

"GPU-Accelerated Image Processing for Modern Moving Images: Tachyon Wormhole"





Who is Cinnafilm?

Cinnafilm, Inc. is an industry leader in innovative video optimization solutions for television, film, and multi-media delivery.

Harnessing NVidia® graphics cards, Cinnafilm's patented GPU-based software is the world's fastest, highest-quality video conversion solution.

Headquartered in Albuquerque, NM, USA

Creator of Tachyon®, Tachyon WormholeTM, and Dark Energy®

Programming on GPUs since 2004





Cinnafilm Image Processing

A trusted name brand ensuring the highest possible quality...



Every Frame Matters.



Partners

Cinnafilm has partnered with Wohler to integrate the Tachyon Wormhole solution. Audio, captions, codecs, and other powerful third party solutions are part of the complete, integrated product.









Tachyon ® Wormhole™



Wohler is the exclusive, global distributor for TACHYON WORMHOLE





What is TACHYON WORMHOLE?



A Complete Video Conversion System

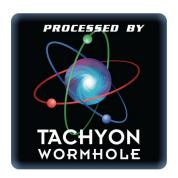
The world's first 'turn-key' 100% file-based solution for Video, Audio & Caption MEDIA RETIMING

Used to resample video clips to different, precise lengths.

Tachyon Wormhole also provides unlimited formats, frame rates, telecine correction, and transcoding capabilities in an automated workflow.

Scalable to any throughput need.



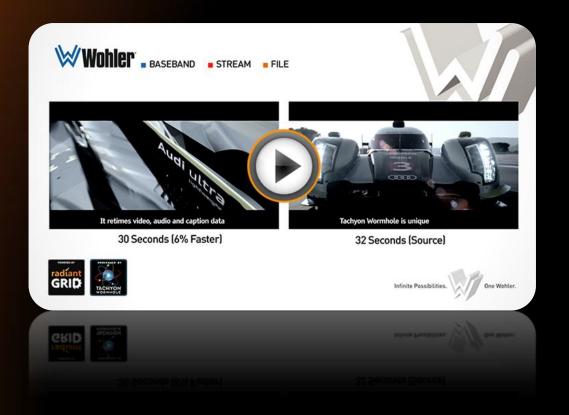






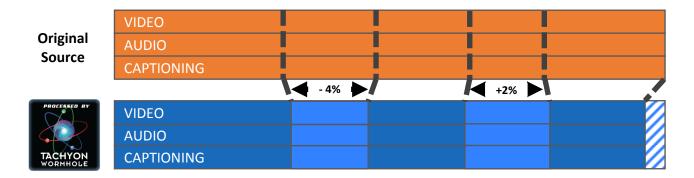
Seeing (and hearing) is believing





Custom Runtime Modification





Features:

- Adjust run-time of file-based assets with no perceivable difference in quality.
 - Process video using Cinnafilm's motion compensated algorithms.
 - Precisely adjust audio run length and accurately correct pitch.
 - Automatically adjust closed-captions for the new asset run length.
- Delivers performance with two simultaneous conversion streams per appliance.
- Includes the award winning Standards Conversion capabilities of Cinnafilm's Tachyon.



Who Needs This



The Content Creator...

- If the final edit is too short or too long, Tachyon Wormhole can imperceptibly adjust the length to meet your target run length, eliminating costly trips to/from editing.
- Run-time alteration: Users can expand or compress the run-time of a video file to meet a specific target length due to creative imperatives or compliance edits.

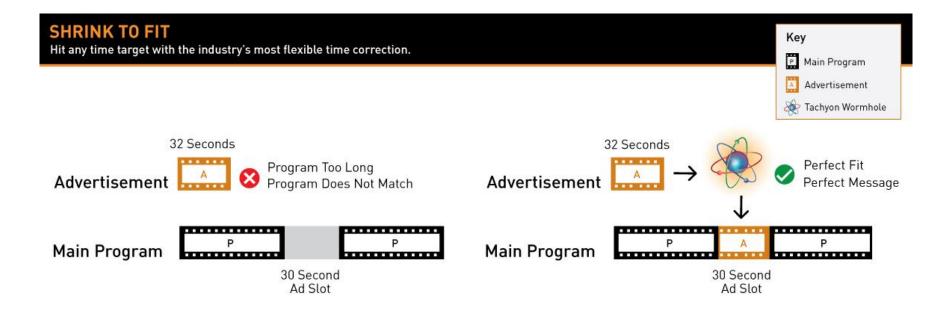
For the Broadcaster...

- Run-time expansion: expand the run-time of a video file to meet a specific target length
- Run-time compression: shorten (compress) the run-time of a program in order to have more time for commercials, bumpers, or promos
- Content re-versioning: remove overhead of multiple manual edit orders when delivering multiple run length versions to many territories or many platforms



