

CONNECTED CAM STUDIO

LIVE PRODUCTION & STREAMING STUDIO

FIRST STEPS MANUAL

WELCOME

Congratulations!

You have successfully completed the installation of CONNECTED CAM STUDIO Live Production & Streaming software application.

The purpose of this document is to provide basic information about the initial setup and operation of your new software to get you started working with the application.

The intuitive design of its user interface will enable you to achieve results smarter, faster and easier.

Thank You for choosing CONNECTED CAM STUDIO.



ENTERING THE LICENSE KEY

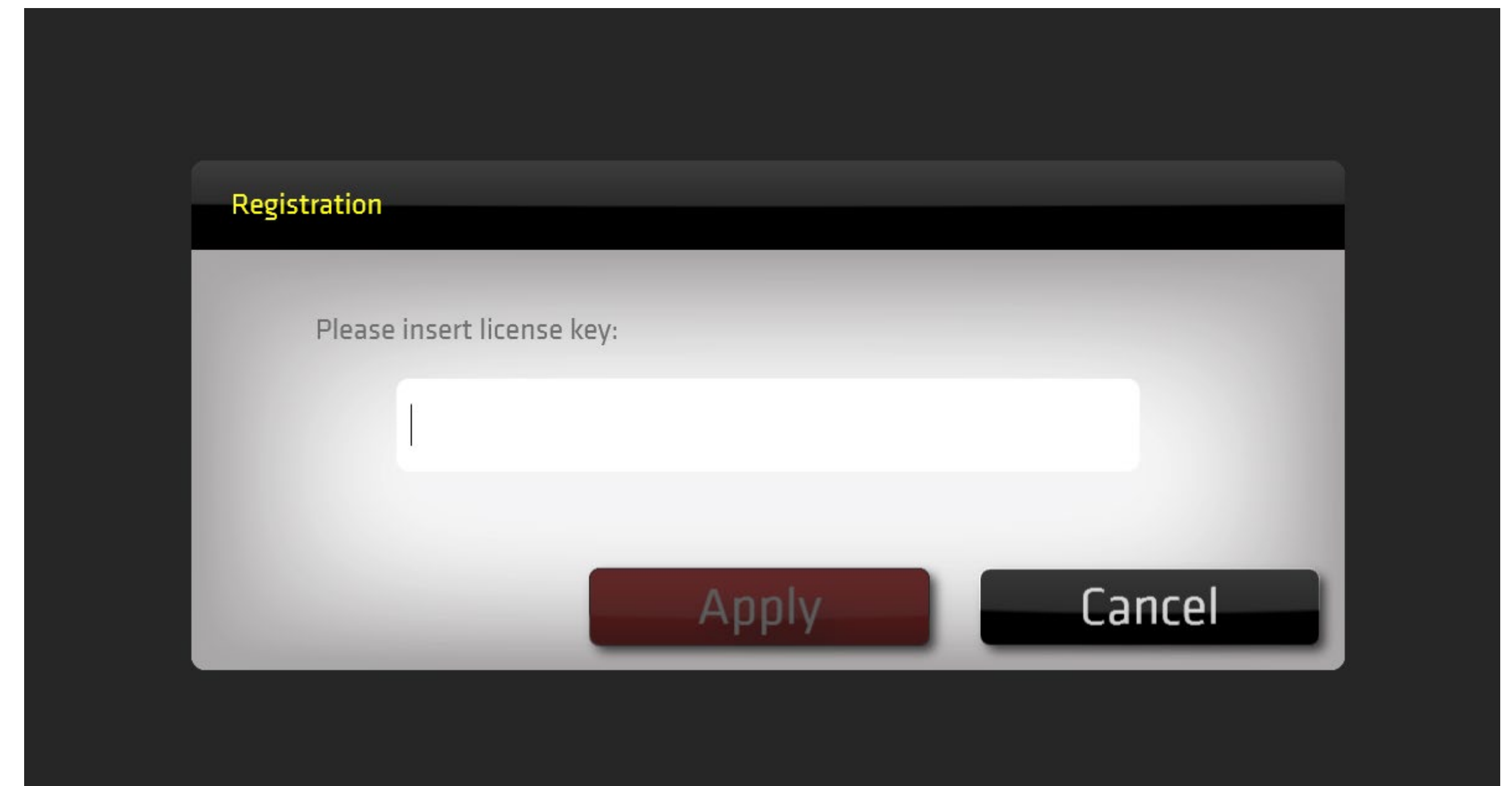
At first run of the software you will be asked to enter the license key.

