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PRESS KIT



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COMPANY PROFILE

EVS is a leading manufacturer of production servers and related broadcasting technologies dedicated to sport, TV entertainment and broadcast news production.

Its renowned Live Slow Motion (LSM) system revolutionized live sports broadcasting. Today, EVS technology is widely used in OB vans and studios facilities, offering a true alternative to VTRs due to its unique level of speed and reliability combined with its networking capabilities.

EVS solutions are used by more than 6,000 operators all over the world in a multitude of applications, including

- ▶ Camera and feeds ingest & control
- ▶ Live replays, slow-motion and instant highlights creation
- ▶ Broadcast delay and content control
- ▶ Ingest and tape Migration
- ▶ Archive & content management
- ▶ Media conversion & MXF tools
- ▶ Playout control

The company sells its branded products in more than 70 countries and is capable of providing service in any region. The company has offices in Belgium, Australia, Canada, China, the United Arab Emirates, France, Germany, Italy, India, Spain, the United Kingdom, Hong Kong and the United States.



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16 YEARS OF PROGRESS

1994 EVS Broadcast Equipment S.A. was founded in February 1994 by Pierre L'HOEST, Laurent MINGUET and Michel COUNSON. The founders of EVS aimed to develop equipment for the digital recording of pictures on hard disks (disk recorders) for the professionals within the television industry, the broadcasters.

1995 In September 1995, EVS developed a super digital hard disk recorder in partnership with Panasonic, who released the first Super Motion camera (3 times more pictures than a traditional camera) for the Atlanta Olympic Games. This enhanced the international reputation of EVS.

1997 following a private placement, EVS opened two subsidiaries, in the United States and Hong Kong, to market its equipment on the American and Asian continents.

1998 In July 1998, EVS opened a subsidiary in France in order to handle the important developments in the World Cup market in which the group was involved. In October 1998, EVS listed on the first market of the Brussels Stock Exchange and raised EUR 7.4 million. This amount has been used to guarantee the company's expansion and attract top-quality employees.

1999 EVS set up two further subsidiaries, in Italy and the United Kingdom.

2000, in order to invigorate its growth, EVS opted for and invested in video broadcasting systems and digital cinema. In the context of the Olympic Games in Sydney, NHK, the dominant Japanese television station, asked the company to develop a high definition recorder prototype.

2002, EVS deployed the XT platform at the FIFA World Cup for the first time, networking more than 80 recorders. The Latin American markets were handled by the New York office, while a new office was opened in Los Angeles, particularly for the needs of digital cinema.

2003, EVS inaugurated its new headquarters. 2003 signaled the real take-off of high definition television in the USA, South Korea, Australia and Japan.

2004 marked the 10th anniversary of EVS by setting a new record for revenue. In December 2004, the XDC digital cinema initiative was invigorated by the spin-out of XDC, resulting in a dilution of EVS at a level of 60%.

2005, EVS launched the XT[2] television production platform, which allowed efficient transition from standard definition to high definition images. In September 2005, EVS acquired new projects by enabling near-live workflows in studio productions.

2006, our teams assisted those of the largest television networks in the world during the World Cup in Germany, with more than 200 EVS systems deployed. The new IPDirector architecture used at the heart of this mega-production made it possible for the finest images to be sent to more than 900 million viewers.

2007 While there were no major sporting events in 2007, EVS invested in R&D, and opened new foreign offices to prepare the future growth in the promising studio segment, which increases by 25% during the year. The high level of margin was kept stable.

2008 The summer was the highlight of this sportive year, with the UEFA EURO2008TM and the Beijing Summer Olympics. During that major event, all OB vans were exclusively equipped with EVS servers. Numerous TV stations covering these events also used EVS solutions, and the company in charge of the video production of the Games for the International Olympic Committee also used EVS technologies for the media server within the International Broadcast Center. In total, more than 700 XT[2] servers were used through the world for the coverage of the Olympics.

2009 The lack of big sporting events in 2009, combined to the economical crisis (which had an impact on the whole broadcast industry), had an influence on EVS' activities in 2009. Despite this tough environment, the company went on investing in R&D and developing new solutions, mainly for the studio market (e.g. XS, Insio or Xedio).

