



HALCYON DIGITAL

SOLUTIONS FOR A CONNECTED SET

With COVID-19 impacting film & TV productions around the world, we are all faced with finding a new way to work in a changed environment. Requirements like *physical distancing* and *distance working* might seem incompatible with standard film set practices, but with small tweaks to how we do things (along with the application of cutting-edge technology) we can create an environment that is just as productive as before while also maintaining safety protocols.

We call this the ***connected set***.

This document lays out some of the ways we can help your productions stay safe while staying productive, through the use of **cloud streaming & communications, on-set internet infrastructure**, and **telepresence systems**. Some of this can also be applied to post-production, through systems such as **remote viewing** for editing & grading.

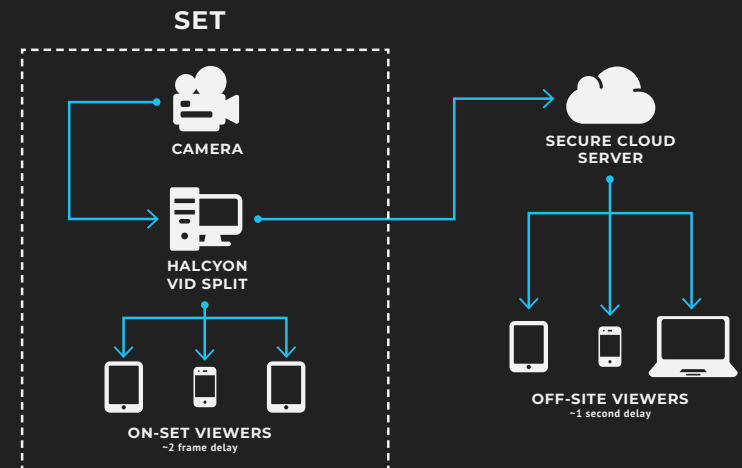
With 10 years' experience working in DIT & video, we're ideally positioned to tackle the challenge of ***connecting the set*** in a time of isolation and distance, and developing new solutions as the situation changes and develops.

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CLOUD STREAMING

For a typical production in the past, we would have set up a dedicated video village where the client/agency (on TVCs) or crew (on films & drama) can watch a real-time feed from the camera (or cameras). Moving this off-site and/or splitting up the individuals is one of the easiest and fastest ways to lower the amount of people on set, as well as reduce close-contact between them.

Using cloud streaming we can transmit video from **up to 4 cameras securely over the internet to up to 16 off-site viewers at their home or workplace in near real-time**. This feed can be viewed using a Mac, iPad, iPhone, or Apple TV.



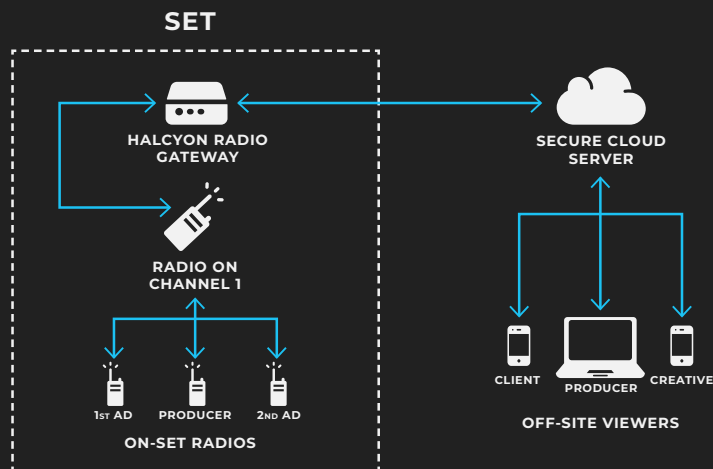
We can also distribute this video feed wirelessly on-set to individual phones & tablets, effectively giving everyone their own personal screen and reducing the need for people to huddle together around monitors.

COMMS

To enable communication and collaboration whilst in an isolated off-site environment, we can provide a secure voice comms network. Each off-site user can access the system from their phone or computer, and talk in real-time with everyone else easily and securely.

Taking this one step further, we can bridge this voice network into the on-set radio network, allowing **near-instant communications between people off-site and those on-set**, without needing to juggle multiple forms of contact (txt, phone calls, Zoom, etc).

A typical use case might have an off-site producer able to pass notes quickly and privately to another producer or AD on-set, whilst still plugged into a conversation with other off-site creatives & clients.