NOTE: Make sure you are connected to the internet to allow the license key validation process to complete successfully.

Where to find the license key:

1. The license key is contained in a PDF file located in:
Windows Desktop / Install / ...
File name: "machine serial number".pdf

At first run of the software this dialog box will appear.
Enter the license key and hit the "APPLY" button.



USER INTERFACE CONCEPT EXPLAINED

CONNECTED CAM STUDIO Live Production SW features a modern, intuitive, touch screen user interface.
All features can be operated by touch or mouse click when using a non-touch display.

The GUI is designed to support fast operation, processes and workflows in the most logical and practical way.

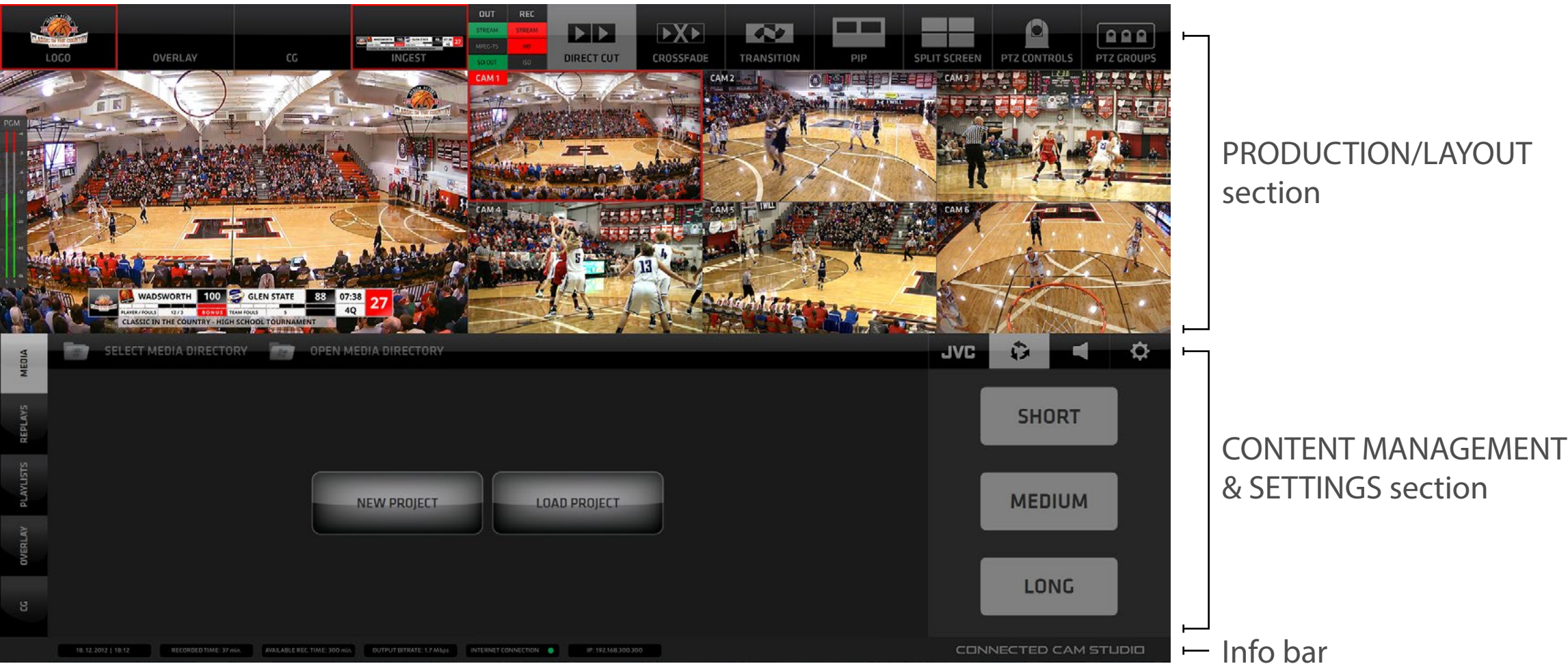
It comes in 2 version - 4 and 6 camera inputs.
The functionality of both versions is identical.
The user interface is slightly modified to make the optimal use of the screen real-estate.