2010 EVS technology is selected by the host broadcasters (OBS and HBS) in charge of the production of the Winter Games in Vancouver, and the FIFA World Cup in South Africa, as the preferred technology provider for the acquisition, storage, editing and media management operations of these audience breaking events. In April 2010, at NAB show, EVS announces the acquisition of OpenCube Technologies, the MXF based solution specialist which become a new business and development unit in EVS group. May 6th, SkyNews launches the first European HD channel based on a full EVS integrated production system.



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EVS Presents its New Sports360° and Workflow Enabling Concept at IBC2011

LIÈGE, 19th July 2011 – This year at IBC2011, EVS introduces Sports360°; the new concept covering all aspects of sports media from live broadcasting to new media distribution. The EVS booth will line up a complete set of tools enabling workflow offering the best of IT and broadcast technologies for news and production.

Come and discover these exciting innovations and advanced solutions at the [EVS stand, Hall 8 B90.](#)

Sports360°

EVS will present its new Sport360° approach at IBC2011. This new concept aims to help sports' content owners, broadcasters and facility companies to address multiple markets. In today's challenging sports media environment with rights distribution partitioning, broadcasters must be able to deliver dedicated content on multiple platforms such as TV, web, mobile phones, tablets or connected TV, to their respective viewing audiences.





EVS Sports360° concept offers them the best way to address these new challenges covering all aspects of sports production and multi-platform delivery amongst which:

- ▶ Enhanced live production with high-end replays, on the fly editing, new ultra motion control capabilities, overlay graphic analysis or 3D replay and super-motion operations
- ▶ Sports highlights and immediate media access and exchange with post-production
- ▶ Logging and statistics integration
- ▶ Mobile, web streaming and multi-channel delivery
- ▶ Second screen applications
- ▶ Sports archive management

IT/Broadcast Workflow Enabling Solutions

EVS will present its range of new solution packages designed to streamline news and production workflow operations and facilitate media exchange in any broadcast/IT environment; amongst them:

- ▶ **Latest NLE systems integration:** including referenced proxy media exchange with Avid editors, new Final Cut pro plug-ins to facilitate job requests as well as file exchanges with EVS servers and storage, and a new V-Drive virtual file system for FCP editors.
- ▶ **Latest OpenCube HD/SD:** EVS IT based ingest server for tape, flexicart or archive migration. OpenCubeHD/SD is a format-agnostic platform that supports uncompressed and all standard codecs such as XDCAM, AVC-Intra, Jpeg2K wrapped in metadata-enabled MXF files for genuine interoperability in production and long term asset preservation.
- ▶ **XFConverter:** New EVS media rewrapping and transfer solution guarantying full interoperability of files at any step of production workflow. The application now supports new MXF mastering formats AS02 and AS03 and ensure seamless ingest in Avid/Interplay environment.
- ▶ **New Lynx API and MOS gateway:** solutions guaranteeing full interoperability with all types of third-party systems and NRCS including Avid iNEWS, ENPS and ANNOVA systems.
- ▶ **XFly streamer:** a new portable storage device for unconnected live to post-production media import is now available with its new streaming module which allows live streaming





for up to 10 HD feeds (@100Mbps). Its embedded on-the-fly transcoding capabilities also guarantee format compatibility between live recording facilities and post-production.

Latest innovations

C-Cast: EVS' "CloudCast" is a new solution designed to facilitate instant distribution of live broadcast content via dedicated web applications direct to home users. Using tablets, mobile devices or web interfaces, C-Cast works in conjunction with EVS' live production applications allowing viewers to access key sequences, specifically edited packages or multi-angle camera shots.



EVS' PRESS CONFERENCE WILL TAKE PLACE ON FRIDAY, SEPTEMBER 9TH AT 10AM IN ROOM F004 AT THE MEDIA CENTRE.

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RTL Belgium Renews Commitment to EVS for HD News & Entertainment Production

Liège, 31 August 2011 – RTL Belgium, the leading entertainment network for the French-speaking community in Belgium and part of the RTL Group, has renewed its commitment to EVS with the implementation of a fully integrated tapeless HD infrastructure for its news and TV entertainment operations.



As of 12 July RTL is running a new fully integrated HD production infrastructure that is supported by [Xedio](#), the modular application suite from EVS. The benefits of the new infrastructure include sharper images and further enhanced production workflows between RTL's news and in-house programmes.

