

# Live2Edit

CLIP TO MULTILAYER CONVERTING

**generates from a multicam recording\*  
an edit sequence with grouped clips  
for a post-production-system**

\* compatibility with modern studio and OB van systems

# Live2Edit

## An innovative live edit system

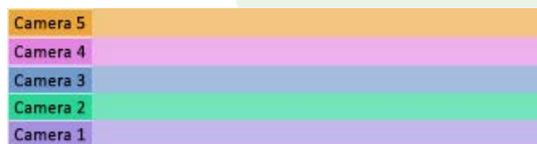
### How live editing with Live2Edit works

Our live edit system produces everything you need for ensuring that all the feeds can be edited in the editing system timeline shortly after the end of a live recording.



The coloured segments represent the feeds from the different cameras, i.e. the cuts from camera to camera.

If post-production corrections need to be made, the (raw) material from all cameras is imported into an editing system.



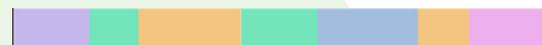
The result of the live edit is held in a sequence (timeline) in the editing system.



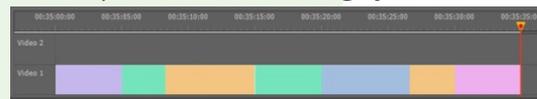
After the material has been imported into the timeline of an editing system, it is immediately clear with Live2Edit which camera is responsible for which feed and - the truly innovative aspect - a (technically) genuine edit is made for all cuts. This can then be processed immediately and directly in the timeline.

### How live editing worked in the past

The conventional live edit always generates its own data stream which contains all the edited clips but in a form which cannot then readily be changed.



The data stream with the live edit is held in a sequence of the editing system.



With a conventional live edit, it is not obvious which camera was responsible for which shot once everything has been imported into the timeline of an editing system. Neither can clip changes be processed directly as edits, as they only exist visually and not technically.

**The savings in time and work**  
in comparison to conventional live edits  
**that are possible with Live2Edit**  
**are shown on the next page...**

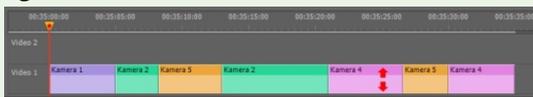
### Live2Edit



Each edit can be skipped to directly and trimmed:



in one direction ... and then of course ... back again ...

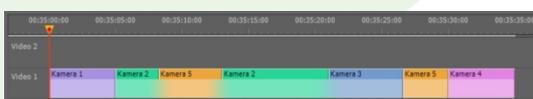


... and each camera can be exchanged with a single click: with no searching for content or inconvenient synchronising.

finished in **roughly 20 secs**

This procedure consisting of 2 to 3 steps (locating, trimming, substituting camera) needs to be carried out for each correction.

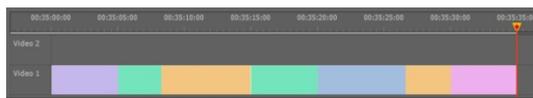
It is just as easy to insert fades or effects as in „normal“ editing



**roughly 20 secs** in each case

### Conventional live edits

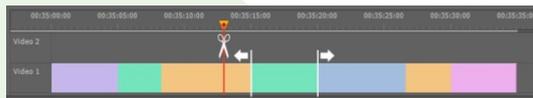
Sec.



If a feed/clip is extended or replaced it is only necessary to search for the start of the relevant section and stop at the precise frame ...



... then the first cut is made, ...

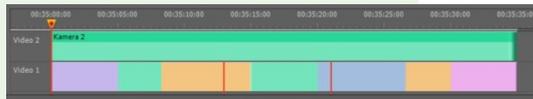


... then the end position is searched for, the precise frame stopped at and the second cut made.



Multiple cameras or camera groups are searched through to find a suitable replacement clip: The corresponding time code must be accessed, which takes roughly 1 minute...

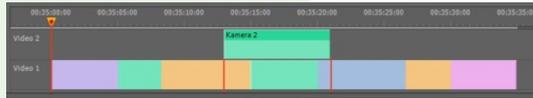
The material from the relevant camera is synchronised and entered



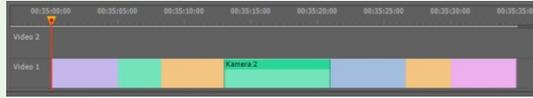
and then trimmed to the required length (*this normally takes place in the preview monitor...*



... but here it has been shifted to the timeline for reasons of clarity).



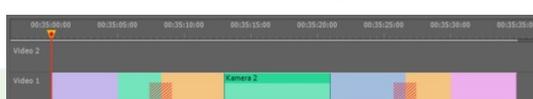
Finally the trimmed clip is inserted into the live edit.



complete in **roughly 2-3 mins**

This procedure consisting of 6 to 8 steps (depending on editing system) needs to be carried out for each correction.

To insert fades or effects in post-production, handle frames from the original material first need to be inserted at the appropriate point for the clip before and after - which is laborious and time-consuming.



**roughly 3 mins** in each case

**Live2Edit** – For location production and post-production this means:

▶ **Time savings**

The amount of time saved through **Live2Edit** is enormous:

- ▶ It is 5 to 8 times faster to trim or substitute clips than in the conventional post-production of a live edit.
- ▶ It is 5 to 8 times faster to insert fades or effects than in the conventional post-production of a live edit.
- ▶ Even during the live recording, the director, editor or producer can use signal buttons to apply different coloured markers which can later be directly accessed in the timeline of the post-production system.

All of which considerably reduces the amount of time needed for post-production.

▶ **Improved quality**

**Live2Edit** allows the cutter to concentrate on the final cut and to use the entire post-production time for quality optimisation, as the live edit is available as an editable sequence in the timeline of the edit system.

▶ **Cost savings**

The cost savings can be calculated from the time savings and the reduced need for location staff, materials and space. **Live2Edit** requires roughly 2 m<sup>2</sup> of floorspace and one operator (besides the director or cutter).

▶ **Compatibility with modern studio and OB van systems**

**Live2Edit** can dock onto any modern studio or OB van system and make the live edit created by the video mixer available for a non-linear editing system within a matter of minutes.

Interested? Then contact us to arrange a demonstration appointment:

**demo@Live2Line.com**

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by the way

**Live2Touch**

is a touchpad control desk

for intuitive live cutting of tv and stage productions:

you can cut live performances by touching the camera pictures with your fingers.