



Interfacing GV STRATUS/K2 Systems with the Adobe Premiere Pro CC Editing Suite

Rob Robinson, Product Owner — June 2014 (updated July 2015)



The open file system of the K2 system from Grass Valley, a Belden Brand, powered by the extensible software framework of GV STRATUS, enables an efficient integration of best-of-breed production tools into unified workflows.

This application note explains how to optimize and use GV STRATUS/K2 workflows with Adobe Premiere Pro CC editing software.

Introduction

A critical component of the digital media production lifecycle is the ability to edit content into innovative and compelling forms, which in turn relies on best-of-breed editing tools. To that end, digital media facilities often adopt nonlinear editing applications based on user preferences and specific production requirements. Therefore, selecting an extensible, open nonlinear platform that can efficiently integrate a variety of editing tools into complete and collaborative media workflows becomes an important criterion.

The openness of the GV STRATUS application makes it uniquely extensible to mainstream editing systems. Native to the GV STRATUS/K2 nonlinear production framework are the market-leading EDIUS ed-

iting tools, offering a robust toolset and fast workflows. In addition, the GV STRATUS framework facilitates a choice of integration with other editing tools, including Avid Media Composer, Adobe Premiere Pro CC and Apple Final Cut Pro.

This application note provides a user perspective on how to optimize and use the combined GV STRATUS/K2 and Adobe Premiere Pro CC workflows.

For more information, about GV STRATUS/K2 integration with Avid Media Composer and Apple Final Cut Pro editors, please see the corresponding Grass Valley application notes.

Concept of Edit-in-Place

To satisfy fast-turn and collaborative production requirements in environments such as newsrooms and studios, it is highly desirable that editing clients interact directly with the server and storage infrastructure, without having to transfer, copy or transcode media. This editing method is also known as edit-in-place, and this is how Adobe Premiere Pro CC users interact with the GV STRATUS/K2 environment.

In order to deploy this capability, the Adobe Premiere Pro CC editing system is provisioned with the applicable Grass Valley software (see Software and Licensing section for details), and networked to the K2 SAN. In this configuration, Adobe Premiere Pro CC users can:

- Connect to GV STRATUS/K2 system
- Search for GV STRATUS/K2 assets
- Import K2 clips, subclips and sequences (lists) to the active bin
- Enter K2 assets into an Adobe Premiere Pro CC project
- Edit a timeline that includes any mix of Adobe Premiere Pro CC and K2 files. This includes working with K2 files that are in process of being recorded, also known as “growing files”
- Export finished Adobe Premiere Pro CC sequences to GV STRATUS/K2 system

As noted, Adobe Premiere Pro CC editors can access K2 media assets without transcoding and moving, or importing K2 media assets to the Adobe Premiere Pro CC workstation. The media files remain on the SAN, and only pointers or references are registered into the open Adobe Premiere Pro CC project, even though the menus and dialog boxes inside the Adobe Premiere Pro CC application use the term “import.”

When finished editing, media can be exported to the GV STRATUS system as a K2-playable file, using the GV STRATUS Send Destinations dialog.

Please note that the current level of integration supports K2 SAN systems *ONLY*. K2 Summit standalone devices are currently not supported.

Please check the latest GV STRATUS Topic Library for the most up to date tested and qualified versions of both GV STRATUS/K2 and Adobe Premiere Pro CC.

Workflows: GV STRATUS/K2 & Adobe Premiere Pro CC

The idea behind linking the GV STRATUS/K2 and Adobe Premiere Pro CC workflows is to enable users to work seamlessly with assets and tools across both environments, to best accomplish the task at hand.

For instance, users can prepare rough cuts of their material in GV STRATUS Storyboard first, and then transition to the Adobe Premiere Pro CC application to finish their project in a high-resolution editor. Once the project is completed, users publish their work to the production SAN in a K2-friendly format.

The following information provides details for each basic operation of the combined GV STRATUS/Adobe Premiere Pro CC workflows.