Thierry Piette, Technical & IT Director at RTL Belgium, comments: "RTL's migration to HD began on 30 August 2010, when its programmes were broadcast for the first time in HD. To complete the migration and offer our viewers the full benefits of HDTV, we implemented a new production infrastructure based on EVS' Xedio system that would enable us to produce content in HD for all 3 channels".

Xedio I/O systems allow RTL's news production team to ingest live feeds from various press agencies in MPEG-2 Long GOP. ENG material captured on the field with new Sony SxS camcorders based on XDCAM HD422 codec and media files from local bureaux are imported to a central online storage in Brussels using Xedio Importer. All files are simultaneously generated in high and low resolution, either by the Sony cameras or by the Xedio system, and are instantly available for journalists in Brussels and the local bureaux to begin editing.



For up-to-the-minute news reporting field journalists at RTL use the new edit-in-place feature of EVS' timeline editor, [Xedio CleanEdit](#). Based on its full virtual editing architecture journalists can start timeline editing operations immediately after shooting, and without the hassle of importing high resolution media. A simple linkup between a Xedio CleanEdit laptop and a Sony solid-state camcorder, allows field journalists to instantly review, select and cut recorded content on a timeline without media duplication. Once completed, a consolidated file can be wire transferred or physically imported to the central storage. And due to the Xedio CleanEdit embedded transcoding, media conforming operations are managed on the fly during transfer.

At the heart of the setup is the Xedio [central storage XStoreSAN system](#), which stores up to 50 TB of high resolution media content and 36 TB in low resolution. The storage system integrates with an internally-developed search module based on a custom thesaurus and advanced text indexing, which allows journalists to browse and select content quickly and efficiently. The references of the selected material can then be pushed without any delay to a Xedio CleanEdit workstation for timeline news editing. The edits are done in low resolution, which remain perpetually online, and do not require time-consuming file restores. Journalists at RTL use Xedio CleanEdit to improve rough-cut edits by adding text and graphics; prepare news bulletins and reports; and produce voice-over recordings. Finished edits from Xedio CleanEdit can be used for playout without any rendering delay or pushed to Avid or Apple Final Cut Pro craft editors for more advanced editing.

Playout operations are managed with Xedio I/O players, and due to the Xedio system's unique architecture file rendering prior to playout is not required (as they are playing EDLs and not rendered files). News content can also be played out directly from the XStoreSAN storage via Xedio CleanEdit.

In order to remain productive throughout the entire production chain and improve the quality of all programmes broadcast on its 3 separate channels, RTL needed to upgrade its studio and live production systems as well. As a result all in-house programmes, including newsmagazines, live sports shows and the weather are recorded in High Definition using EVS [XT2+ live production servers](#).

The EVS servers ingest all camera feeds, which can be immediately browsed and transferred to central storage or post-production via [IPDirector](#), EVS' content production management suite. During live shows, [LSM](#) remote controls are used to create clips and highlight packages.



Ultimately all media content, whether it is produced for RTL's news or other programmes, is immediately available to all operators at any stage of the production. Thierry Piette adds: "The interconnectedness between RTL's news and studio operations has been our goal from the start, and is the result of a long-term collaboration with EVS that began in 2004 and produced a fully integrated system that maximises media interchange".

RTL implemented a tapeless production workflow based on EVS technology for its news operations in 2004. And 3 years later the Belgian broadcaster decided to expand its use of EVS technology for its new studios, which lead to a fully integrated production system and a prestigious IBC Innovation award.

EVS will be presenting its range of news and broadcast production solutions at the upcoming IBC show (Hall 8 stand 8B90).

About EVS

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For further information, please go to www.evs.tv

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EVS Improves Field Editing Operations with New Xedio Edit-in-Place Features

Liège, September 1st, 2011 – EVS has announced the release of Xedio suite 4.00 including the “edit-in-place” feature of its Xedio timeline editor. With a simple linkup between XedioCleanEdit laptop and external camcorders or drives, a field journalist or editor can start instantly true timeline editing operations without time-consuming media import.

This new solution has been successfully adopted by the Belgian news broadcaster RTL-TVi for their ENG editing operations using the new Sony SxS camcorder recording in XDCAM HD422.



