Major League Baseball Archive

- 150,000 Hours of Legacy Material
- Migrated to BetaSX from older formats
- Dates back to the 1900's!

MLB Archives

Digitization

- Uses SAMMAsolo
  - Creates 4 different files: JPEG 2000, WMV, H. 264, HD file for editing
- Grass Valley created infrastructure to ingest, edit, playback files
- Uses a dedicated SAN for storage
- Tape Library is final destination for files

- Live feeds of games are ingested
  - Clean version (w/o graphics)
  - Encoded using XDCAM HD50
  - Transmitted via OC3 fiber optics
- Edited using FCP or Aurora
- Uses 3 SANS

MLB Productions

- Generally has about 375 hours of unique content per day
- X and Y SAN hold 1800 hours
- Z SAN is “parking lot”
- Turn around for editing is about 3 days

MLB Productions

- All files are wrapped in a Grass Valley format GXF
- Allows for metadata capture
- Allows production and network to interface

MLB Productions

DIAMOND

- Diamond was created by MLB IT
- Logs, tracks, and retrieves assets
- Incorporates data feeds from ball parks and mlb.com stats for network

Logging

- Gameplay can be paused and rewound
- Add categories and names
- Link data feed from parks with video
- Touch-screen interface
- Exported as XML

Logging

MLB Network

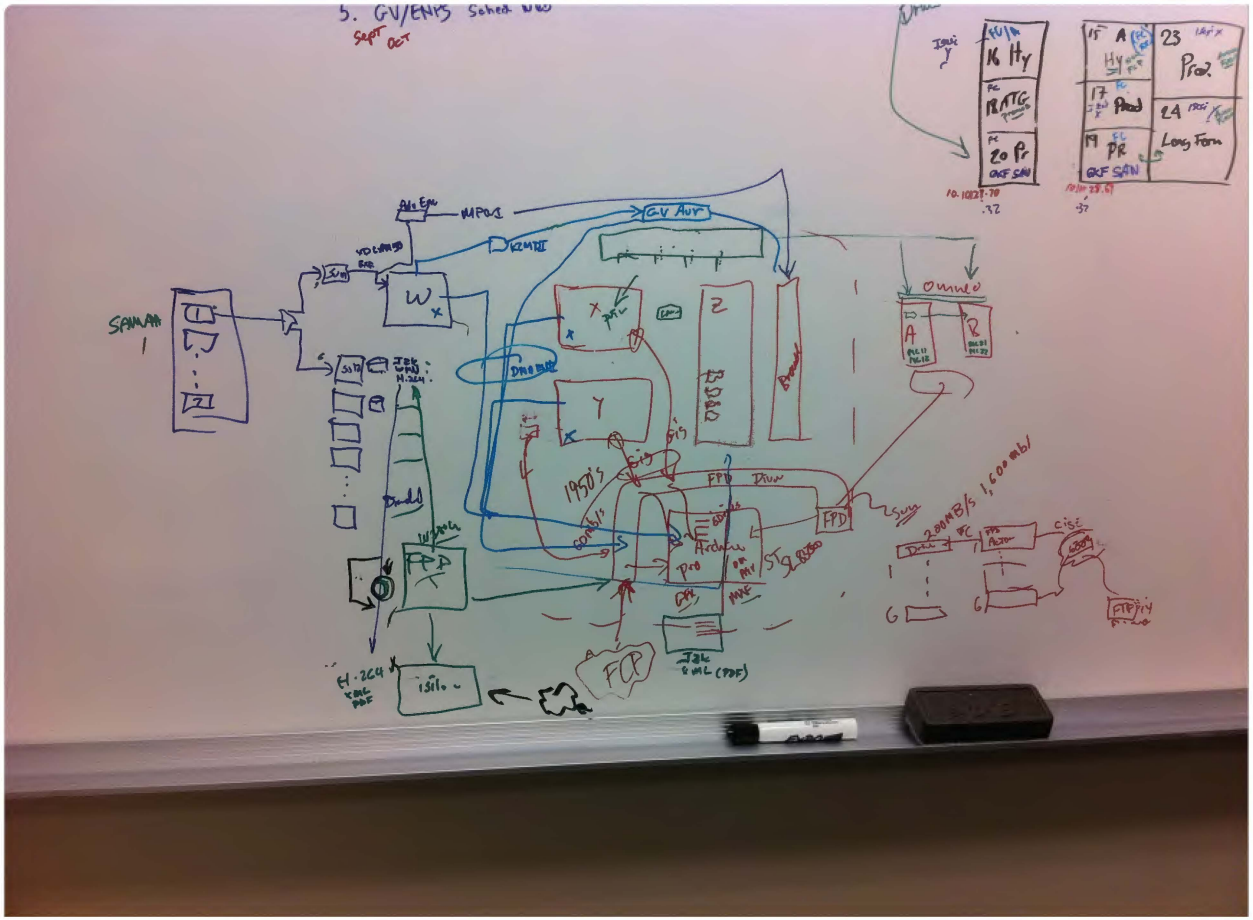
MLB Network

- Uses a completely different system: Omneon
- Aurora and FCP stations can send programs directly to network
- 24/7-either games or in-studio programming
- Can remotely control ballpark cams

12: 15:02

MLB NETWORK

12: 15:06
00:00:00:29
TIMER


5. GV/ENPS Sched
Sept
Oct
SAMAA
GV Aur
Omnio
FPD
FCP
1950's
Sun
200MB/s 1,600 mb/
Long Form
Prod
Pr
QKF SAN
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Arduino
Pro
Jak
XML (PDF)
Isilo
H.264