Creating Adobe Premiere Pro CC Export Profiles

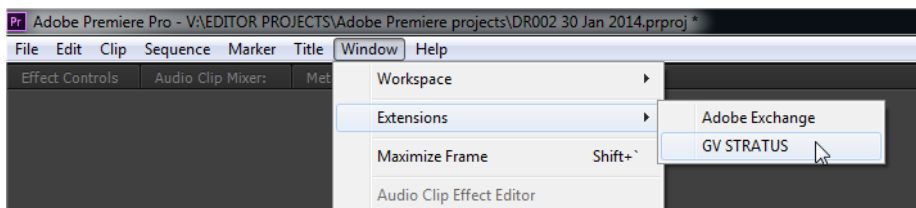
To export files to the GV STRATUS/K2 system, the Adobe Premiere Pro CC editing application uses Adobe Media Encoder included with the installation of Adobe Premiere Pro CC. The exports are based on presets which specify a K2-compatible video codec, resolution, frame rate, field order and FTP destination. Each preset is built to correspond to a specific GV STRATUS Send Destination.

Presets are created by an administrative level, advanced user and saved to a shared location accessible by the Adobe Premiere Pro CC editors. Multiple presets can be created, according to workflow needs and corresponding to GV STRATUS Send Destinations.

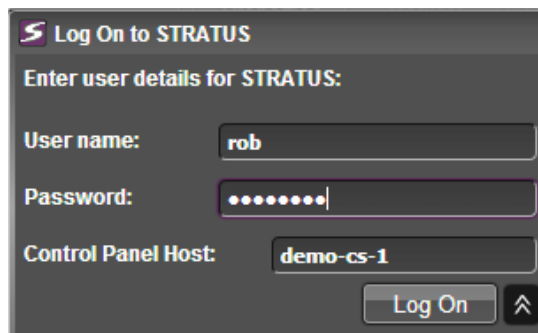
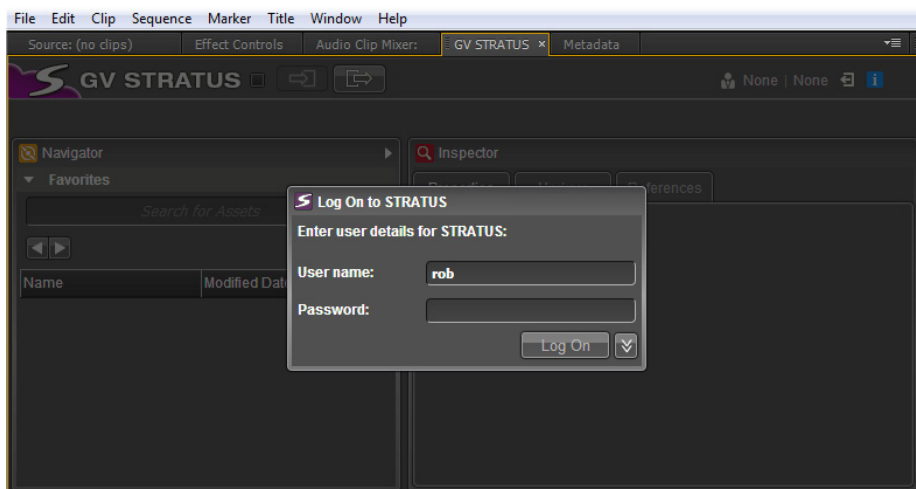
For further details about creating Adobe Premiere Pro CC export profiles, users should reference the corresponding Adobe Premiere Pro CC documentation.