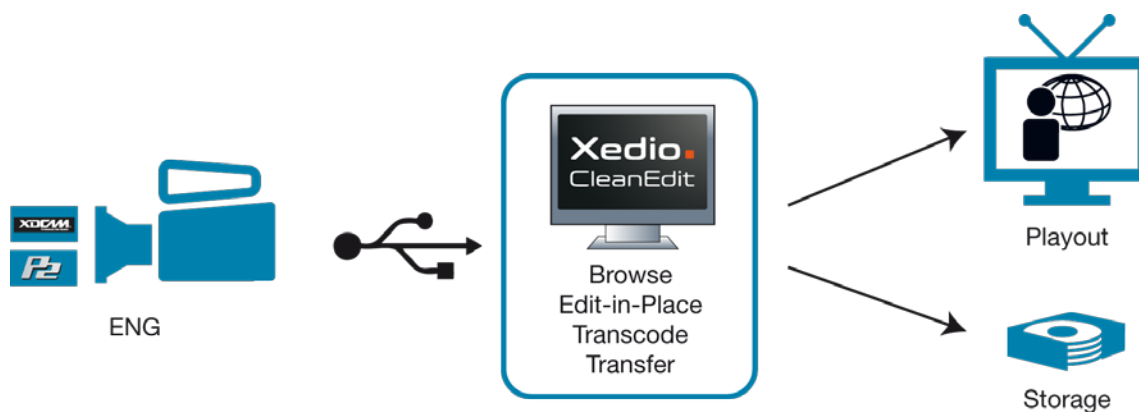
Presented in exclusivity at IBC2011 (9 to 14 September), the new Xedio 4.00 features loads of media handling improvements for newscasters including the new edit-in-place feature of its timeline editor, XedioCleanEdit. The new solution is dedicated to field journalists and editors looking for faster and easier ways to manage real-timeline operations right after shooting.

With the new Edit-in-Place” feature of XedioCleanEdit, any devices such as camcorders, drives, or local storage can be linked up to the journalist laptop for immediate media reviewing and editing. With the “auto-discovery” embedded module, XedioCleanEdit automatically detects all the media recorded on the third party device which can be reviewed, selected, cut, and dropped on the timeline without media duplication. Once editing is completed, a consolidated file can be transferred to the central storage, only importing necessary material from the local device. And thanks to XedioCleanEdit’s embedded transcoder, media conforming operations are managed on the fly during the transfer.

RTL-TVI, the leading French speaking Belgian broadcaster, using EVS Xedio suite for the end-to-end news production, has implemented the new edit-in-place feature of XedioCleanEdit as part of its HD migration project in June 2011 including the integration of the Sony XDCAM HD422 codec as a standard for all ENG operations.

Thierry Piette, Technical & IT Director at RTL-TVI: "As an early adopter of the new Sony SxS camcorder based on XDCAM HD422 codec, we needed a solution that could guaranty first of all native support of this new format, but also cut down media processing operations. The new XedioCleanEdit feature is impressively doing the job. Our journalist can immediately prepare their stories, and their rough edit while they are still on the field. This is a great added value for us.

Robert Bury, General Manager of Xedio Business Unit said: "To fulfill the increasing demand for efficient production from ENG and field storage devices, we have further developed our production-in-place concept, launched last year with Xedio Distpatcher. Its integration into XedioCleanEdit bridges the gap between stand-alone NLE's and networked, shared storage editing workflows".



Come and discover these exciting innovations and advanced solutions at the [EVS stand, Hall 8 B90](#).

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About EVS (www.evs.tv)

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Viewers Get More Content and More Control from EVS with C-Cast's Second Screen Media Delivery

LIÈGE, Belgium – September 02, 2011 - EVS announces the launch of a new solution designed to distribute instant additional live and near-live broadcast content on connected devices (tablets, smartphones or laptops). C-Cast will be on the market as of October 2011 permitting broadcasters to target a new multitasking audience with extended program options.



Perfectly adapted for live and near-live TV programs, C-Cast naturally responds to the needs of a new generation of viewers. The tool allows access to complementary or exclusive content of main broadcast programs on a “second screen” platform available on iPads, Smart TVs, Smartphone's, laptops and other devices.

C-Cast is a set of integrated tools used as a simple add-on solution to any existing EVS live production infrastructure available in OB facilities and TV production centres. It offers a full open architecture based on API allowing broadcasters and media distributors to build their own web app interface fed by the C-Cast engine.

Based on this easy-to-implement solution, any clips or highlights created during live productions in OB or studio facilities can be instantly available to web app subscribers. EVS full synchronized multicamera angles recording allows C-Cast to automatically process unseen footage or any clip created on EVS servers onto End User devices.