The GUI layout is divided into 2 main, horizontal sections containing logically related operational elements.

- 1. PRODUCTION/LAYOUT section
- 2. CONTENT MANAGEMENT / SETTINGS section

At the very bottom of the screen is an additional info bar displaying helpful info about the status of the system.

CONNECTED CAM STUDIO - 6 cam version user interface



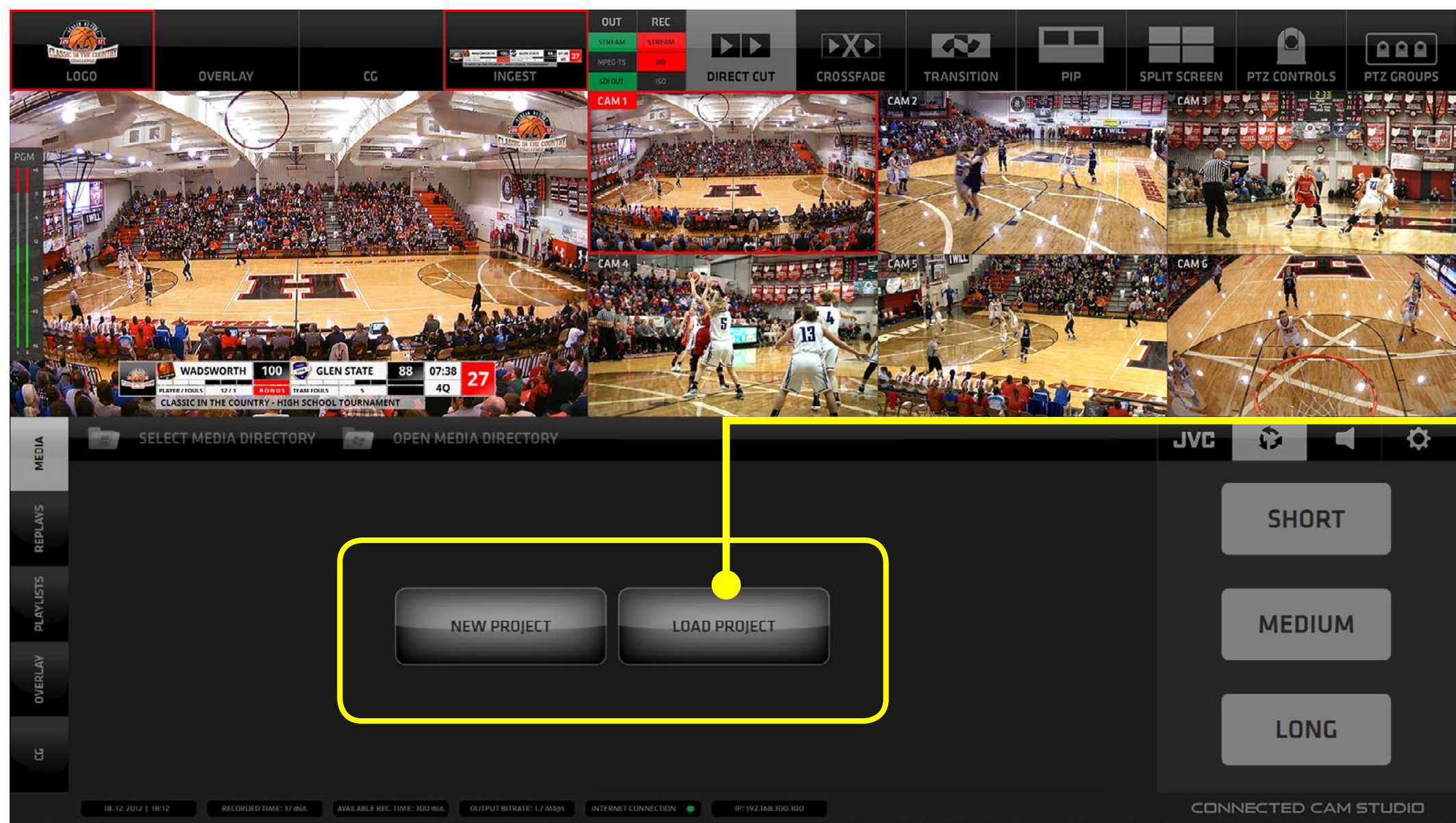
CONNECTED CAM STUDIO - 4 cam version user interface



