In the world of news and fast turnaround program production, editing speed and accuracy is everything. Broadcast enterprises of every shape and size need flexible, dynamic production workflows that empower editors to work remotely; in an ideal world, editing news packages live at the scene of the event.

Building on the long-term success of the sQ server and editing platform, Grass Valley, a Belden brand, has developed a new and radically different approach to the remote editing challenge. Born out of sQ, the browser-based Go! Production Suite transports all the features and workflows of its powerful NLE out of the edit suite to where the user really needs them.

Using whatever device the user has at the time, and on virtually any internet connection, the Go! Production Suite enables broadcast organizations of all sizes from a single freelancer to a team of more than 100 collaborative editors to break news faster, and create better stories more easily.
Having listened carefully to its Enterprise sQ users, Grass Valley has created a major new extension that will surprise you in terms of its scalability, cost efficiency and productivity. The Go! Production Suite harnesses the potency of device independent software to empower remote-based editors and journalists like never before.

The Go! Production Suite runs in a modern internet browser as well as within leading third-party applications, such as Adobe Premiere.

The Go! Production Suite enables editors and journalists to pool their resources and share their media across local and remote networks faster and from anywhere they have an internet connection. Go! provides remote shot selection, timeline editing, ingest and upload, voiceover recording, metadata editing, simple transitions and history sharing between Grass Valley editing products.

Go! allows broadcasters to view all of their content from any of their media libraries, remotely from a wide range of devices, including desktops and laptops, but also tablets and smart phones where specific workflows are tailored for touch-or small-screen operation.

Viewing Grass Valley content on a standard internet connection, users can create rich edit timelines using whole or sub clips, voiceovers and transitions, then publish the timeline to a Grass Valley system where the full-quality content can either be played as-is, or loaded into a craft editor for further refinements. Go! also enables users to view and edit metadata, add and review comments and view logging.

The Go! user interface (UI) is designed to be productive and features a flat contemporary and uncluttered style designed for creative lower light environments. Users will bring up Go! on a laptop or tablet away from the main facility, or in another separate location within the facility. Employing metadata, the user searches the configured search ‘Areas’ for clips, where the user can view then select whole and sub clips, first building up a cuts-only rough edit, then adding transitions for the EDL, including clips from the station archive, and growing clips of live feeds and in-progress ingests.
Go! Production Suite Browser-Based Timeline Video Editor

KEY FEATURES

- A new and radically different approach to the remote editing challenge
- Go! Production Suite runs in a standard internet browser as well as within a leading-third party applications, such as Adobe Premiere
- The Go! user interface (UI) is designed to be productive and features a flat contemporary and uncluttered style designed with all types of users in mind
- Upload footage shot on consumer devices, e.g., smartphones, including standards conversion
- The Go! timeline can work in a simple cuts mode where speed is key, or in an advanced trim mode where refinement is required
- Download full or subclips as MXF and H.264 files from a high-quality server to the remote editor
- Download to the remote editor audio clips as a wav file, including custom audio channel selection
- Record a voiceover and control audio configurations when delivering back to the facility
- Take a high-quality still frame and download as a JPEG
- Create and manage bins and timelines, enabling multiproject work at the same time
- Send the project back to the facility with all edit history available, to be refined by Grass Valley’s other edit solutions

Laptop, tablet remote location editing

Go! UI Search, view and build timelines

High-quality servers, archive and live in-progress ingest
The Go! Production Suite consists of: Clients

**Go!**
An HTML5 web application that enables access to media and services inside sQ Server systems. Being web-based, it can be accessed from any device that has an HTTP-enabled web browser. Having limited video processing capability, Go! enables edits using low bitrate video streamed to the browser.

**Adobe Premiere Pro Plug-in**
Third-party client remote editor. Video editing software created by Adobe that hosts the Go! Premiere Pro plug-in. Like Go!, it connects to an sQ Server system via a media Transformer that allows mixing local machine media with remote station or central recordings.

Once completed, an edit can be uploaded back to the Enterprise sQ either as a flattened file or as an “in server” edited sequence. This means only new frames (delta frames) are sent back to the server. Giving you workflow efficiency.

**Third-party Software**
The rich feature set available in Grass Valley client editors are available via the Media Transformer API for third parties who can deliver rich MAM integration or even build their own rich editor if desired.

The Go! Production Suite consists of: Infrastructure

**Media Transformer**
Providing a web-standard way to access sQ Server media and services over bandwidth limited network connections provide adaptive streaming, transitions rendering, standards conversion for UGC content, and hosts the Media Transformer API.

**FX Render Engine**
Takes lightweight FX instructions created in Go! and Rio, or from a third party and renders them using full resolution source material.

**Concurrent Access License (CAL)**
Enables multiple users to access Go! Production Suite clients at the same time. 10 Concurrent Access Licenses (CALs) means 10 people can log on simultaneously. CALs can be scaled to far higher numbers depending on your staff’s requirements for simultaneous immediate access to material.

As CALs are pooled and not associated with users or applications the number of CALs needed will always be far lower than the number of users, being acquired and released as users log on and off.

As the Go! Production Suite is built on the success of Enterprise sQ, there is seamless and complete integration between them. Enterprise sQ complements the Go! Production Suite and offers an ideal end-to-end editing solution.

At Grass Valley, we recognize that Media Asset Management goes hand in hand with editing, so there is a great opportunity to utilize our Momentum MAM as a complimentary end-to-end workflow solution.

And also at Grass Valley, we have teams of business technology specialists on hand to help you harness the full potential of this revolutionary new editing solution. By understanding your requirements, we can highlight the full extent of a project and identify the most appropriate solution.
Radical thinking can produce great results so long as it’s backed up by real industry insight. Having taken many man years in its development, the Go! Production Suite offers broadcast enterprises numerous advantages:

**Scalable**

Go! is designed, packaged and priced to be easily accessible by everyone from the smallest news organisation to the largest international news agency. From a single user CAL (free and included to get users up and running straight away), to many tens or hundreds of concurrent editors working remotely, the Suite addresses the needs of all editing workflows. The suite scales to support hundreds of concurrent users of Go! or Premiere Pro editors in any combination.

**Time-efficient**

If your organization lives and dies by its ability to break news and other content fast then Go! is a life saver. Empowering field-based journalists and editors to create their news packages live at the scene — including both voiceover and footage recorded on your phone — saves valuable production time and massively increases the efficiency of your whole workflow. In a live sports context, Go! breaks the geographic relationship between the production editing teams, the central technical resources and the event itself.

**Cost-effective**

Go! uses standard IT to deliver both scale and resilience, so companies can grow their editing capability without major infrastructure disruption or large CapEx expenditure. Grass Valley’s research indicates that Go! offers more versatile, powerful and resilient editing resources for less than half the installation cost of rival third-party systems.

**High productivity**

By empowering your field-based teams to edit remotely, you ensure consistency of messaging in your news output at the same time as achieving optimum productivity from your entire team.

**Increased economies of scale**

Rival systems may seem to offer similar workflow advantages to Go!, yet they require higher outlay costs and their growth costs increase and often do not provide the full toolset, whereas the Grass Valley solution offers far better economies of scale as your operation evolves.

For more information on the Go! Production Suite, contact your local Grass Valley sales representative.