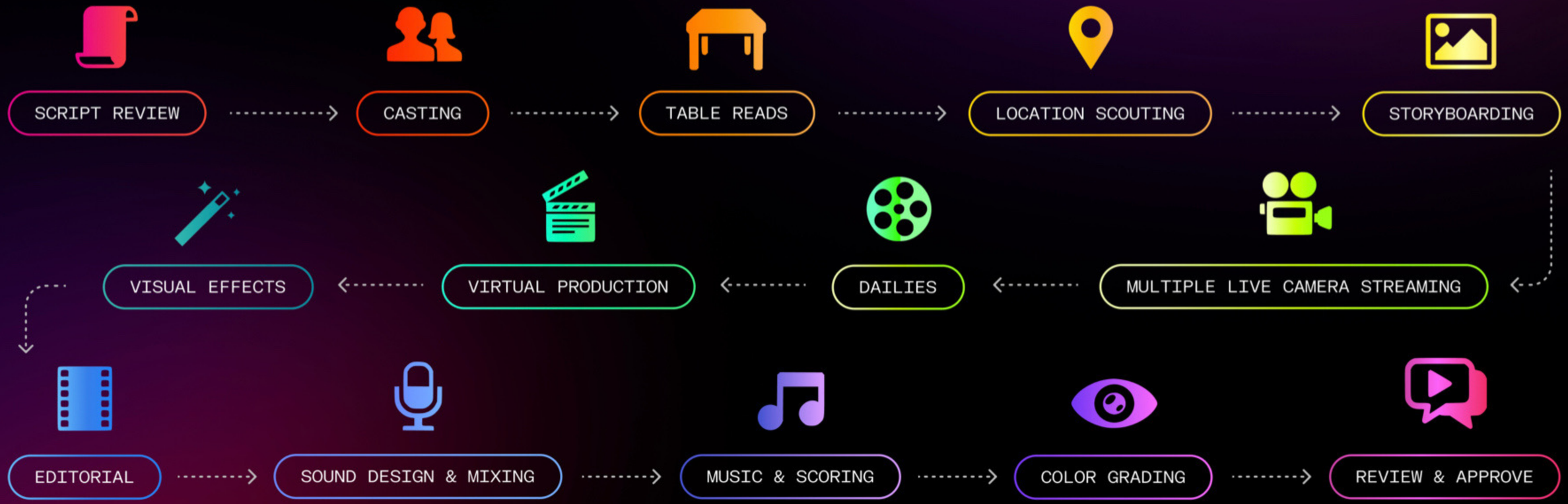
150ms
average latency

4K
resolution

HDR
video supported

10-bit
4:4:4 color accuracy

Evercast


SCRIPT REVIEW
CASTING
TABLE READS
LOCATION SCOUTING
STORYBOARDING
MULTIPLE LIVE CAMERA STREAMING
DAILIES
VIRTUAL PRODUCTION
VISUAL EFFECTS
EDITORIAL
SOUND DESIGN & MIXING
MUSIC & SCORING
COLOR GRADING
REVIEW & APPROVE

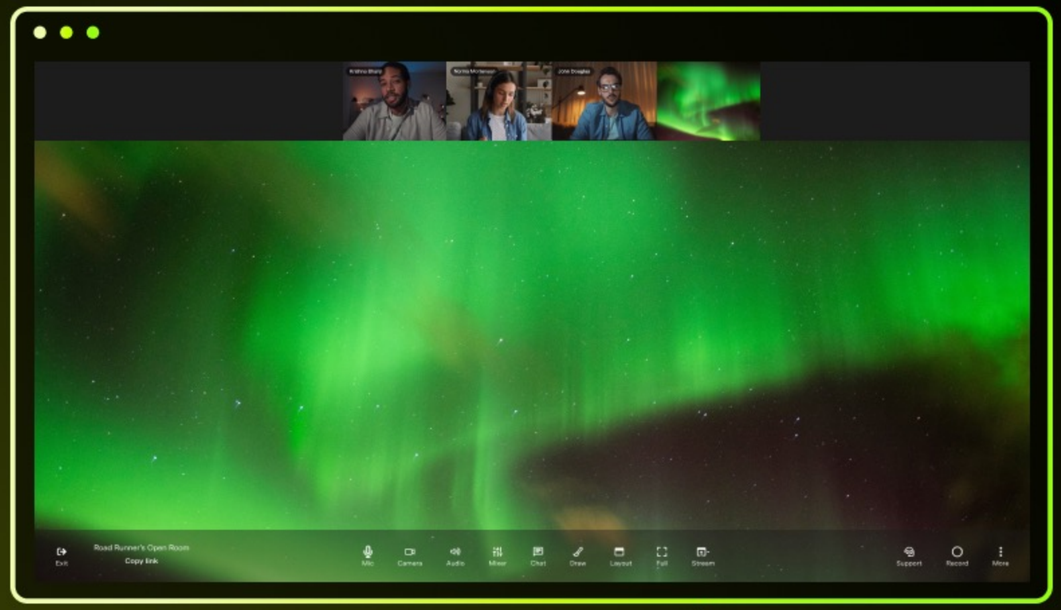
Multiple live camera streaming

Build a virtual video village and stream from one or multiple camera feeds, allowing stakeholders to be on set from anywhere in the world.

FIG MLC3

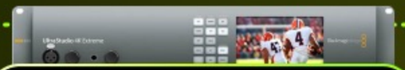
CAMERA A

CAMERA B



SDI/HDMI

SDI/HDMI



ULTRASTUDIO 4K EXTREME

SDI

SDI

SDI

THUNERBOLT

FIELD MONITOR A

FIELD MONITOR B

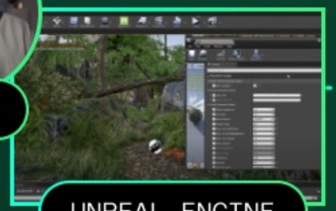
HMU/WARDROBE

Virtual production

Share your game engine or virtual production set with your remote team, instantly.

FIG VP1

ARTIST



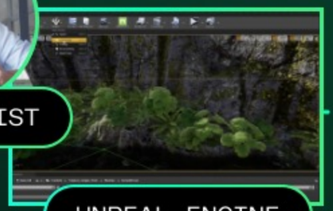
UNREAL ENGINE

SCREENSHARE

PRODUCER

FIG VP2

VFX ARTIST



UNREAL ENGINE

VIRTUAL CAM

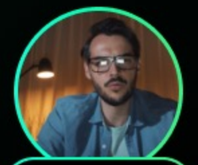
NDI

FIG VP3

CAMERA A

ULTRASTUDIO

STREAM DECKLINK



DIRECTOR

Visual effects

Stream your Media Composer, Nuke, Maya, or any other software in real time at 1080p/60fps—no uploads required.

