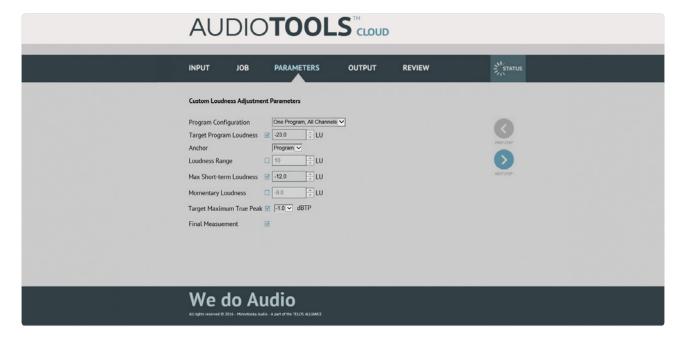# AudioTools CLOUD

AudioTools Cloud™ is an advanced audio processing solution for audio, video, and broadcast professionals that provides loudness control, encoding, decoding, channel management, frame rate conversion, quality control, and container management from an easy-to-use user interface designed for the Amazon AWS Marketplace.

AudioTools Cloud is based on Minnetonka's AudioTools™ Server – a platform that delivers interoperable, scalable, file-based audio automation. AudioTools Server has become the number one enterprise level platform for automated and unattended file-based audio processing and has helped broadcasters add Loudness Management processes to their existing video-centric file-based environments.

From the occasional job, to expanding throughput for higher volume workloads, AudioTools Cloud brings these proven processes to the cloud, allowing on-demand, case-by-case use (OPEX) vs larger CAPEX sized projects. Businesses only pay for the infrastructure they need, when they need it.

Cloud Strategies

AudioTools Cloud ON-DEMAND

AudioTools Cloud ON-DEMAND is designed for the Amazon AWS Market Place and offers ready-to-use audio processing profiles. A simple click-through browser based "configurator" is used to assign input and output locations and file types, or adjust loudness target levels for different specifications. These configurations can be downloaded and stored locally as templates for future use.

- Self-service: Users choose what they want and when they want it.
- Scalable: Users can choose how much capacity they want to ramp up if necessary.

AudioTools Cloud BYOL - Bring Your Own License

AudioTools Server users can benefit from a cloud based deployment by adding AudioTools Server instances to any public or private cloud environment. An AudioTools LicenseServer will allow for floating licenses across all AudioTools Server instances in the cloud, on premise or any VM or datacenter deployment.

The AudioTools Server system in the cloud will contact the LicenseServer for available licenses, benefiting from cloud based flexible scalability within the existing license pool. AudioTools Cloud BYOL is perfect for users that want the flexible scalability of cloud based processing, combined with defined processing profiles and licenses. This is also the ideal strategy for smoothly and gradually moving work from an on premise installation to cloud based processes.

AudioTools Cloud Node

AudioTools Server v4 will offer an on-demand Amazon Cloud-based AudioTools Server instance in addition to an existing AudioTools Server installation. The cloud based service is being added as a processing node for AudioTools Server. AudioTools Workflow Control can then use the Cloud Node to add more processing resources to a local system. In a load-balanced environment, if a local system is not licensed for a specific ATS module, Workflow Control can assign those tasks to the Cloud Node, which by default includes all possible modules and licenses for AudioTools Server. AudioTools Server Cloud Node is the perfect add-on for flexible scalability and additional licenses on a project-by-project basis.

AudioTools CLOUD provides

- Professional file-based audio processing
- Extensive selection of job types
- Intuitive user interface enables complete control over every job parameter
- Support for global loudness compliance standards
- SurCode encoding and decoding technologies included
- 3 flexible configurations

Submitting Jobs to AudioTools Cloud

AudioTools Cloud ON-DEMAND is available as different Amazon EC2 instances. Each instance will launch the AudioTools Cloud Web Client Interface. Users can choose to upload content to attached storage EBS (Elastic Block Store) or Amazon S3 (Simple Storage Service). After the upload is complete, select your input buckets, output buckets, and audio processing parameters.

Users pay for the EC2 instance, storage, and AudioTools Cloud software.

AUDIO PROCESSING OPTIONS

Frame Rate Conversion

- Film - NTSC - PAL
- Pitch Shift
- Time Stretch
- Sample Rate Conversion

Loudness Control

- EBU R 128 Loudness Adjustment
- CALM A/85 Loudness Adjustment
- AS-11 UK DPP
- Loudness Measurement
- Linear Acoustic APTO audio processing
- Advanced Loudness Adaptation

Quality Control

- Silence Detection
- Data Corruption Detection

Audio Codecs

- Dolby Digital (Plus) Encoding and Decoding
- Dolby E Encoding and Decoding
- DTS-HD Encoding and Decoding
- MP2/MP3 Encoding and Decoding
- Transcoding Dolby E to Dolby Digital (Plus) streams
- AAC Encoding and Decoding

Container Management

- Extract audio from MXF, LXF, GXF, QuickTime™, and Transport Streams
- Re-wrap audio to MXF, LXF, GXF, QuickTime™, and Transport Streams

Channel Management

- Upmix – powered by Linear Acoustic Upmax
- Downmix
- Channel Replacement
- Channel Swapping
- Channel Mixing