Launching Adobe Premiere Pro CC and the GV STRATUS Extension

- 1) Launch Adobe Premiere Pro CC.
- 2) A Welcome screen permits creation of a new project, browsing to a previous project or selecting from a list of recent projects.
- 3) Using the Adobe Premiere Pro CC toolbar, invoke the GV STRATUS Extension plug-in:
 - From the “Window” pull-down menu, go to “Extensions”
 - Select “GV STRATUS”

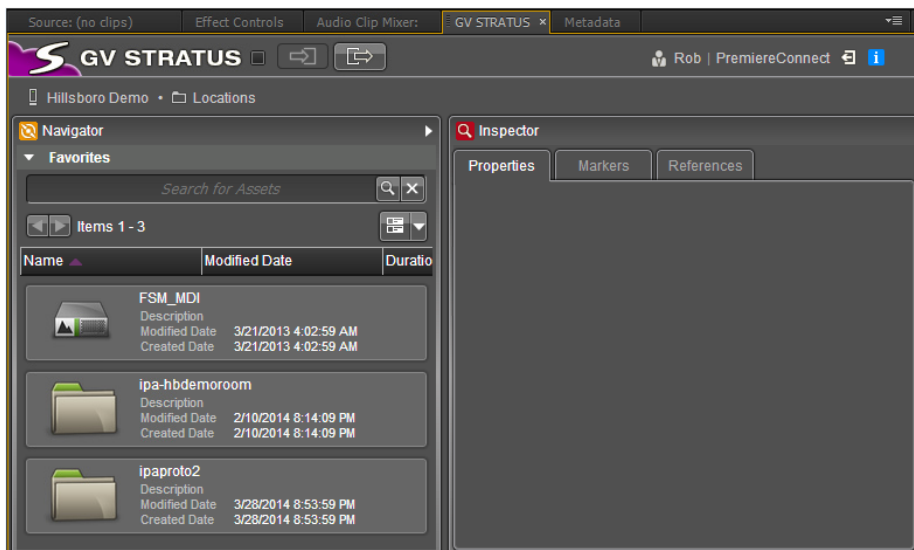


- 4) Log into GV STRATUS system:
 - Enter username and password. If this is the first time you log on to GV STRATUS on this workstation, click on the down arrow and enter the Control Panel Host (which is the GV STRATUS Core server host name)



Workflows: GV STRATUS/K2 & Adobe Premiere Pro CC (cont.)

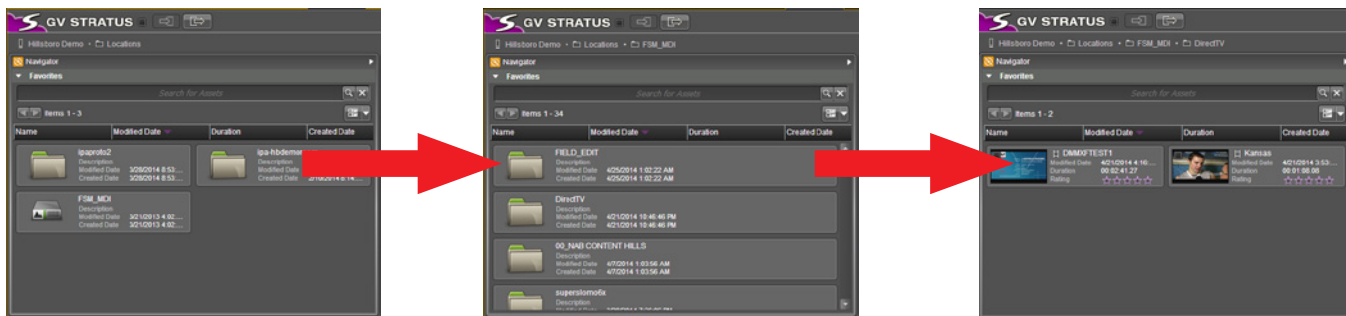
Once a connection to the GV STRATUS system is established, a GV STRATUS Extension window will open, comprising the Navigator and Inspector panels. From here, editors can search, navigate, and import GV STRATUS/K2 assets. The GV STRATUS view can be displayed as a floating window, or it can be docked to the main application space.