FIG VFX1

DECKLINK

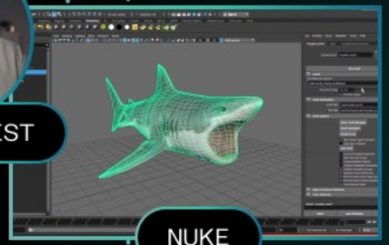
STREAM DECKLINK

PRODUCER

NDI AUDIO

SCREENSHARE

VFX ARTIST



NUKE

NDI

MONITOR 3G

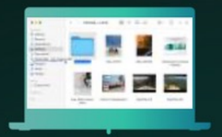
SDI

AJA

DEVICE STREAM

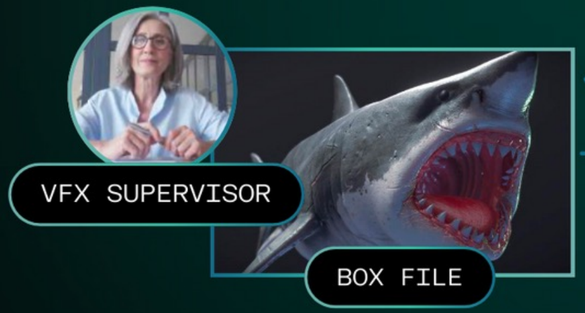
DIRECTOR

FIG VFX3



STREAM FILE

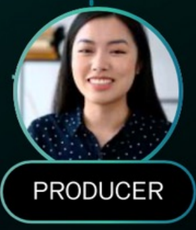
box



STREAM BOX

MediaSilo

STREAM MEDIASILO



Music & scoring

Experience unbeatable sound quality with full spectrum audio and 5.1 or 7.1 surround sound.

COMPOSER

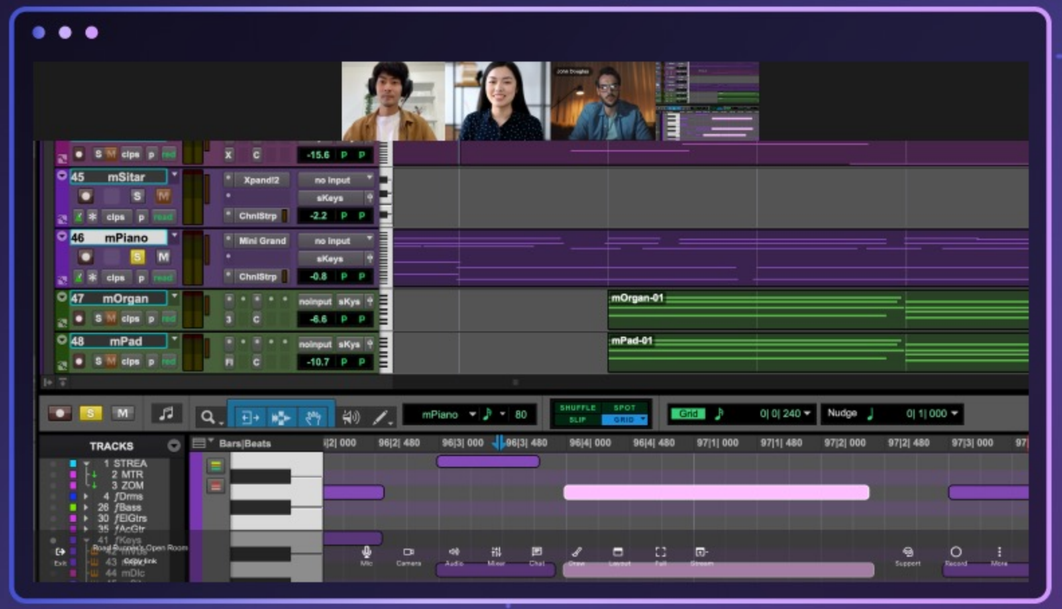
PRO TOOLS

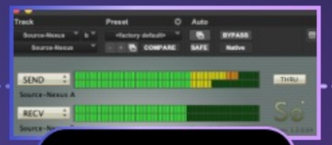
FIG MS5

AUDIO INTERFACE

SPEAKERS

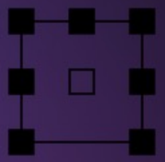
PRODUCER





SOURCE NEXUS

PRO TOOLS MTRX



7.1 SURROND

DIRECTOR

AV RECEIVER

LG CX SERIES

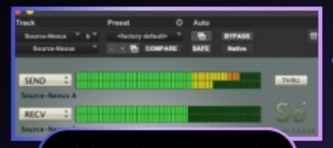
FIG MS6

DECKLINK OUTPUT

DECKLINK

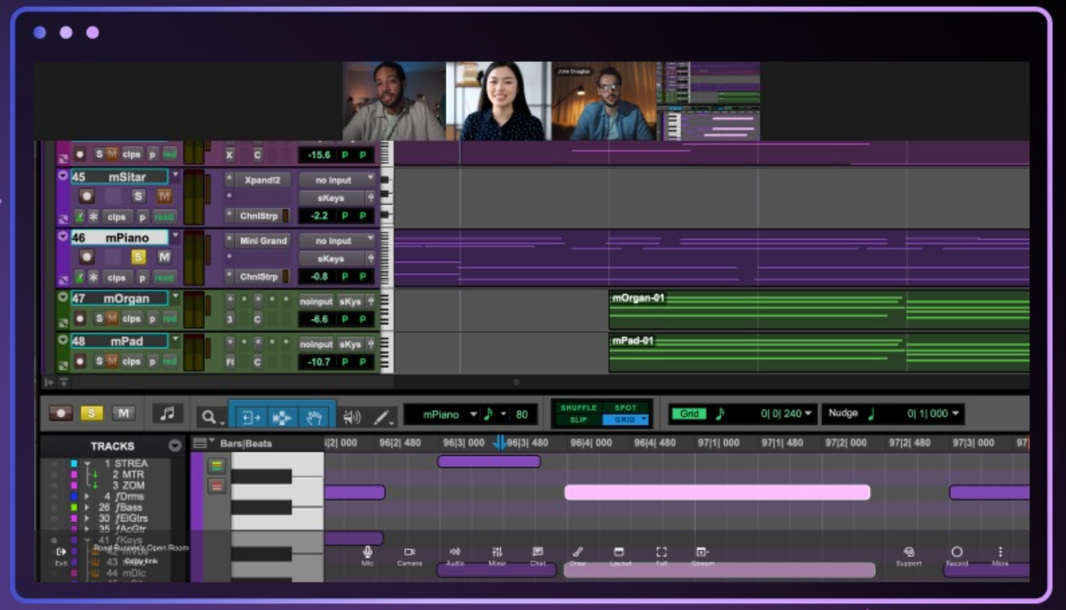
HDMI

FIG MS3



SOURCE NEXUS

SCREEN SHARE

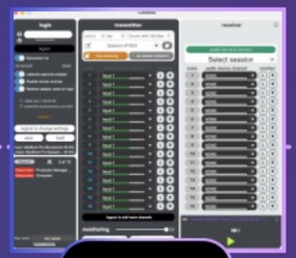


COMPOSER

PRO TOOLS

FIG MS4

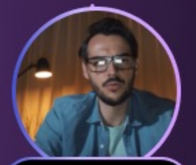
AUDIOMOVERS



LISTENO

TALENT

AUDIO INTERFACE



DIRECTOR

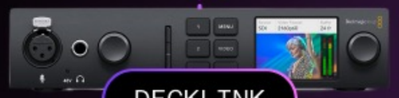
Color grading

Evercast integrates seamlessly with your creative software, to stream color-accurate content to any calibrated monitor or projector.