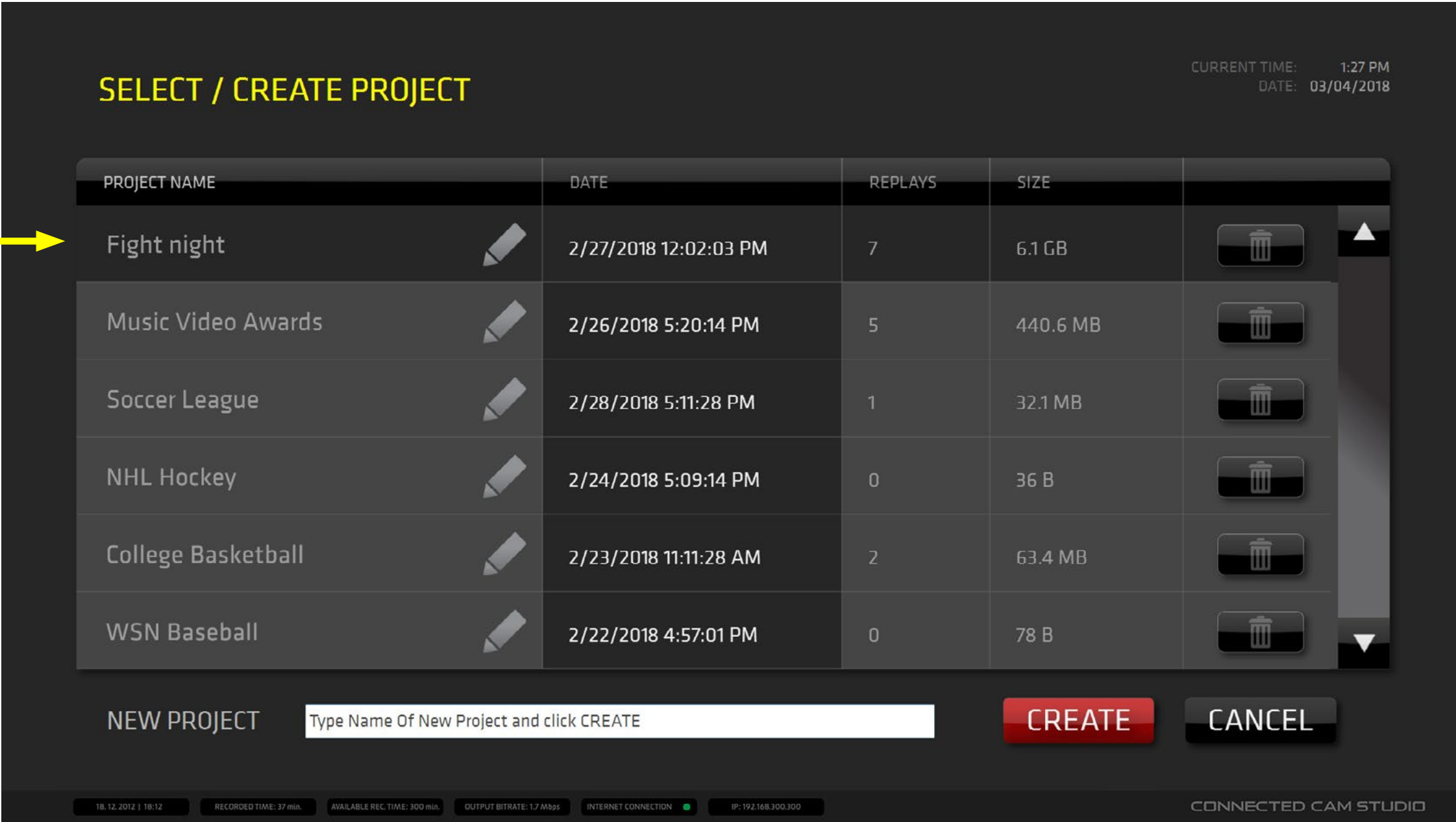
LOADING or CREATING A PROJECT

Load an existing project or create a new one by tapping one of the respective buttons in the CONTENT MANAGEMENT/SETTINGS section.