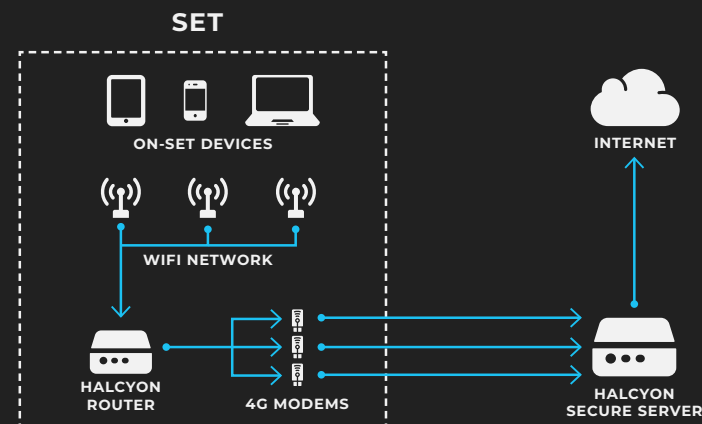
We support most of the common Motorola radios used on set, and our voice comms network can be used on all major platforms (Mac, iOS, Android, and PC).





INTERNET

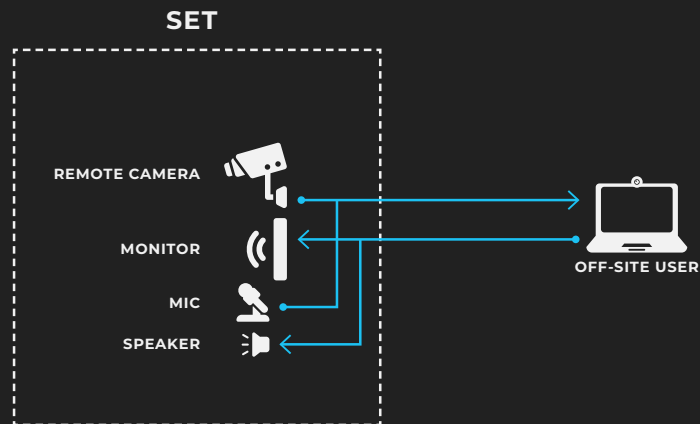
With so much relying on the link between set and the internet, **it's important to have a fast and stable connection.** For locations where a fibre hookup isn't available or is unreliable, we can offer a 4G bonded wireless system. This spreads the outgoing internet traffic over several different mobile providers, before recombining it at a secure off-site server and then forwarding on to the internet.



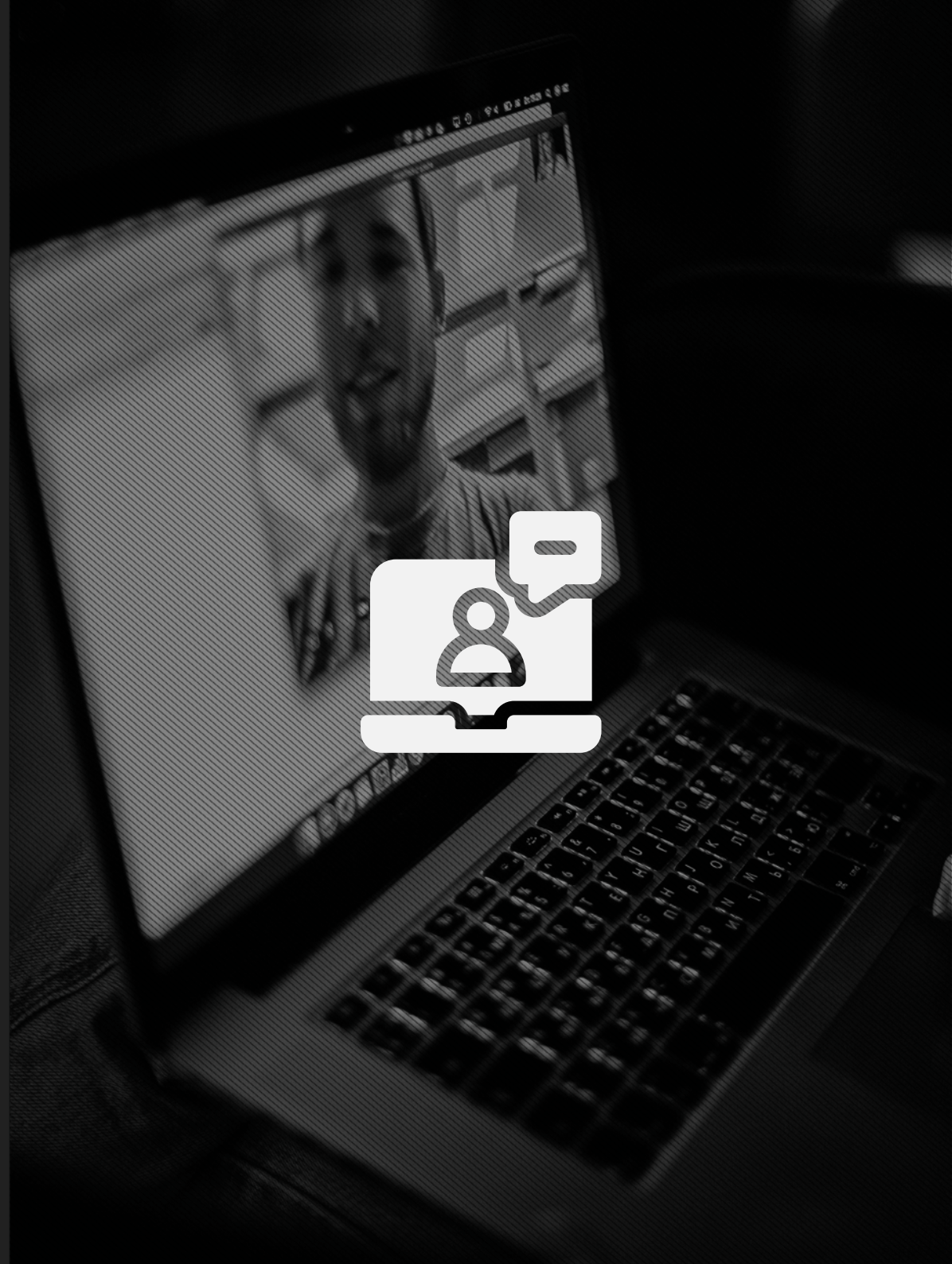
To further enhance internet stability on set we can offer a variety of wifi infrastructure options, from mesh access points (many wifi hotspots that spread the load between them) to a strong point-to-point link (for beaming a connection over long distances to/from a remote location).