FIG CG1

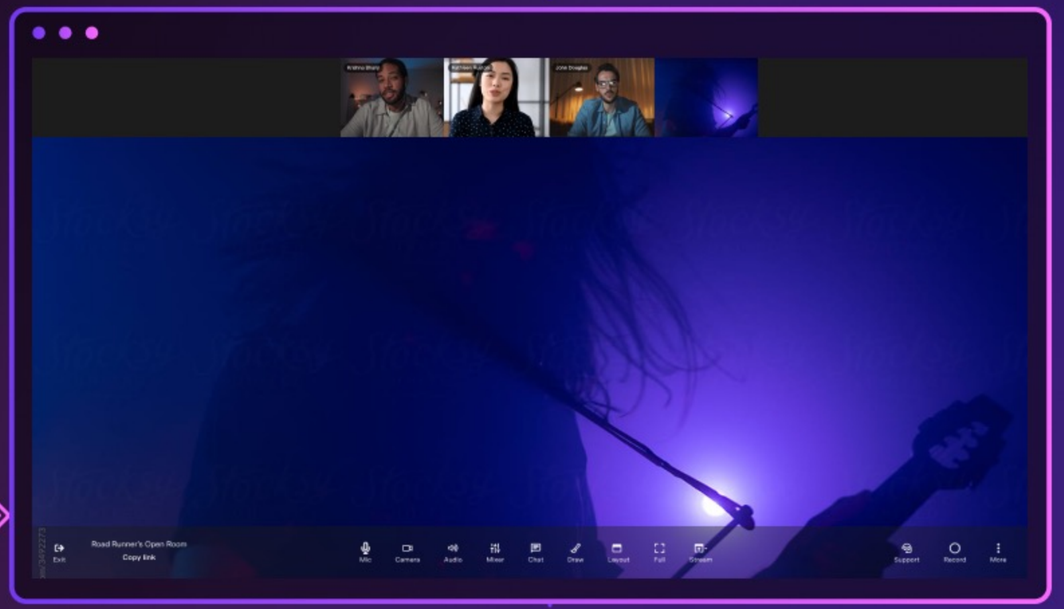
COLORIST

COLOR CORRECTOR

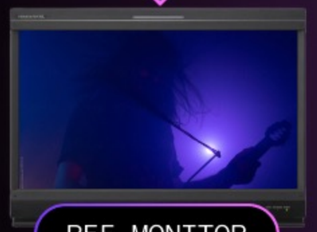


DECKLINK

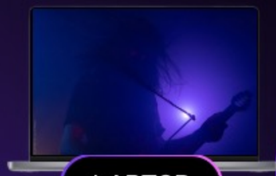
STREAM DECKLINK



HDMI/SDI

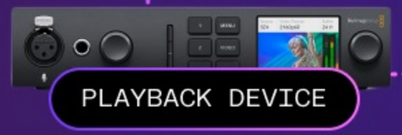


REF MONITOR



LAPTOP

PRODUCER



PLAYBACK DEVICE

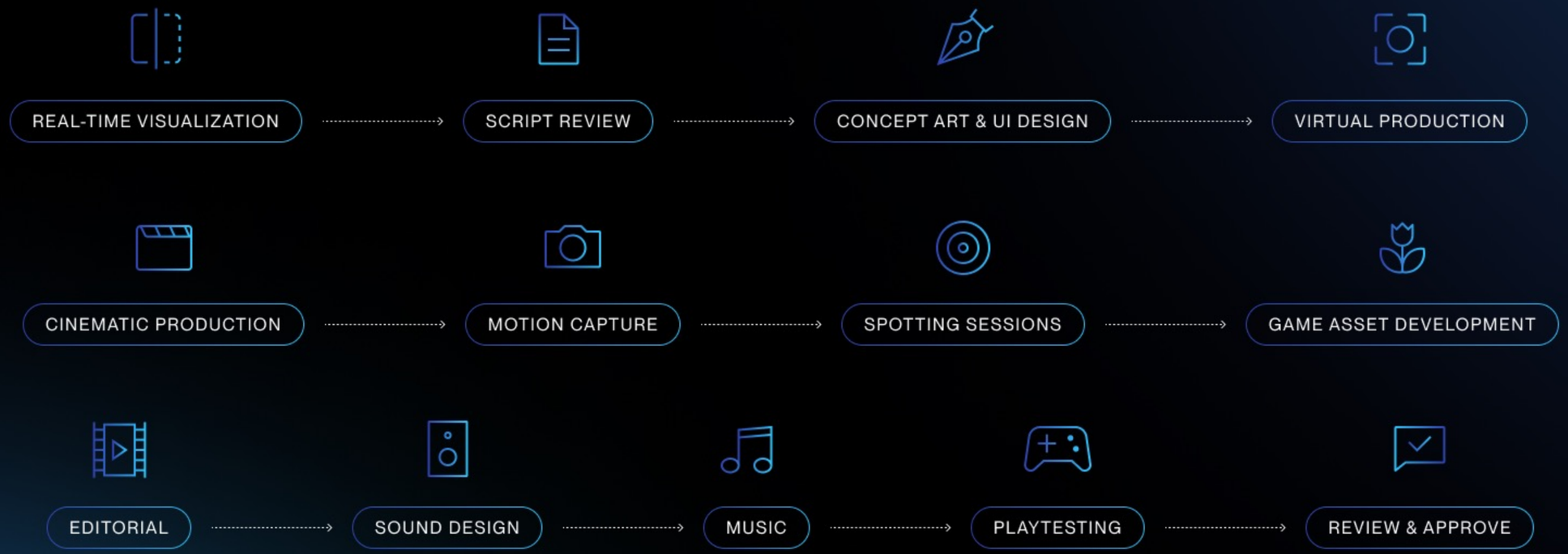
FIG CG2

REF MONITOR

DIRECTOR

Real-time collaboration at every stage of the game development pipeline

Evercast combines video conferencing and powerful content streaming on one reliable platform, offering a shoulder-to-shoulder experience that connects producers, designers, artists, editors, and more from pre- to post-production.