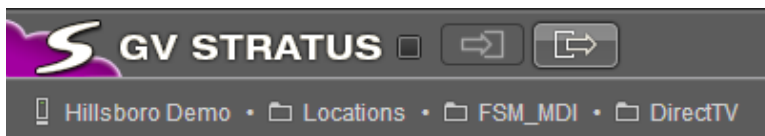
Locating GV STRATUS/K2 Assets through Navigation

From the GV STRATUS plug-in window, Adobe Premiere Pro CC users can locate GV STRATUS/K2 assets through navigation, and then preview them:

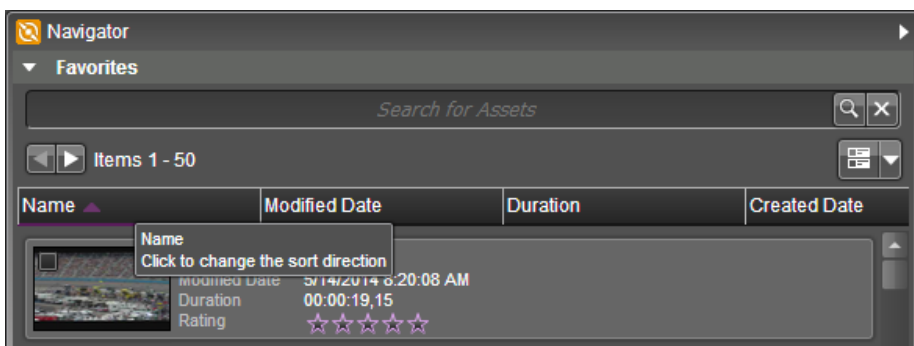
- 1) Navigate forward through the directory by double-clicking on the device or folder names in the Navigator.



- 2) Navigate back through the directory by clicking on a folder or device name in the path.

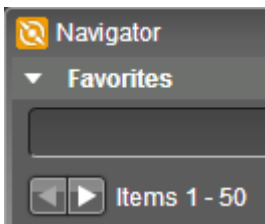


- 3) To sort, click on a column header. The sort order will toggle between ascending and descending, indicated by an up or down triangle.



Workflows: GV STRATUS/K2 & Adobe Premiere Pro CC (cont.)

- 4) Assets are displayed in pages of 50, sorted alphanumerically 0-9, A-Z. Page forward or backward by clicking the directional arrows below the “Search for Assets” field.

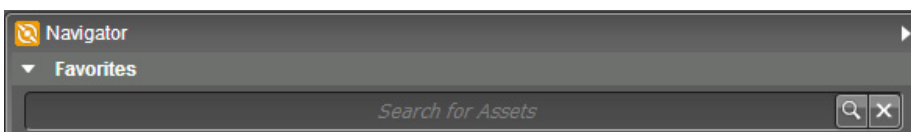


Locating GV STRATUS/K2 Assets with Search for Assets Bar

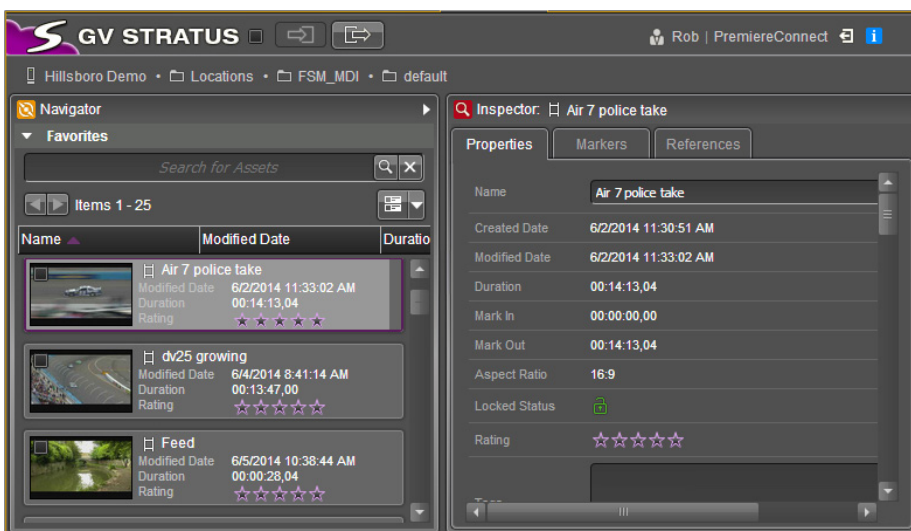
Another way to identify the desired GV STRATUS/K2 assets is through the search dialog in the GV STRATUS Navigator panel. From here, users can run customized searches on assets across the GV STRATUS/K2 environment and display them as asset lists.