TELEPRESENCE

When someone off-site needs to **have a presence on set** beyond simply viewing the camera feed or being tied into voice comms, telepresence is the answer. We can offer a moving camera system where someone using standard video-conferencing software can **remotely control an on-set camera as their 'eyes and ears'**. Their image is then displayed on a monitor below the camera with a wide-pickup microphone and speaker system, **allowing for a physical 'avatar' on set and the ability to have 2-way conversations**.

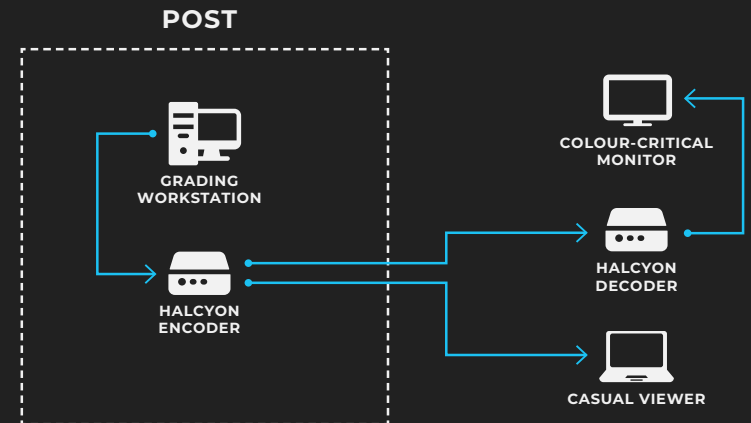


Only one person at a time can control the camera, but multiple people can be brought in to view the video feed. The mic & speakers can also be disabled for situations where it might be used as a 'witness cam', giving off-sites some presence and engagement on set without needing to hold conversations.



REMOTE VIEWING

Once a project reaches the post-production stage, there are still ways to reduce contact. We can shift the majority of in-person review sessions to a remote working model by offering **real-time streaming from a post facility to an off-site location**. This (coupled with our live voice comms) opens up the ability to **give edit and grading notes just as you would in person**.



For grading sessions where judging colour accuracy is critical we can supply a hardware decoder & reference monitor, which will **accurately mirror what is being displayed at the post facility**. For casual sessions where speed is more important than accuracy, the stream can be accessed through MacOS and iOS devices without the need for any specialised off-site hardware.

It's difficult to say exactly how our industry might look after all this upheaval, but we believe all of us can get through it if we stick together and ride out the storm.

Please get in touch if you have questions on any of what we have outlined here, or if there are unique situations you may be facing that we could help you resolve.

Stay strong and safe and hopefully we'll be shaking hands again soon.


Johnathan Guest


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