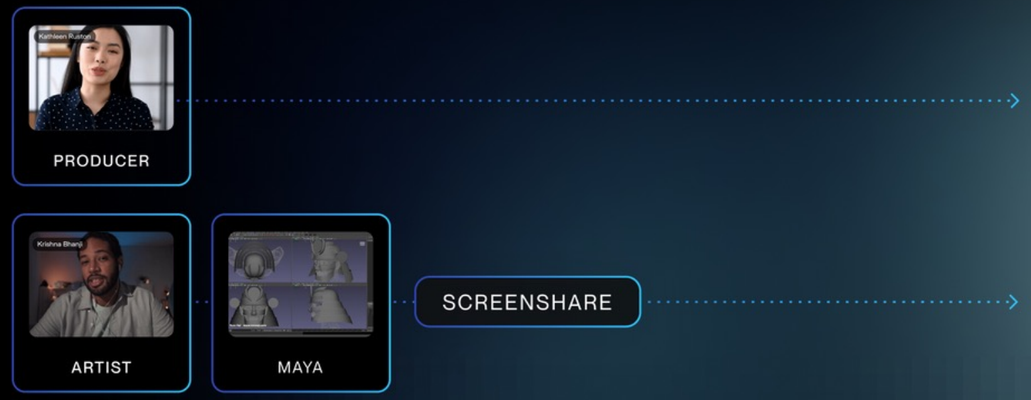
GAME DEVELOPMENT WORKFLOWS

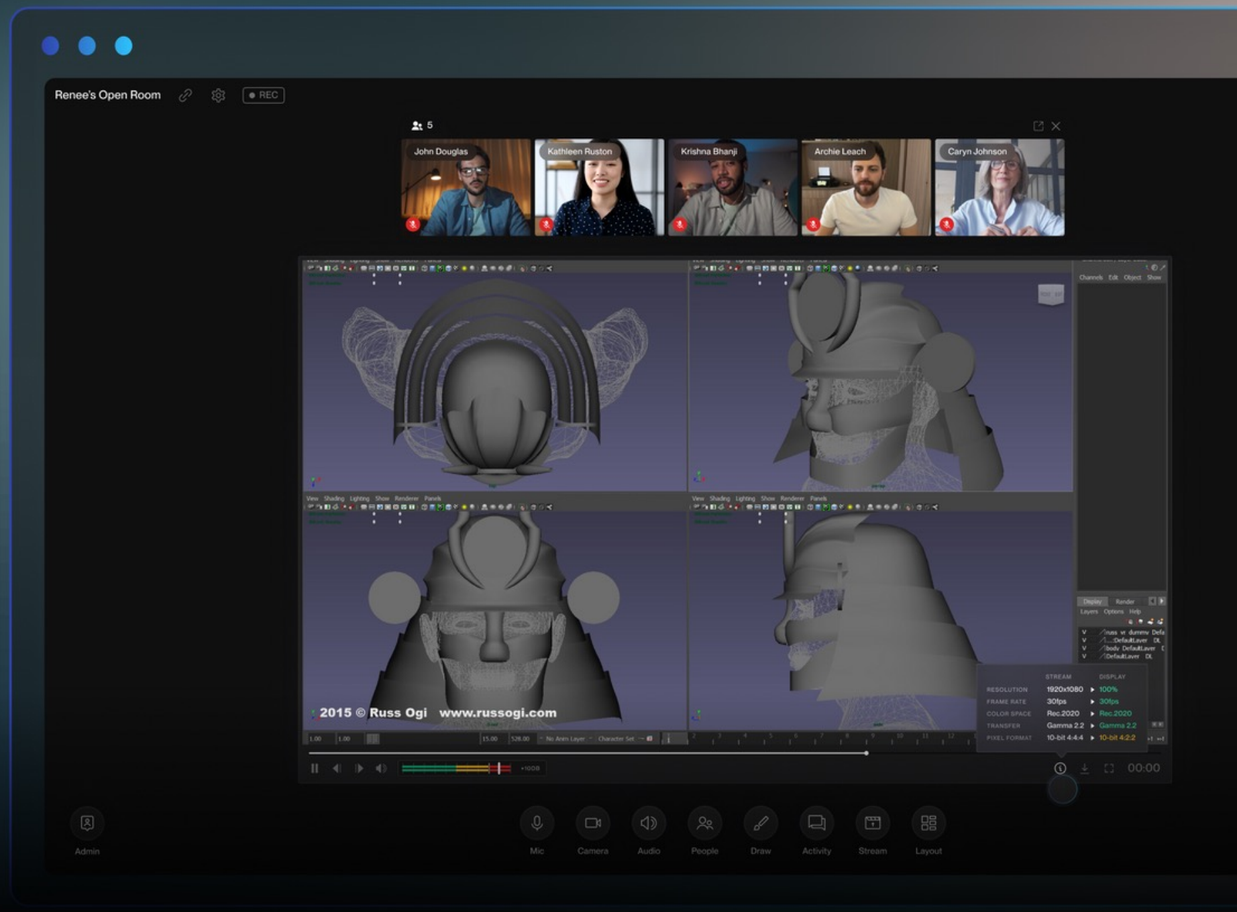
Game asset development

Evercast can streamline your game asset creation workflow. Instead of sending drafts and revisions back and forth by email or file transfer, simply jump into a room together and review concept art or sculptures in real time.

Our studio-grade security features and end-to-end encryption help keep your pre-release content secure throughout development.

GAME DEVELOPMENT WORKFLOWS → GAME ASSET DEVELOPMENT





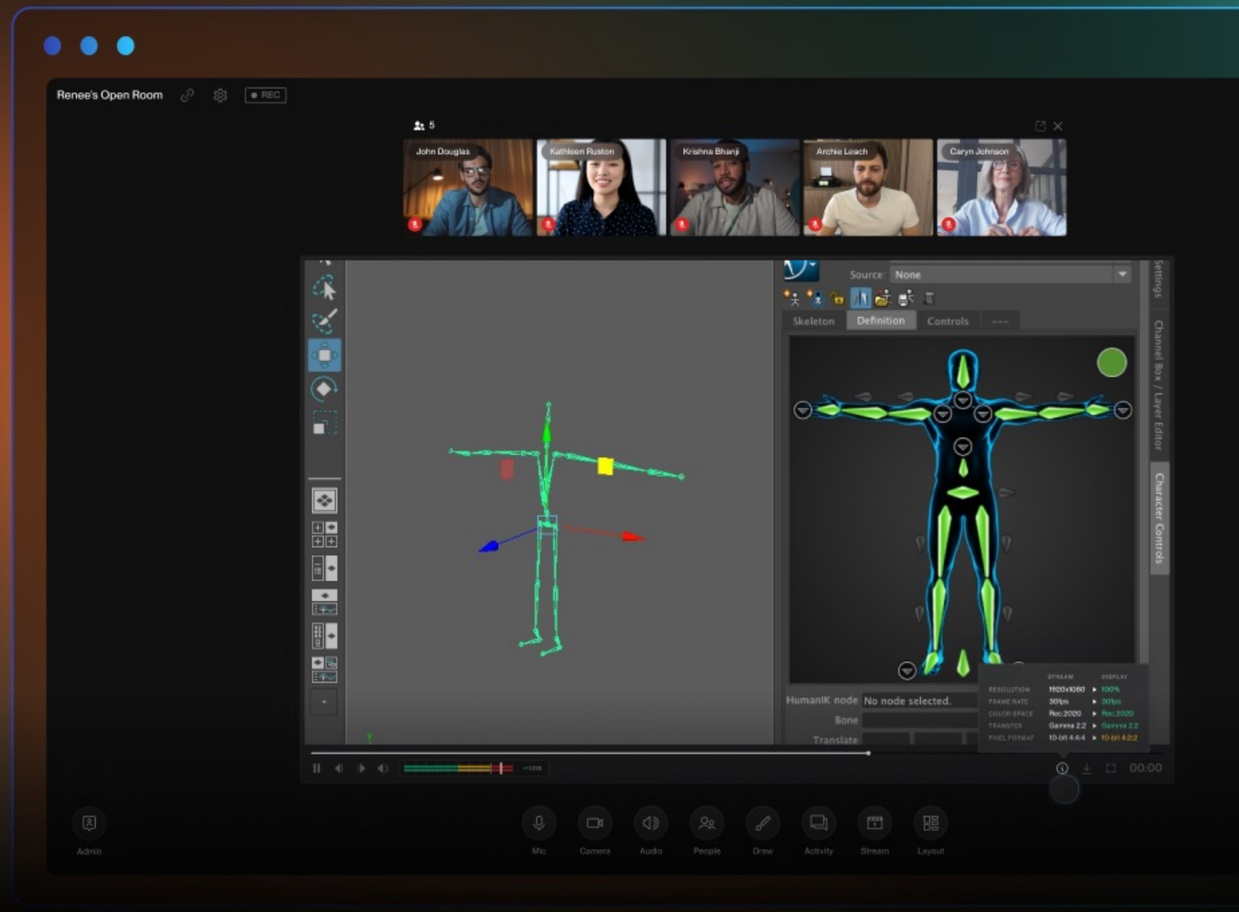
GAME DEVELOPMENT WORKFLOWS

Motion capture

Speed up your animation process with live collaboration. Remote stakeholders can easily monitor a mocap session and guide the actor's movements for better feel and readability. Then animators can retarget the captures and stream the character rig to the room for an instant review.

