

WE BELIEVE IN TECHNOLOGY BUILT TO WITHSTAND DISRUPTION AND ADAPT TO CHANGE.

The same characteristics that make FORK the most comprehensive solution, also make it the most flexible. FORK is an open-architecture, client-server, script-based system. It can control everything, precisely because it is versatile enough to embrace anything – hardware from all major manufacturers, all major tape and digital formats. FORK runs on Windows or Macs, and a mix thereof.

SUPPORTED CODECS

HD Codecs ING/PLY

Apple ProRes 4222 (Proxy)	X
Apple ProRes 422 (LT)	X
Apple ProRes 422	X
Apple ProRes 422 (HQ)	X
Apple ProRes 4444	X**
DVCPRO HD	X
Photo JPEG	X
Sony XDCAM-EX	X
Sony XDCAM-HD (4:2:0)	X
Sony XDCAM-HD (4:2:2)	X
Uncompressed 8 bit RGB	X

SD Codecs ING/PLY

Apple ProRes 4222 (Proxy)	X
Apple ProRes 422 (LT)	X
Apple ProRes 422	X
Apple ProRes 422 (HQ)	X
Apple ProRes 4444	X**
DV-25	X
DVCPRO	X
DVCPRO-50	X
IMX-30	X
IMX-40	X
IMX-50	X
Photo JPEG	X
Uncompressed 8 bit YUV	X
Uncompressed 8 bit RGB	X

**Playout only.
**All codecs are subject to hardware configuration requirements.



FORK Playout Suite™

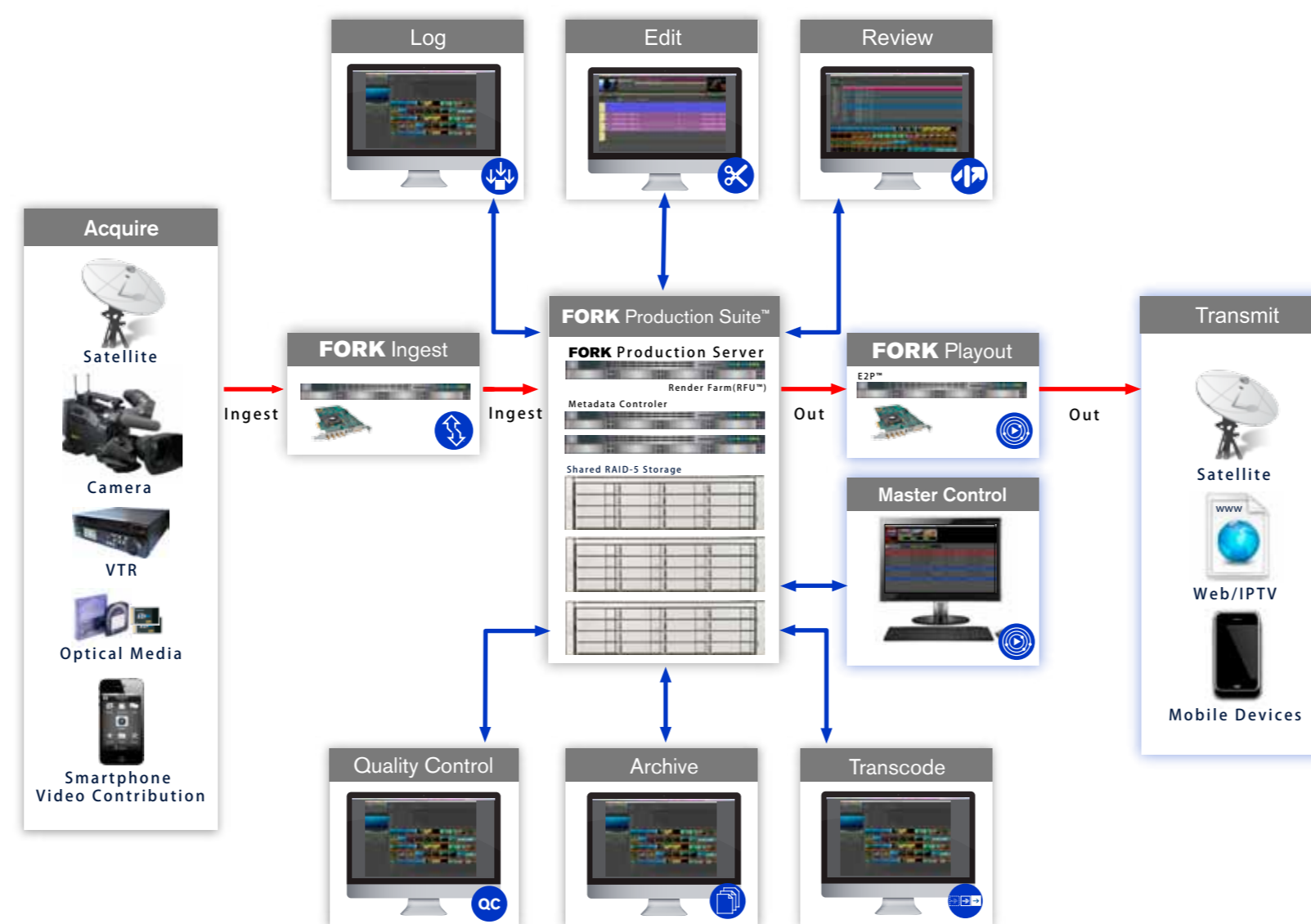


Master Control Playout is at the heart of FORK Playout Suite, handling critical functions for live-to-air broadcasting. Our light weight client gives full Playlist control even to remote sites via VPN and 3G, allow users to control their stations and stations groups from anywhere. FORK Playout Server's robust and sophisticated automation allows for unprecedented levels of control over even the most complicated signal paths. FORK Playout Server takes Master Control to the next level, with unlimited and extendable metadata tracking, extensive CG and GFX Integration, and sophisticated redundancy options. FORK Playout Server effortlessly scales to support multiple stations and uses our extensive facility management controls to manage shared and independent resources across installations. FORK offers complete flexibility for operations of all sizes. Hardware independence has been

always a part of the FORK Suite of software from the beginning. FORK runs on Mac's and PC's or a mix thereof. It can handle all major media formats and is designed for unlimited scalability and expansion. Building4Media, now part of Primestream, offers complete facility automation and media asset management products and services based on it's proven FORK platform. From Ingest, MAM, editing, touchscreen logging, smartphone video contribution, master control and control room playout, FORK allows you to control it all. By automating processes and controlling hardware, FORK frees your staff to do what humans do best—create. the FORK software suite is a proven solution in use in over 300 broadcast operations in more than 40 countries.

Contact sales@primestream.com for more information

COMPLETE PLYOUT & PRODUCTION WORKFLOW



**FORK Playout Suite™ includes E2P™
**FORK Ingest™, Log, Edit, Review, Archive, Transcode part of FORK Production Suite™

HIGHLIGHTS

- Schedule programming sequences for unattended master control operation.
- Integrate with master control switcher, routers, graphics systems and various other broadcast and post production equipment.
- Create complex, dynamic, on-air looks by FORK's integration of asset metadata with on-air graphics systems.
- NLE integration with Final Cut Pro, Premiere Pro, and Media Composer
- Available for Windows and Mac

RECOMMENDED HARDWARE

- FORK Video Server: Apple, Dell, Cisco, Grass Valley, Harris, Omneon.
- FORK MAM Server: Apple, Dell, Cisco.
- RAID Storage: Active Storage, Cisco, Omneon, Promise Technology.
- Network Router: Cisco, Linksys, Netgear.
- Video I/O Card: AJA, Canopus.