For simple search:

- 1) Enter search criteria text into the Search for Asset field. Boolean operators AND, OR and NOT, as well as quotation marks can be used in this search field. Users can refer to help topic *About advanced query syntax, advanced searches and custom expressions* in the GV STRATUS application help window.

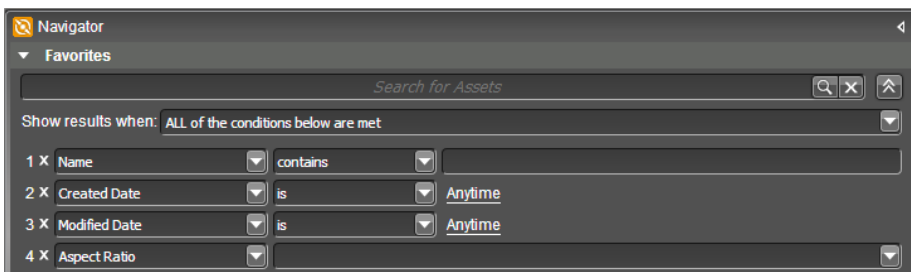


- 2) Click on the magnifying glass icon or press the Enter key on the keyboard. Assets are displayed in the left panel. Double clicking on an asset will display that asset’s metadata in the right panel.



For advanced search:

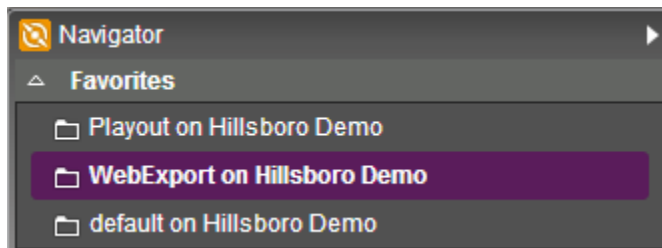
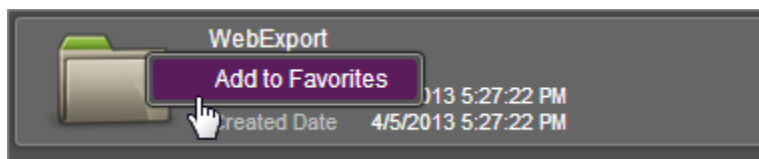
- 1) Click on the triangle icon to the right to expose the Advanced Search window to sort assets using various criteria available in the GV STRATUS Navigator panel. Refer to help topic *Searching assets with the advanced search tool* in the GV STRATUS application help window for operation of the Advanced Search functions.



Workflows: GV STRATUS/K2 & Adobe Premiere Pro CC (cont.)

Adding Folders to Favorites

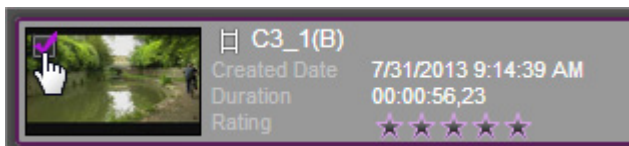
Right click on a folder and select Add to Favorites to add the folder to Favorites. The Favorites list is exposed by clicking on the triangle icon by the word Favorites.



Importing GV STRATUS/K2 Assets

When users locate the GV STRATUS/K2 assets they would like to work with, they can bring them into their active Adobe Premiere Pro CC Project.