During live operations, descriptive metadata as well as third-party stats can be integrated into the C-Cast database and associated to video clips and highlights to facilitate content retrieval for the End User.



C-Cast offers endless possibilities for broadcasters and rights holders to maximize their broadcast package value by integrating first class unseen content into existing new media applications. C-Cast also comes with a “ready-to-go” app package allowing easy and fast project launches at broadcasters’ discretion.

EVS CEO Pierre L’Hoest comments: “We are currently witnessing a revolution of the way broadcast media is consumed. This is particularly true in sports. Over 70% of tablet owners are watching sports on their TV sets while consulting their web-connected device in hand as a second screen following parallel stats or exchanging Tweets with other members of the web community.”

He adds that “broadcasters must be able to adapt services for the new multitasking behaviour of viewers. C-Cast offers an opportunity for broadcasters to address this new market reality while expanding media services.”

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EVS Introduces EpsioAir for Innovative Ad Insertion in Sports Programs

PARIS, September 5th September, 2011 – EVS announces its new EpsioAir solution which allows a virtual advertisement insertion in the form of overlay graphics in downstream live or delayed sport programs.

EpsioAir is the latest EVS solution which is part of the Epsio graphic suite. Epsio's patented technology is designed to enhance sports broadcast programs with ads and other virtual graphic overlays added on the pitch or to replace surrounding billboards.



This software application automatically detects different cut points in the program and analyses every angle where it is possible to insert a selected graphic overlay. Preloaded graphics and ads are available for selection on the main interface during program rollout. With its preview/program split screen, the operator can check every graphic and ad inserts before going on air.

Due to its straight integration with EVS' XT/XS series servers, and a tunable processing delay, EpsioAir offers quality control buffers to manage what will go 'on air' with an approval mode.

Serge Dulin, Epsio suite Product Manager comments: "Specifically dedicated to second and foreign league broadcast rights holders along with new media right-holders, this new solution offers extended possibilities to monetize program content with local ads or relevant graphic inserts based on the initial production package."

In partnership with Vizrt, the leader in on-air graphic solutions, EVS has significantly improved its offering of sports graphic tools. EpsioAir seamlessly interfaces with the Vizrt graphic suite allowing an enhancement of sports programs by inserting high-end virtual graphics in the playing field's overlay or by replacing surrounding advertising boards.



Dulin adds: "Our seamless integration with Vizrt graphics significantly reinforces the final results for our clients' viewers. It allows us to offer a solution that combines the best virtual graphics technology with the industry's leading live sports production and replay systems."

Live demonstrations of EpsioAir will be presented exclusively at IBC2011. Please visit the EVS Booth 8.B90 and Vizrt Booth 2.A31.

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EVS and Forbidden Technologies Team up to Power IBC TV News' Connected Workflow

Liège, Belgium – 06th August 2011 – EVS and Forbidden Technologies are partnering during IBC to provide IBC Television News with an advanced web-connected news production infrastructure allowing remote editing operations through web browsing and media exchange.

IBC TV News news production infrastructure is relying on EVS Xedio for the integrated production workflow and Forbidden Technologies FORscene solution for web editing, web-delivery and media conforming operations. Both solution providers have decided to combine their technologies to enable unique capabilities in the newsroom infrastructure of IBC TV News. New cloud-based workflow operations will be made available to IBC TV staff and IBC exhibitors, and will also be showcased to visitors on the stand of EVS (Hall8 B90) and Forbidden Technologies (Hall 7 J15e) during the show.

The IBC TV News connected workflow proposed by EVS and Forbidden Technologies allow remote users to search, browse and edit media ingested on the EVS central near-line storage of IBC TV News (including news and live feeds or footage from ENG crews) through the Forbidden Technologies web-connected platform FORscene. Proxy file generation will be managed by FORscene during the High Definition media ingestion on the EVS central storage. HD and ProxyWeb browsing and reviewing operations will be facilitated by the associated metadata used as keywords by the remote users.

Maximilien d'Oreye, Business Development Manager at EVS says: "cloud computing and remote media editing are much more than the hype of the moment, it is a real opportunity for broadcasters to increase the flexibility of their workflows and reduce their operational costs at the same time. The cooperation between Forbidden Technologies and EVS here at IBC is an occasion to experience how these new technologies can change the way sport, news and entertainment content are produced."