CF

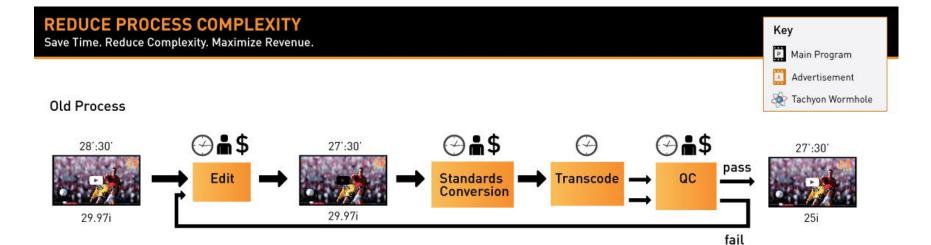
Shrink to Fit – Tell More in Less Time



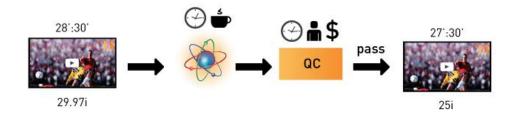


Faster Turnaround





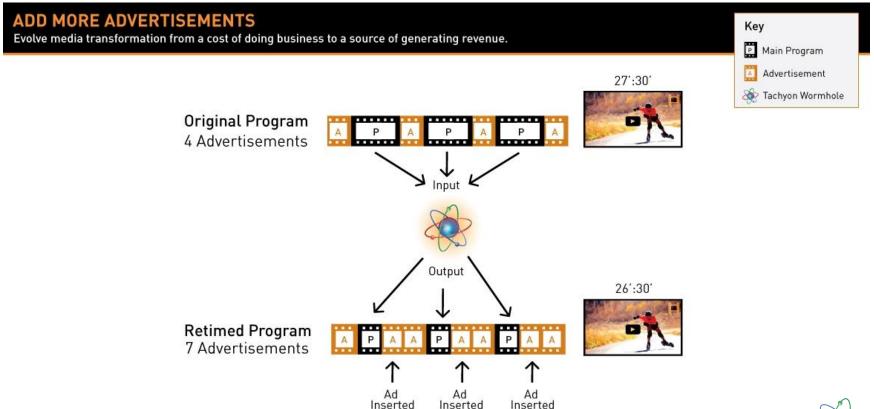
New Wormhole Process





More Advertising = More Revenue





Inserted

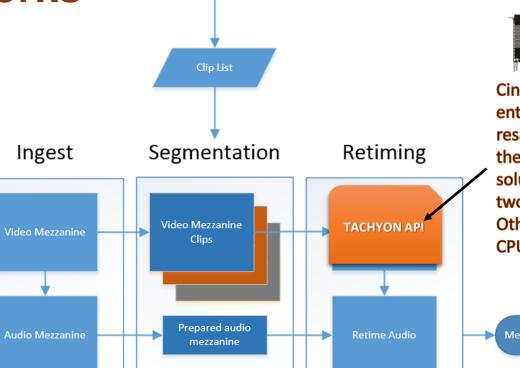


How It Works



Media File Input

Data Mezzanine



Retime Captions

User Input

Prepared data

mezzanine

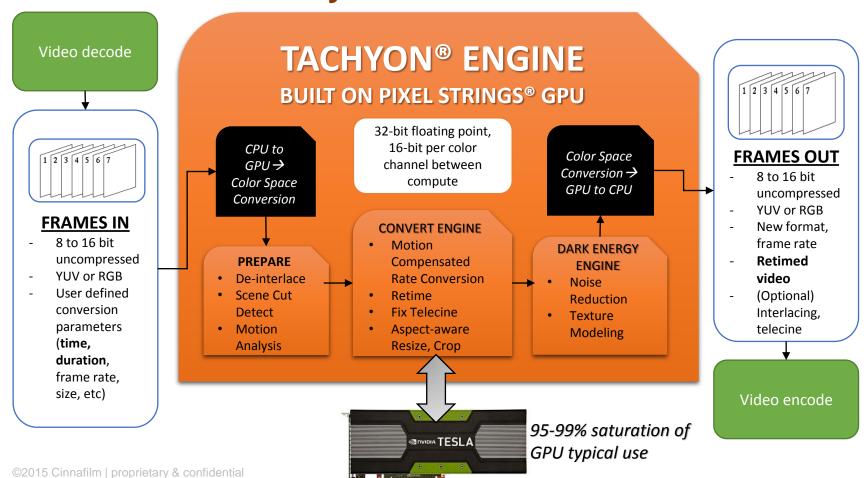


Cinnafilm provides the entire video resampling engine to the Wormhole solution; running on two NVidia Tesla cards. Other processes are CPU based.

Media File Output



How It Works - Tachyon is 100% GPU based

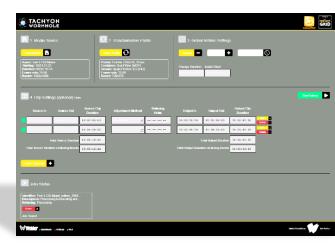


Customized Control of Time



The Tachyon Wormhole UI can:

- Import a source file and expose its start time and duration
- Select a predefined transformation profile
- Express retiming of an entire asset as:
 - An explicit target program run length in HH:MM:SS:FF
 - As a reduction or expansion of program run length:
 - by a specific amount of frames or seconds
- Express retiming of segments within the asset as:
 - An explicit target segment run length in HH:MM:SS:FF
 - As a reduction or expansion of segment run length:
 - by a specific amount of frames or seconds
 - by allowing the system to automatically calculate the required retime operation
- ☐ Remove/add segments from the output rendition



The GPU Advantage





BASEBAND RELICS

- + ~20 RU
- + 2 streams per rack
- + >\$500,000
- + Slower than real-time
- + Hops between baseband & file

VS

GPU SOLUTIONS

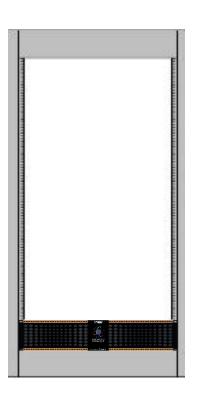
4 RU +

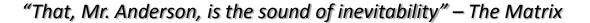
2 NVidia GPU streams per unit+

A fraction of the cost +

Faster than real-time +

100% file-based +







Innovation Awards





WINNER

Hollywood Post Alliance Engineering Excellence Award 2014



WINNER

NAB 2014 Best of Show Award





QUESTIONS?

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