- 1) Select assets by checking the box in the upper left corner of the asset tile or by clicking anywhere in the asset tile (Shift+click or Ctrl+click to select multiple assets).

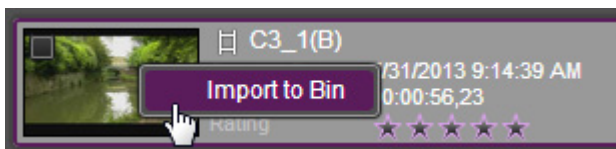


- 2) Import into the active Adobe Premiere Pro CC project bin by clicking on the Import icon.

—or—



- 3) Right click on any selected asset and choose Import to Bin.



- Clips and subclips appear in the active project bin.
- Sequences, and all clips referenced by the sequences, appear in the active project bin.
- Double clicking on a clip or subclip in the Adobe Premiere Pro CC bin will load that clip or subclip into the source viewer.
- Double clicking on a sequence in the Adobe Premiere Pro CC bin will open that sequence in the timeline.

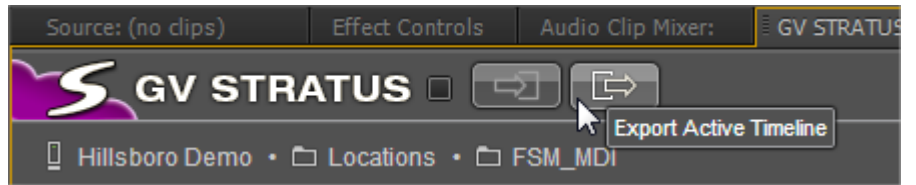
Finally, users can proceed with editing their Adobe Premiere Pro CC timeline with GV STRATUS/K2 assets included in their project. If they no longer need access to GV STRATUS, the GV STRATUS Extension window can be closed.

Workflows: GV STRATUS/K2 & Adobe Premiere Pro CC (cont.)

Exporting Adobe Premiere Pro CC Sequences to GV STRATUS/K2

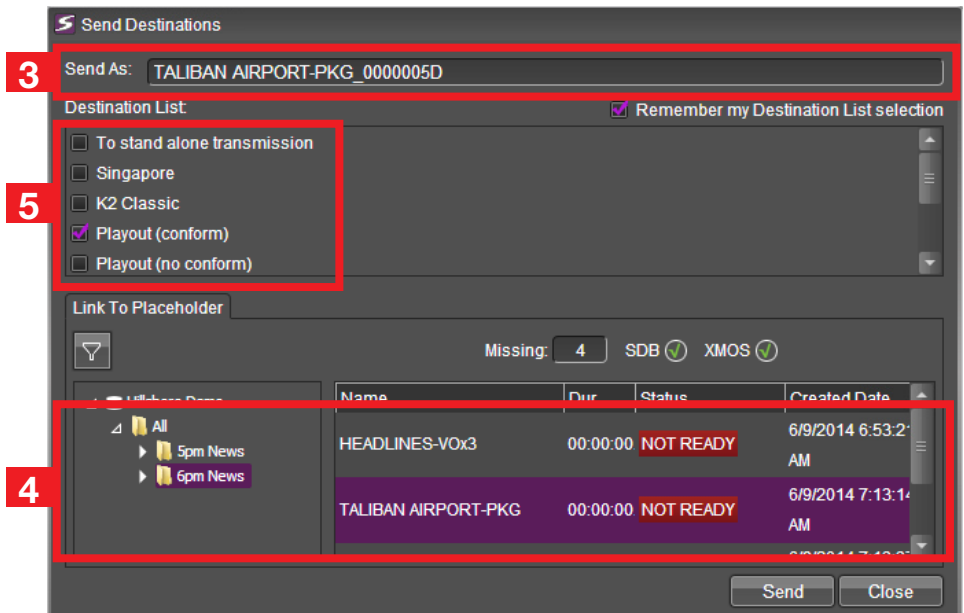
Timelines can be exported using the GV STRATUS Send Destinations dialog.