Stephen Streater, CEO of Forbidden Technologies plc, commented: "FORscene is an open system and Forbidden thrives on partnerships with leaders in their respective fields. Now that Cloud computing is becoming widely accepted, we look forward to helping to combine best-of-breed solutions, like EVS to provide the next generation of services for the broadcast industry."



IBC TV News will be produced on site at the IBC stand in the new The Production Village, located in Hall 11. The web-connected workflow

EVS will be presenting its latest solutions and technology innovations in Hall 8, stand B90.

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About Forbidden Technologies plc

Forbidden Technologies plc (AIM: FBT, www.forbidden.co.uk) floated in February 2000.

The Company develops and markets a powerful internet video platform, FORscene, which is used by broadcasters, in professional web video, in education and by consumers. FORscene is one of the world's most advanced browser-based applications, operating in The Cloud.

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EVS Introduces its First Live Ultra Motion Replay Solution at IBC2011

Liège, September 10th, 2011 – EVS introduces the first Live Ultra Motion Replay Solution combining its XT3 LSM system and the new I-MOVIX X10 Ultra Motion camera system. The new solution will be exclusively presented at IBC2011.



The world's first live Ultra Motion Replay Solution relies on the integration between EVS' XT3 production server and the X10 from I-MOVIX which is a new Ultra Motion system based on the latest generation of the Vision Research high-speed HD camera.

Until now, slow motion action replay from an Ultra Motion camera (capturing more than 150 frames per second) was only possible by generating a video clip from a buffer located in the camera system. In the past, any live action happening during this process would have been lost. Recent developments of the XT series server allow a significant increase in its ingest and playout capacity. It is now possible to capture and record the entire output of the I-MOVIX Ultra Motion camera at frame rates of up to 250 frames per second as well as instantly generate ultra slow motion replays without losing any footage of the live action.

A simple software module (UMotion) is required for the existing XT3 server in LSM mode to allow a continuous loop recording of the high frame rate video stream generated by the X10. The system is up to 10 times slower than real time slow motion replays which are available at any moment during a live production.



Pierre L'Hoest, CEO of EVS says: "Already at the root of the first SuperMotion replay which is based on a 1995 digital video recorder in Atlanta, EVS has always developed innovative solutions aiming to meet the most demanding live production requirements, in terms of reliability and performance. Recent significant improvements that we have brought into our new generation of production server, the XT3, have allowed us to widen the scope of utilization of our LSM tools which are now available on live Ultra Motion feeds."

He adds: "Once again, EVS marks the history of sports broadcasting with this new solution resulting from a fruitful collaboration with I-MOVIX. The Belgian Ultra Motion specialist has become a key player in the sports broadcast technology market while contributing to the development of the "high-speed" camera in live events."

Live demos of the Live Ultra Motion Replay Solution will be presented at I-MOVIX, stand 11 E60 during IBC2011. The new XT3 UMotion software is expected to be released in Summer 2012.

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Sky News Arabia Contracts EVS to Deliver Core News Production Infrastructure

Amsterdam, IBC2011, 9 September 2011 – Sky News Arabia, a joint venture between British Sky Broadcasting (BSkyB) and Abu Dhabi Media Investment Corporation (ADMIC), has announced today that it has signed a contract with tapeless technology specialist EVS to provide a fully integrated news production solution for the launch of the new 24/7 Arabic news channel.

Sky News Arabia and EVS is already working together to introduce the tapeless technology at Sky News Arabia's studios, based at the twofour54 media zone in Abu Dhabi.

The project covers ingest, production and playout workflows, including on the fly timeline news editing, online storage and seamless integration with third-party systems (such as Avid's iNews NRCS). In total 180 multimedia journalists will be working with the system to ensure world-class news coverage simultaneously catering television, internet and mobile phone audiences.

Set to launch in 2012, Sky News Arabia will broadcast in high definition and free to air standard definition to over 50 million households across the Middle East and North Africa.



Designed to Perform

Press Release

About EVS

EVS designs leading broadcast and media production systems for sports, news and TV entertainment. Its innovative Live Slow Motion system revolutionized live broadcasting, and its reliable and integrative tapeless solutions are now widely used for non-linear editing and 3D HD productions across the globe.

The company is headquartered in Belgium and has offices in Europe, the Middle East, Asia and North America. It sells its branded products in over 90 countries, and provides customer support globally.

For further information, please go to www.evs.tv

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