MediaReactor
Drastic Technologies Ltd.

drastic.tv

Plugins for File and Cloud Access

File Format and Cloud Support for Creative Software

MediaReactor supports hundreds of file formats, including high res acquisition and camera formats, lightweight mezzanine formats for specific workflows, and proxy formats for sharing and review. Included S3/TAMS app provides direct access to your cloud assets.


Editor Plugins

Direct plugins for Avid, Adobe, Autodesk, Assimilate, and Dolby Vision. Edit supported formats without leaving your creative software. Lite versions available for Avid and Adobe.
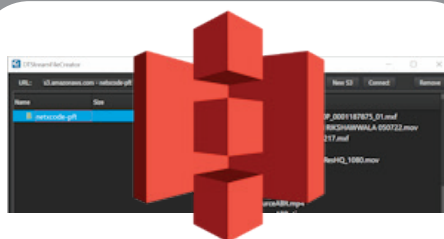
S3/TAMS Access

DTStreamFileCreator creates a small redirector file so you can directly access cloud assets with no proxy file or download required. Use your cloud content right from the cloud.
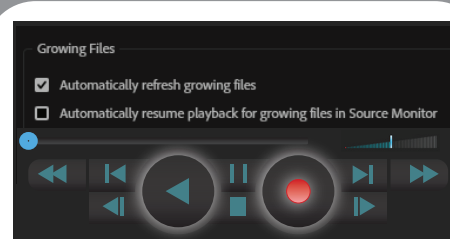
Edit While Record

Start recording and load the various camera files directly into your creative software. Begin editing immediately, and as new material is recorded, it becomes available for editing.

Broadcast | Production | OEM | Government | Worship | Scientific | Freelance | Medical
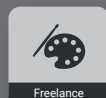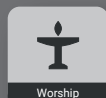
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Enable File Based Workflows

Read Camera Files

Great timesaver - read camera files directly with no transcoding or proxy step required. All major manufacturers supported including Sony, Phantom, Weisscam, Arri, Blackmagic, Canon, Indiecam, Codex, GoPro and more.

Closed Caption Format Support

Convert closed captions along with the video and audio files. Supported formats include MXF SMPTE 436, MCC sidebar files, MCC sidebar files, and MOV SD/HD CC tracks. Also provides read support for MPEG-2 User CC, and MXF Avid Embedded CC.

Legacy Format Support for Archiving, Repurposing

If you have a collection of older files, MediaReactor can help you overcome legacy codec issues. Provide actionable archives and repurpose older content. Our file format support goes back years, so you may still be able to use those ancient JPEG and OMF files.

Command Line Utilities

MediaReactor includes various command line utilities, including Make RTIN, Add TimeCode, Make QT Reference, Extract Metadata Information, PSNR/MS-SSIM Analyze, Fix Metadata, and MRCmd for setting specific audio and video parameters.

Live Event Editing in FCP, Premiere, and Media Composer

Begin recording and load the various camera files directly into Media Composer, Premiere or Final Cut Pro 7. All material recorded at that point is immediately available for editing, and as new material is recorded it automatically becomes available on the editor.

MediaReactor Read and Write in Drastic Products

Drastic products benefit from MediaReactor's file format support. videoQC uses its read components for file playback. Net-X-Code Server uses both components for record and playback. Qualified OEMs can also benefit from licensable read and write SDKs.

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S3, TAMS, HTTPS Direct Access

S3 HTTPS TAMS

.stream
URL + Key

Direct Video Access

Adobe / Avid Request
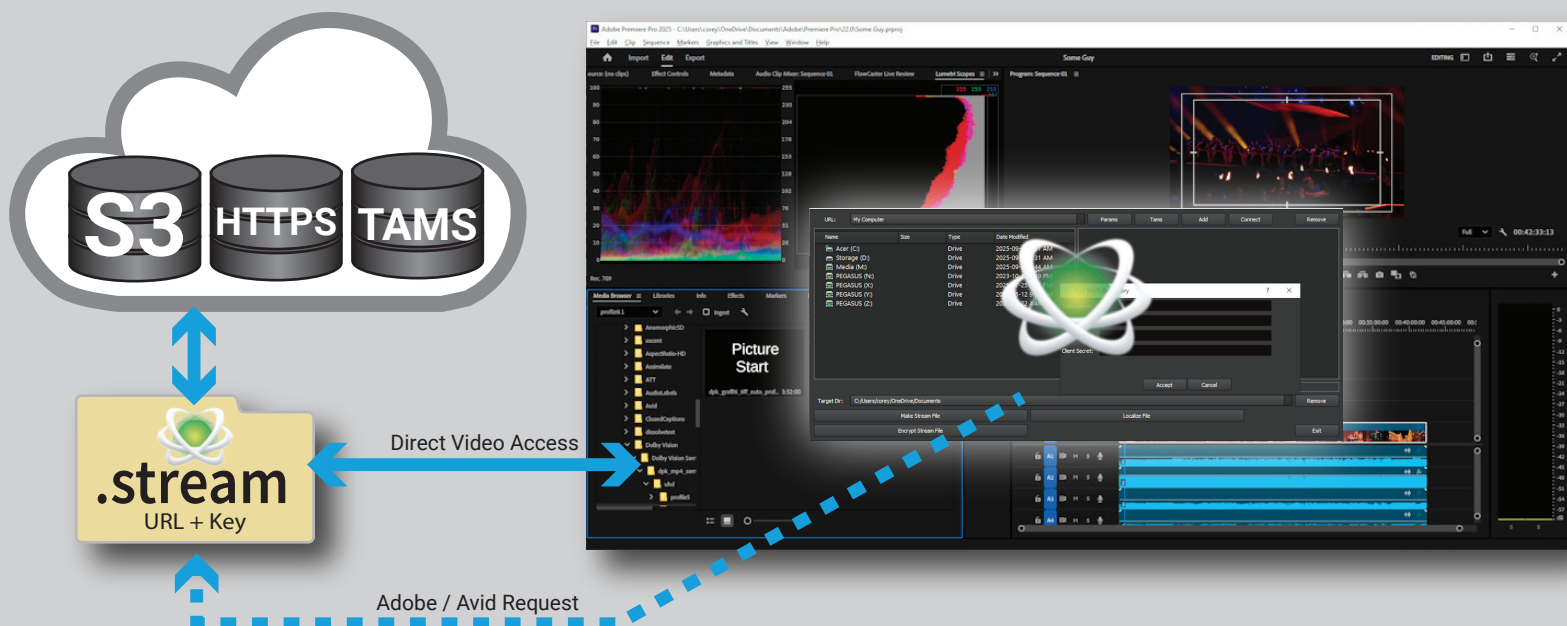
open and interoperable framework	eliminates need to save project every revision	optimized for repurposing of existing content	simultaneous workflows with discrete access	cloud based fast turnaround media workflows	content-centric media chunk object storage

Direct Access to S3/HTTPS/TAMS Content

Adobe and Avid use files to edit from, and cannot see ephemeral assets, such as streams on an S3 or HTTPS provider. Typically video files are into the hundred of MBs, sometimes GBs, so there is both a delay, and an added cost, to download a file from the cloud before opening a local copy (and to upload it after saving).

Other companies have used proxy files with subsequent conform to mitigate the delay (and cost) editors face using cloud storage solutions. With DTStreamFileCreator you can access these files directly and no proxy file is required.

Edit using frame accurate time code, closed captions, and all metadata intact. Now you can fully realize the advantages of a cloud based content creation workflow with immediate access to your media. Simply pass video data to and from S3 as required rather than dealing only with the local file system.

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