- 1) Load a sequence into the timeline area of the Adobe Premiere Pro CC application.
- 2) From the GV STRATUS panel, click on the Export Active Timeline icon to open the Send Destinations dialog.



The Send Destinations dialog opens.

- 3) Enter a name in the Send As field.
- or—
- 4) Single-click on a Placeholder name.
- 5) Select desired send destinations.
- 6) Click Send.



Software And Licensing

Functionality and Installation

The integrated GV STRATUS/Adobe Premiere Pro CC workflows are enabled by two software components:

- GV STRATUS Extension plug-in, which is installed on the Adobe Premiere Pro CC workstation
- Translation utility in the GV STRATUS Transcode Control Engine, which is installed as part of the GV STRATUS Core Server

Table 1: Supported Grass Valley and Adobe Systems

Component	Installed on
GV STRATUS 3.1 (or higher)	GV STRATUS Core Server
Adobe Premiere Pro CC 7.2.0 (46) (or higher)	Adobe Premiere Pro CC workstation
GV STRATUS Extension	Adobe Premiere Pro CC workstation

Please check the latest GV STRATUS Topic Library for the most up to date tested and qualified versions of both GV STRATUS/K2 and Adobe Premiere Pro CC.

The GV STRATUS Extension is supported on Adobe Premiere Pro CC running on Windows or Mac OS platforms connected to a Grass Valley K2 SAN shared storage system. Connection to standalone Grass Valley K2 Summits is not supported.

On a Mac OS workstation, Adobe Premiere connectivity to the K2 SAN storage is only supported via CIFS/SMB. iSCSI and Fiber Channel connections are *NOT* currently supported. Please check the latest GV STRATUS topic library for step-by-step configuration and the most up to date tested and qualified Mac OS versions.

For more information, please see the GV STRATUS Installation and

Service Manual applicable to the current version of the Grass Valley GV STRATUS/K2 software, available at www.grassvalley.com.

Please check the K2 Supported Formats section of the GV STRATUS Topic Library for a comprehensive list of supported codecs, formats and frame rates. Only those compatible with K2 will be playable after editing.

Licensing

The GV STRATUS Extension is designed and sold only for Adobe Premiere Pro CC SAN-connected systems.

The STRATUS Adobe Premiere Pro CC Extension is packaged as three different license options which are installed on editing stations running Adobe Premiere Pro CC application according to the respective system requirements.

Table 2: GV STRATUS Extension (Adobe Premiere Pro CC) Licenses

Software Component	Function	Sold by	Installed on
STRA-PREM-CONNECT	Grants one Adobe Premiere Pro CC editor access to GV STRATUS	Grass Valley	Editing station running Adobe Premiere Pro CC
STRA-PREM-CONN-5	Grants five Adobe Premiere Pro CC editor access to GV STRATUS	Grass Valley	Editing station running Adobe Premiere Pro CC
STRA-PREM-CONN-10	Grants ten Adobe Premiere Pro CC editor access to GV STRATUS	Grass Valley	Editing station running Adobe Premiere Pro CC

Summary

As an exceptionally flexible and extensible nonlinear production platform, GV STRATUS offers choices for implementing workflows integrated with mainstream editing tools.

The GV STRATUS/Adobe Premiere Pro CC workflows deliver multiple benefits:

- From within their Adobe Premiere Pro CC workspace, users can access GV STRATUS tools to navigate, search, view, and import assets from a GV STRATUS/K2 environment.
- Users can work with a mix of Adobe Premiere Pro CC and GV STRATUS/K2 assets with the edit-in-place mode, resulting in the same level of performance as if all material was stored locally, and contributing to faster and more efficient workflows.
- Users benefit from a choice of GV STRATUS and Adobe Premiere Pro CC editing tools, connected into unified workflows.

References

- Grass Valley K2 Media Platform System Guide
- GV STRATUS Installation and Service Manual
- GV STRATUS User Manual



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