For speed of operation the NEW PROJECT button creates a new project instantly. It will be saved automatically as “Unnamed” and can be given a name / renamed later.
Choose the LOAD PROJECT button to open a dialog with a list of all saved projects. Tap a project name to load its content.
A new project with a specific name can also be created. Type a project name in the input text field and click CREATE. Afterwards select it to load.



Tap on the name to load an existing project



Tap the PENCIL icon besides the name of a project to edit the name of the project

Tap the TRASH icon at end of the line to delete a project

To create a new project type its name into the text input field and tap the “CREATE” button

PROJECT DIRECTORIES PATHS

1. Tap the SETTINGS icon to activate the Settings Buttons grid display
(steps outlined and numbered yellow in the image)
2. Tap the “GENERAL” settings icon to display the general settings in the Content Management Area
3. Tap the DIRECTORY icon to change the path to project directories of your choice.

By default the directories are setup as shown and there is no need to change them, however as you get more experience you will be setting the paths to your project directories more frequently.

GENERAL SYSTEM SETTINGS TAB in General settings activated (outlined yellow)



CAMERA INPUTS SETUP

- 1. Tap the CAMERA INPUT SETTINGS in General settings to reveal the camera inputs setup for each camera.
(outlined and numbered yellow in the image)
- 2. Tap the dropdown menu and select the input type for each camera individually.

GENERAL SYSTEM SETTINGS TAB in General settings activated *(outlined yellow)*



By default the cameras are set to DEMO, which means that a demo video file is used to provide a signal instead of a camera. This is a great way of learning to operate the software without the need for camera signals.

CAMERA SWITCHING

Switch cameras by tapping/ clicking on the camera monitors (outlined yellow).

The PGM monitor displays the Program output.
A preview player of a camera presently switched live to PGM is outlined red in the GUI to give a visual information about it's live status. (CAM -1)

Camera switching section - 4 cam version (outlined yellow)



Camera switching section - 6 cam version (outlined yellow)



MIXING MODES - DIRECT CUT

In the **MIXING MODE** section select one of the 3 available modes:

1. DIRECT CUT

2. CROSSFADE

3. TRANSITION

In the image example a DIRECT CUT mixing mode is activated, thus the software will perform a direct cut when switching cameras or other sources.

For a detailed description refer to the Software User's manual.

DIRECT CUT activated (*outlined yellow*)



MIXING MODES - CROSSFADE

Tap the **CROSSFADE** button to use the CROSSFADE mixing mode.

CROSSFADE DURATION ADJUSTMENT
PRESS and **HOLD** the Crosfade button for 1 second.

The **CROSSFADE DURATION SETUP** pane opens.
Tap or slide the **DURATION ADJUSTMENT BAR** to adjust the CROSSFADE DURATION time.

A **CROSSFADE PREVIEW** displays the adjusted croassfade duration for visual control.

Click **OK** to set the new DURATION time or **CANCEL** to cancel the adjustment.

The software will now perform crossfades of the specified duration when switching cameras or other sources.

For a detailed description refer to the Software User’s manual.

CROSSFADE mixing mode activated (*outlined yellow*)



CROSSFADE DURATION ADJUSTMENT activated (*outlined yellow*)



MIXING MODES - TRANSITION

Select the **TRANSITION** button to use the TRANSITION mixing mode.

PRESS and HOLD the TRANSITION button to access the TRANSITION SELECTOR / DURATION ADJUSTMENT pane.

Select one of the provided transitions and use the DURATION ADJUSTMENT BAR to set the desired duration of the transition.

The software will perform a selected transition of a specified duration when switching cameras or other sources.

TRANSITION mode with TRANSITION SELECTOR and DURATION BAR activated (*outlined yellow*)



For a detailed description refer to the Software User's manual.

