

IP PRODUCTION SUMMIT

a virtual event
JUNE 10

12:30 p.m. **OPENING REMARKS** presented by 

12:30 – 12:50 p.m. **KEYNOTE: ST-2110 Update**

PRESENTER: Thomas Edwards, AWS, Principal Solutions Architect

12:50 – 1:30 p.m. **BEGINNING YOUR ST-2110 LIVE PRODUCTION JOURNEY**

presented by    

The journey to IP for many is beginning with ST-2110 and, for the uninitiated, it can be intimidating. How can someone well versed in traditional broadcast engineering and SDI workflows begin the move to ST-2110? How will moving to ST-2110 impact workflows and are there ways to deploy it in pieces across a facility vs. one fell swoop?

MODERATOR: Ken Kerschbaumer, SVG, Co-Executive Director, Editorial

PANELISTS:

Michael Cronk, Grass Valley, VP, Advanced Technology
Chris Lapp, Cisco Systems, Technical Solutions Architect, Media and Entertainment
Renaud Lavoie, Riedel, SVP, Technology
Robert Welch, Arista Networks, Principal Engineer

1:30 – 1:45 p.m. **CASE STUDY: IP Moves Mountains** presented by 

The promise was always that IP would allow broadcasters and service providers to use their resources more flexibly and more effectively. Distributed facilities, back-to-back, flick-of-a-switch sports productions using the same control rooms and operators, and user-defined editing galleries have become a reality no broadcaster would want to do without.

1:45 – 2:30 p.m. **TECH FOCUS: What's New in NDI** presented by  

NDI flexed its muscles during the COVID-19 pandemic as it allowed sports productions of all shapes and sizes to move forward with as little compromise as possible. The NDI standard continues to evolve while its user base expands. Leaders discuss latest developments.

MODERATOR: Brandon Costa, SVG, Director of Digital

PANELISTS:

Brent Brown, Pac-12 Networks, Remote Technology Manager
Dan Miall, BirdDog, Co-Founder and CEO
Roberto Musso, NDI – A Division of Vizrt Group, Senior Product Manager

2:30 – 3:15 p.m. **CREATING A VIRTUALIZED PRODUCTION ENVIRONMENT**

presented by  

Many believe that the move to IP lays the groundwork for a virtualized production environment where dedicated hardware tools become a thing of the past. How will virtualized production environments change the way your organization operates?

MODERATOR: Jason Dachman, SVG, Chief Editor

PANELISTS:

Ryan Cole, Activision Blizzard Esports, Senior Technical Manager, Global Broadcast
Robert Erickson, Grass Valley, Strategic Account Manager – Sports/Venues
Kevin Parks, Zixi, Senior Director, Field Engineering
Todd Scrutchfield, NEP Group, VP of Product Management, Virtual Production
Peter Wharton, TAG Video Systems, Director, Corporate Strategy

3:15 – 4:00 p.m. **NEW TOOLS FOR IP-BASED WORKFLOWS**

presented by    

Production tools across the board are embracing IP-based signal transport and, for some of them, it means a completely new set of features, capabilities, and use cases. Technology experts discuss what IP means to their company, products, and customers.

MODERATOR: Kristian Hernandez, SVG, Associate Editor and Social Media Manager

PANELISTS:

Paul Briscoe, TAG Video Systems, Chief Architect
Deon LeCointe, Sony, Director, Networked Solutions
Matt Mello, EEG, Sales Associate
Rob Szabo-Rowe, The Switch, SVP, Engineering and Product Management

4:00 – 4:30 p.m. **IP-BASED AUDIO UPDATE**

IP-based audio signal transport continues to evolve and several standards, including DANTE, RAVENNA MADI (AES10), and AES67 are all in play. Learn more about the current state of IP-based audio transport, key considerations, new developments, and more.

MODERATOR: Roger Charlesworth, DTV Audio Group, Executive Director

PANELISTS:

Greg Shay, Telos Alliance, Chief Technical Officer
Kent Terry, Dolby Laboratories, Office of the CTO, Senior Manager, Audio Technology
Peter Walker, Calrec Audio, Senior Product Manager

4:30 p.m. **LIVE SPEAKER Q&A**

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