Evercast works seamlessly with standard industry tools like Unreal Engine, Unity, Blender, MotionBuilder, and Maya, and integrates directly with Elgato Stream Deck.

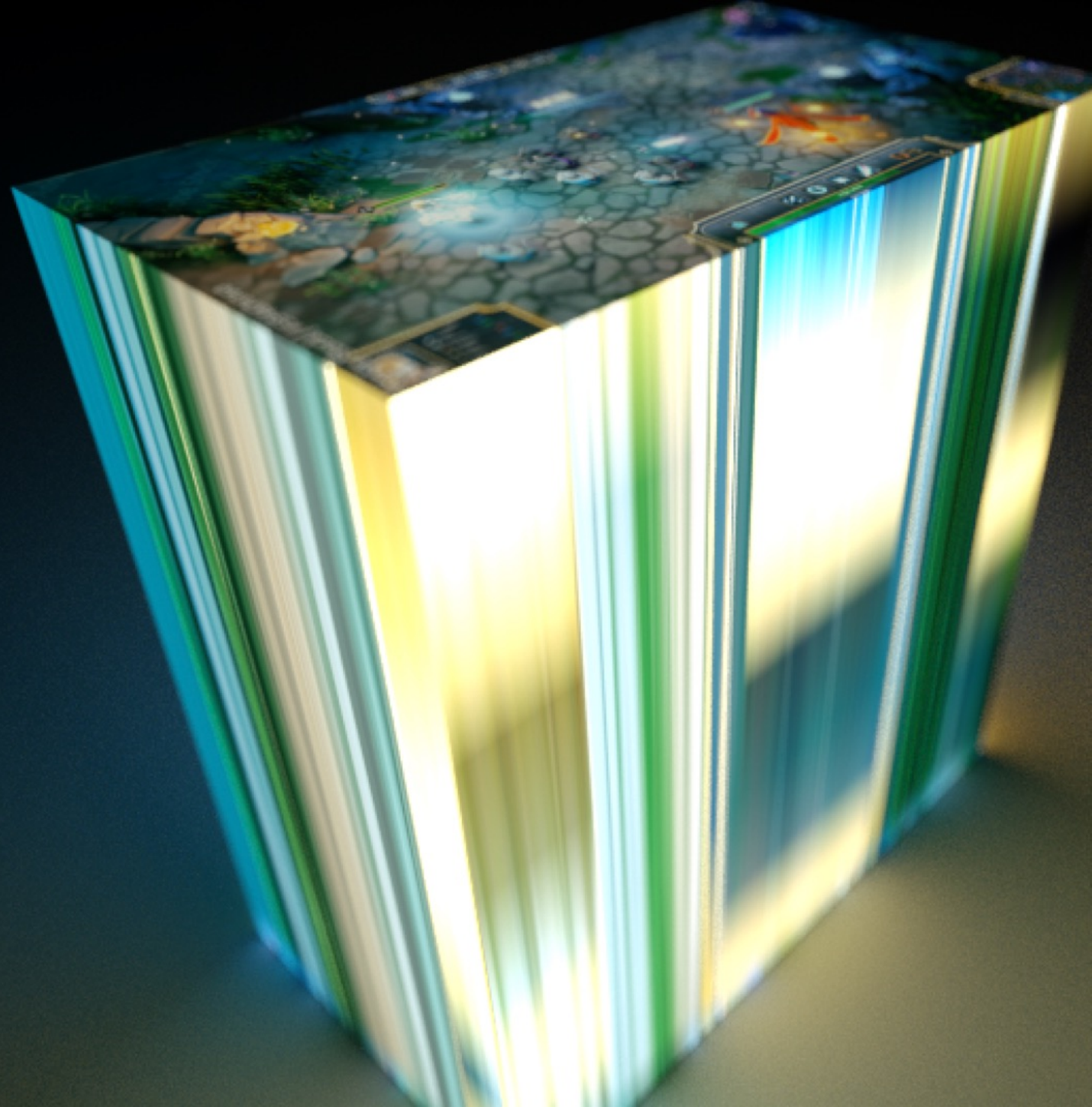
GAME DEVELOPMENT WORKFLOWS → MOTION CAPTURE