MEDIA PLAYBACK

The software is capable of using any video file placed in the media directory in the production.

1. Select the **MEDIA TAB** in the left side menu of the Content Management Section.

A list of media files present in the media directory with all relevant controls / information is displayed.

2. Use the **PREVIEW** icons to preview the media file in the media thumbnail

3. Use the scroll bar to scroll through the list of media.

...continued on next page

Active MEDIA TAB in the left side menu



MEDIA PLAYBACK - *continued*

4. Insert the media file into the production by tapping on it's preview player - same as when switching a camera.

A media file being played is outlined red in the GUI and a playhead position indicator is moving accross the preview to give visual reference of the status of the media being played back.

5. Tap the **SELECT MEDIA DIRECTORY TAB** to change the path for the media directory - to load a different set of media files into the software media library.
6. Tap the **OPEN MEDIA DIRECTORY TAB** to manage the content of the media directory in Windows OS.

For a detailed description refer to the Software User's manual.

Media file inserted in Live PGM



STREAMING SETTINGS - DESTINATIONS

1. To access the streaming settings tap on the STREAMING icon in the SETTINGS section to reveal the streaming settings in the Content Management Area.
2. Under the STREAMING DESTINATIONS TAB there will be a LIST of streaming destinations already setup.

To start streaming to each destination individually - hit the START button in the destinations list.

To start streaming to all destinations at once hit the START ALL button - SIMULCASTING.

PLEASE NOTE: At 1st run the destinations list will be empty and you will need to set your streaming destinations.

...continue to next page for the procedure

For a detailed description refer to the Software User's manual.

