

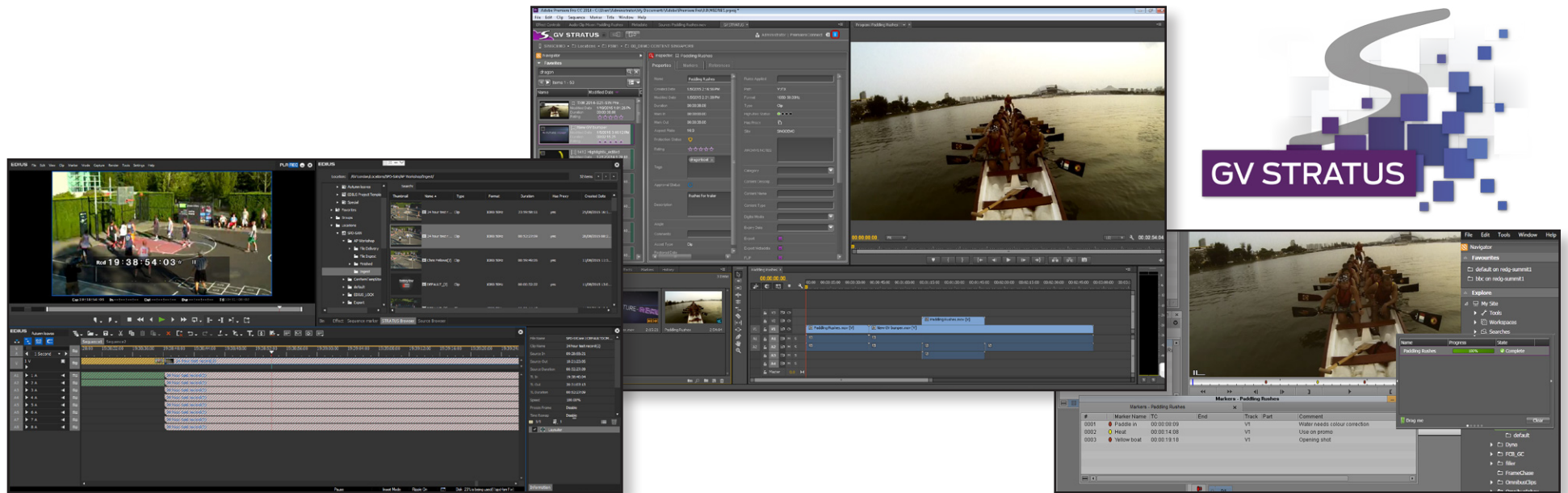
GV STRATUS Integration with Nonlinear Editors: A Feature Comparison

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GV STRATUS has a completely open architecture, designed to work with a wide range of third-party tools, including nonlinear editors (NLEs), giving the end user complete freedom of choice.

The three editors highlighted in this feature comparison — Grass Valley EDIUS, Adobe Premiere Pro and Avid Media Composer — can all edit-in-place on K2 storage, as well as transferring media from K2 to local storage before editing. In addition, any combination of the three NLEs can be deployed in the same GV STRATUS system.

This document provides an overview of the relative capabilities of each NLE when used with GV STRATUS.



Nonlinear Editors Integration With GV STRATUS

✓ Supported □ Partially supported (see comments) ✗ Not supported

Features	Grass Valley EDIUS	Adobe Premiere Pro CC	Avid Media Composer	Comments
Operating System				
Windows	✓	✓	✓	
Mac OS	✗	✓	✗	Premiere Pro: via SMB mount
Edit-In-Place Workflow				
GV STRATUS plug-in for edit-in-place	✓	✓	□	Avid: edit-in-place via AMA (Avid Media Access) link
GV STRATUS search capabilities	✓	✓	✗	
GV STRATUS Read/Write/Delete user permissions	✓	✓	✗	
View GV STRATUS proxies before editing	✓	✗	✗	
Asset List sorting by any metadata field	✓	□	✗	Premiere Pro: can only be sorted by name, modified date and duration
Drag and drop from GV STRATUS to editor	✓	✗	✓	Premiere Pro: select assets to import. No drag and drop
Promote/Open multiple assets from GV STRATUS to Editor with a single operation	✓	✓	✓	
Promote MOS Placeholder from GV STRATUS assignment list to Editor, with the ability to show editorial Duration in Editor's Timeline	✓	✗	✗	
Edit growing files	✓	✓	✓	
Promote sequence created in Storyboard Editor to Nonlinear Editor	✓	✓	✗	
Edit GV STRATUS shot lists	✓	✓	✓	Avid: when using AMA link
Edit GV STRATUS sub clips	✓	✓	✓	
GV STRATUS proxy editing	✓	✗	✗	
Project settings preset by GV STRATUS Control Panel	✓	✗	✗	
Locking mechanism to protect GV STRATUS assets used in project from deletion	✓	✗	✗	
Add/modify metadata (user permission)	✓	✓	✗	
Pass GV STRATUS metadata to editor	✓	✓	✓	
Save sequences on GV STRATUS	✓	✗	✗	
Field Editing — transfer local K2 compatible clips used in Editor timeline to GV STRATUS	✓	✗	✗	
Link to MOS placeholder	✓	✓	□	Avid: via copy/paste from GV STRATUS ALP
Invoke GV STRATUS rules	✓	✓	□	By modifying metadata. With Avid only when sending final edits to a specific action folder

GV STRATUS INTEGRATION WITH NONLINEAR EDITORS FEATURE COMPARISON GUIDE

Features	Grass Valley EDIUS	Adobe Premiere Pro CC	Avid Media Composer	Comments
Transfer Workflow				
Transfer from K2/GV STRATUS to third-party standalone/shared storage	✓	✓	✓	Avid: including ISIS and Interplay PAM
Send multiple clips from GV STRATUS to editor with a single operation	✓	✓	✓	
Transfer from third-party storage to K2/GV STRATUS	✓	✓	✓	Premiere Pro: uses Adobe Media Encoder
Transcode on send	✓	✓	✓	Premiere Pro: uses Adobe Media Encoder, selected formats
Monitoring transfers	✓	✓	✓	Premiere Pro: uses Adobe Media Encoder
Send to multiple destinations in a single send request	✓	✗	✗	
Play while transfer	✓	✓	✓	
Send to archive from editor (using metadata fields and GV STRATUS rules)	✓	✓	✓	
K2 Interface				
K2 SAN	✓	✓	✓	
K2 Summit Standalone	✓	✗	✓	
Supports all K2-supported file formats	✓	✗	✓	Premiere Pro only supports certain formats: AVC-Intra, DVPRO, XDCAM

Formats Supported

As per K2 supported formats:

- DV
- MPEG-2
- AVC-Intra
- AVCHD/H.264
- AVC-LongG
- Avid DNxHD

Check the latest K2 supported video codecs in our [Online Topic Library](#)

Versions Supported from GV STRATUS v4.x

EDIUS v7.x (v8.x support from January 2016)

Adobe Premiere Pro CC: v8.1.0 (81), v8.2.0 (65), v8.2.0 (65) with Mac OS X 10.10.3

Avid MediaComposer v7.0.4, v8.3.0

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