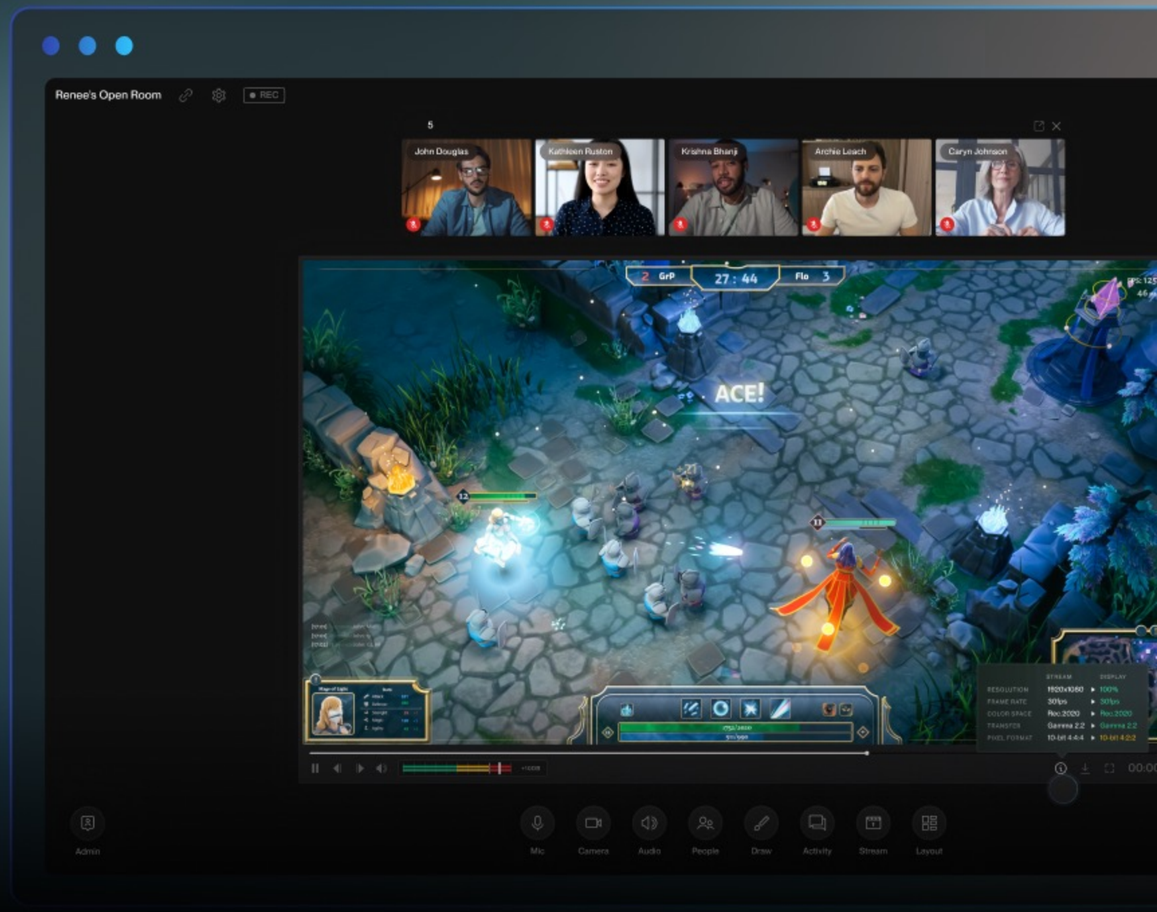
GAME DEVELOPMENT WORKFLOWS

Play testing

Playtesters can share their screen during an Evercast session to demonstrate bugs or difficult sections of the game. Live discussion with the developers can provide valuable feedback on how the playtesters approach a particular challenge.



GAME DEVELOPMENT WORKFLOWS → **PLAYTESTING**



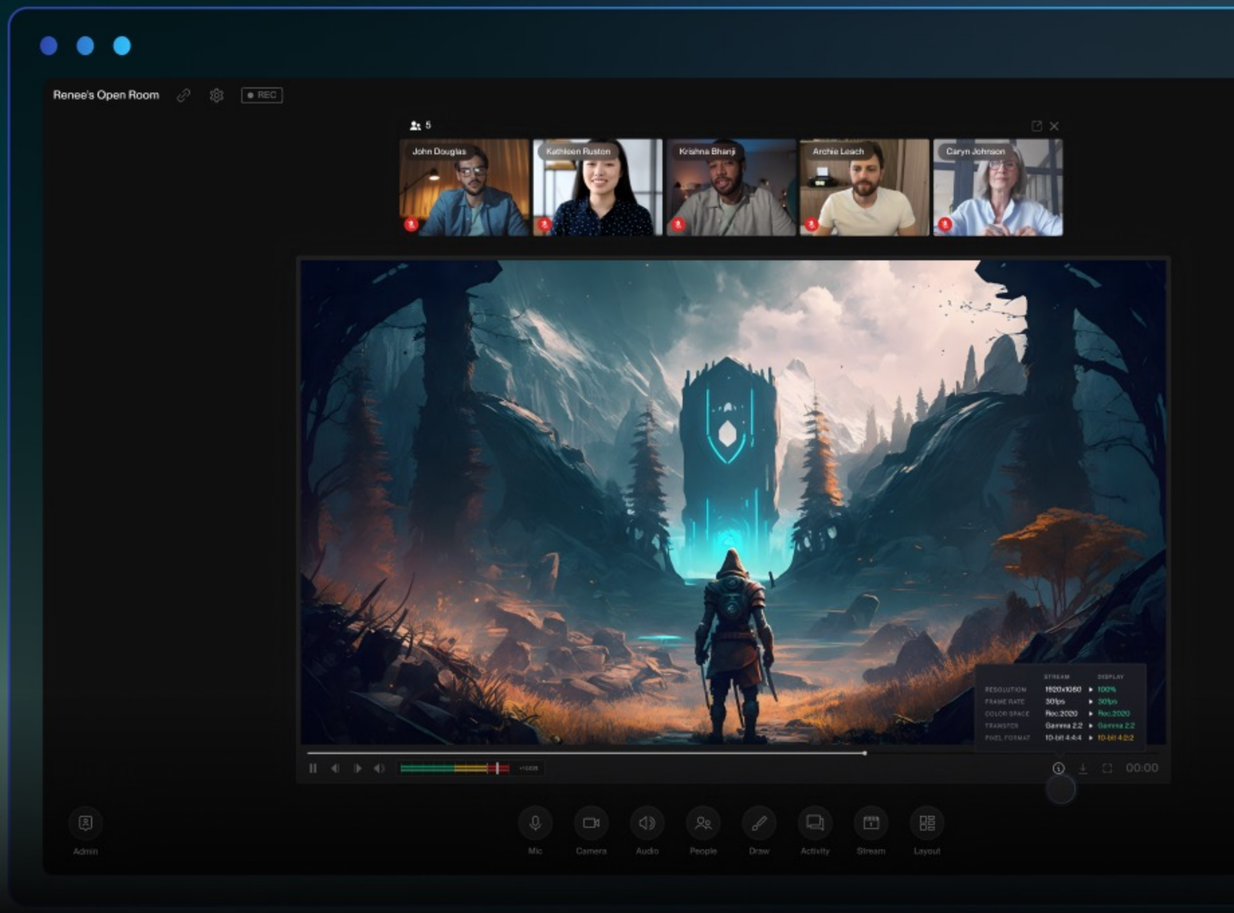
GAME DEVELOPMENT WORKFLOWS

Sound design

From early planning sessions through to master processing, you can collaborate with your team while streaming from your DAW with ultra-low latency. Our flexible platform supports both software and hardware setups.

Evercast accurately streams up to eight channels to your Evercast room, and can be downmixed to stereo as needed.