Active STREAMING DESTINATIONS TAB in Streaming settings



STREAMING DESTINATIONS - *continued*

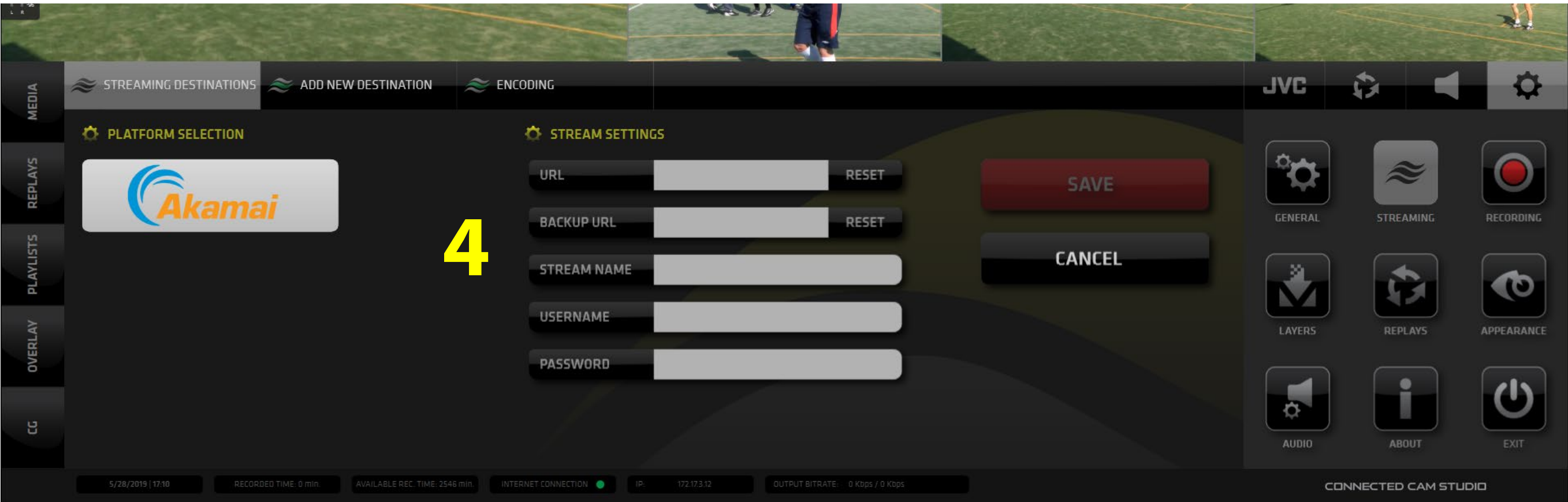
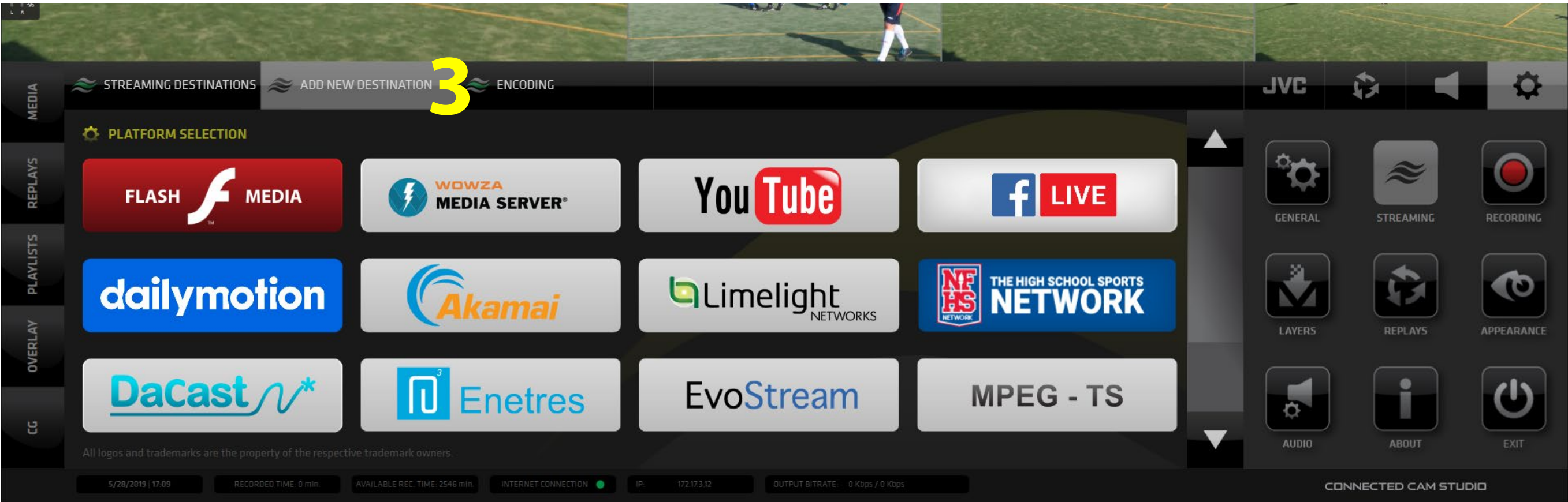
- 3. Tap on the ADD NEW DESTINATION TAB
A choice of supported platforms and CDNs is provided and ready to be selected.
- 4. Click/tap to select one - the respective settings will become available.
Fill out the required info and hit SAVE.

That will add the destination and bring you back to the STREAMING DESTINATIONS TAB with all your streaming destinations list.

Continue to next page to set the ENCODING SETTINGS.

For a detailed description refer to the Software User’s manual.

ADD NEW DESTINATION TAB in Streaming settings



STREAMING SETTINGS - ENCODING

- Under the ENCODING TAB there are all necessary settings to set your encoding parameters:
Video and Audio bitrates, Resolution, Profile...
all settings can be saved as Encoding Profiles for later use.

A choice of preset encoding profiles is available in the dropdown menu “LOAD ENCODING PROFILE”.

Encoding parameters can be modified only when the system is **not streaming**. STOP STREAMING before making any changes to your encoding settings.

*This concludes the Streaming setup.
GO BACK to the STREAMING DESTINATIONS Tab
and START STREAMING.*

For a detailed description refer to the Software User’s manual.

ENCODING TAB in Streaming Settings activated (*outlined yellow*)



CONNECTED CAM STUDIO

Thank You and enjoy your CONNECTED CAM STUDIO.

For more information please refer
to the Software User's manual.

For support please contact:

USA: <http://pro.jvc.com/prof/support/index.jsp>

EMEA: Please contact the local dealers in your area

JAPAN: info_sis@jvckenwood.com

All information in this document is subject to change without notice.

© JVCKENWOOD / 2019 / All rights reserved.