GAME DEVELOPMENT WORKFLOWS → SOUND DESIGN & MIXING

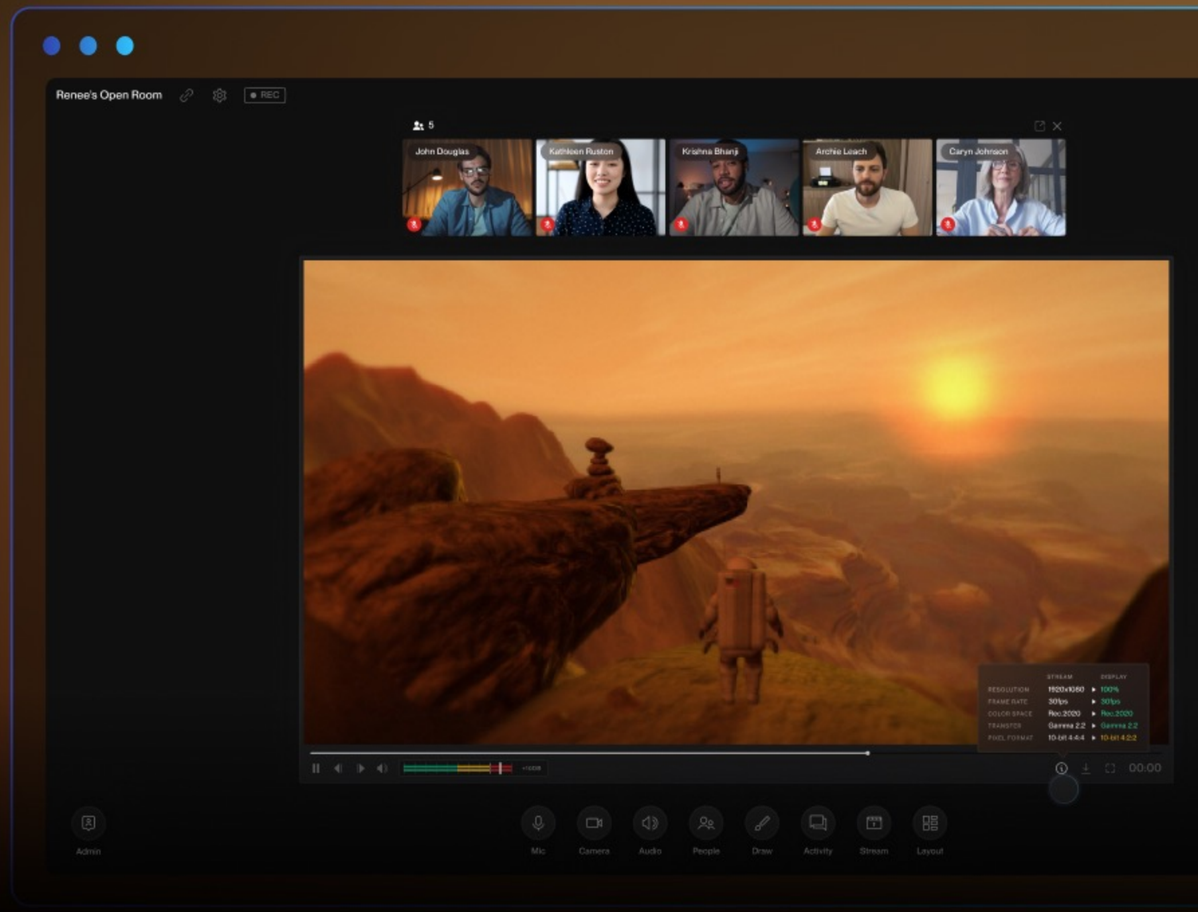


GAME DEVELOPMENT WORKFLOWS

Mobile gaming

Evercast offers low latency, high resolution, precise synchronization, and color accuracy. This allows playtesters and developers to stream from a mobile device and share exactly what they are experiencing with the rest of the team.

GAME DEVELOPMENT WORKFLOWS → MOBILE GAMING



Evercast Cloud Architecture

EDITOR

AVID

STREAM NDI

STREAM FILE

VFX SUPERVISOR

LOCAL FILE

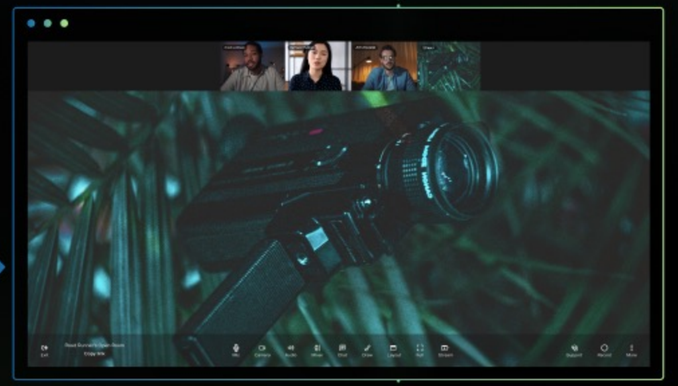
INTERNET

aws

HONG KONG

US WEST 2

LONDON

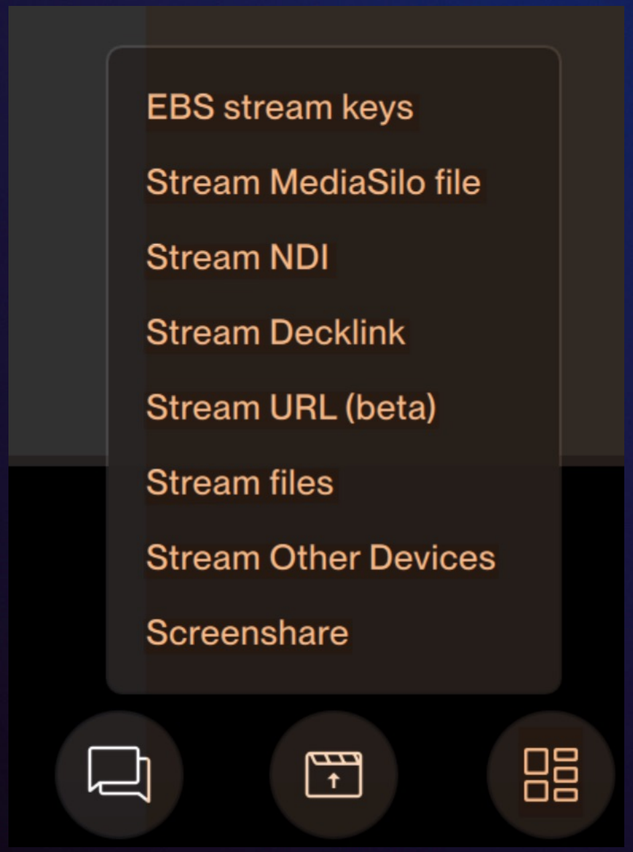


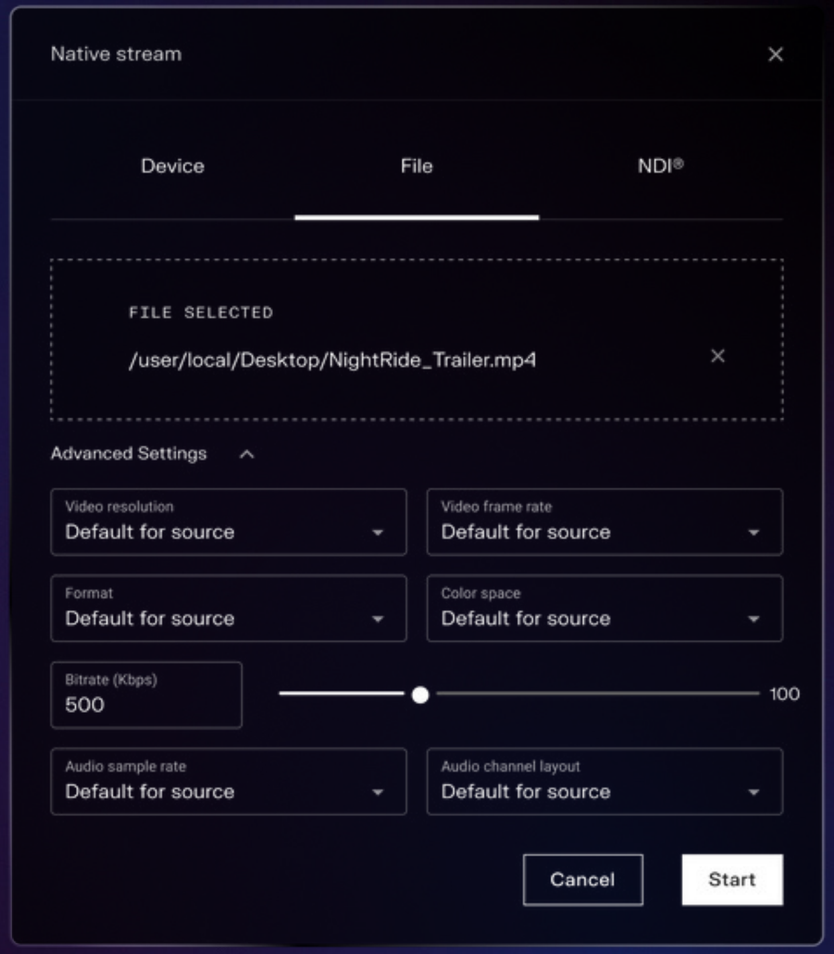
PRODUCER

DIRECTOR

Evercast

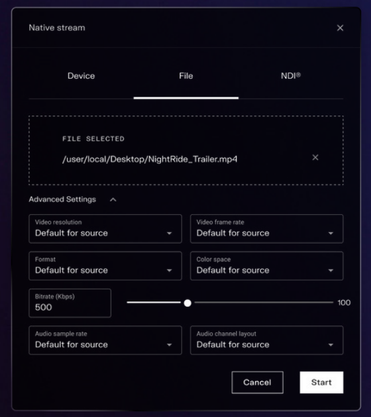
Source Possibilities





Evercast

Source Possibilities



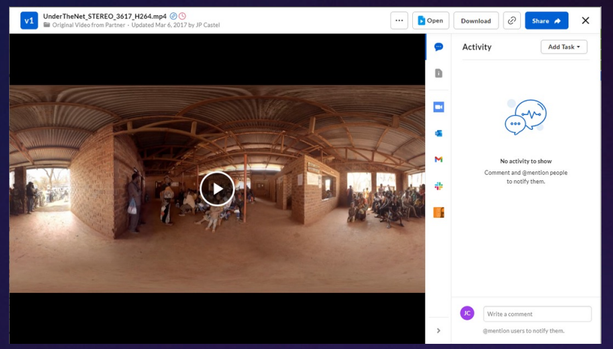
Local Stream

The file is streamed from the source computer to everyone in the evercast room. Everyone in the room can control playback, together.

File Sync

The file is played locally from each participant's computer, within the application, timeline is synced (this is similar to Cinesync).

The full file(s) are securely transferred to all participants from the source computer utiltizing the Evercast platform and stored an encrypted cache for local playback / sync.



Hosted / DAM Playback

Original Camera files are uploaded to DAM system and buffered and playback are fed to all participants in the room.

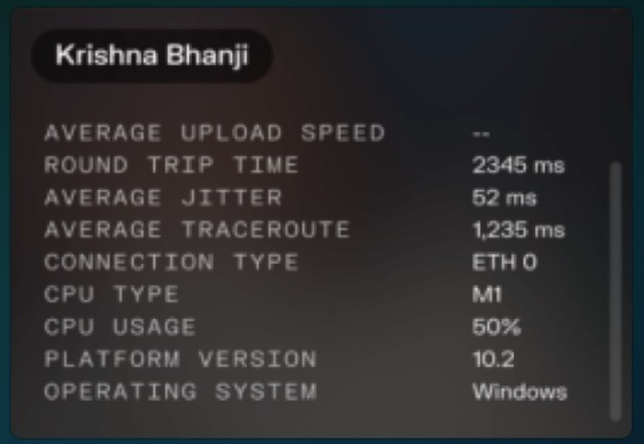
Notes & comments are synchronized through the cloud to all assets connected including the NLE etc.

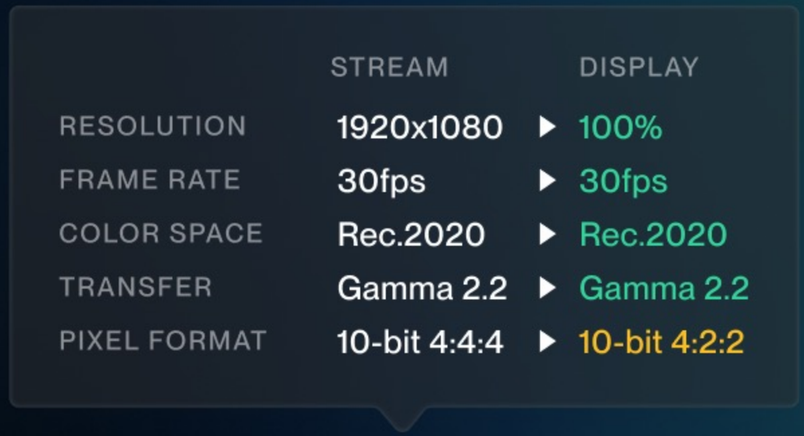
Hybrid

Only Proxy versions of media are upload and shared via the DAM cloud.

Original camera media are tracked and synchronized / transferred in multiple supported large scale cloud buckets or local DAS infastructures.

Network & Stream Details





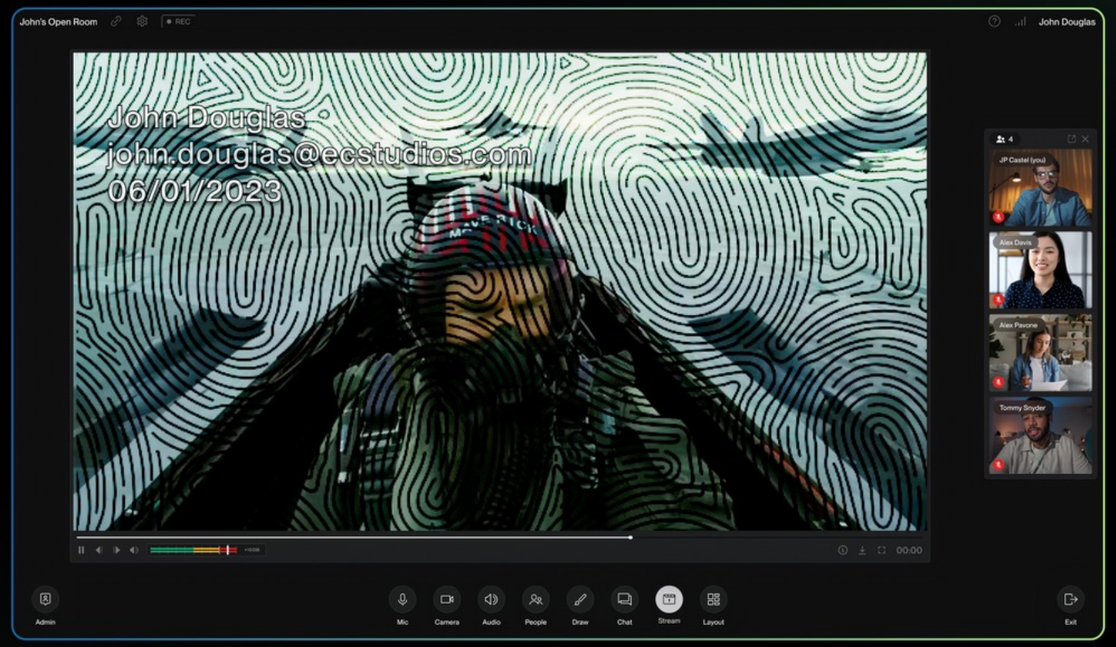
Network connectivity window

- Instantly check connection speeds to Evercast servers
- Gain network information about participants in your Evercast room
- Easily diagnose issues with streaming quality or room performance

Stream details window

- Instantly learn key stream information
- See how your local display compares to the source stream
- Frame rate performance indicator
- Color space / gamma comparison

Visual & forensic watermarking



verimatrix

NAGRA KUDELSKI

castLabs

FriendMTS

Evercast