

2017 Creative STORAGESM CONFERENCE

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AN ENTERTAINMENT STORAGE ALLIANCETM EVENT  ENTERTAINMENT STORAGE ALLIANCETM



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TITLE:

Leveraging the Cloud for Hybrid Storage, Processing, Delivery, and Archive

ABSTRACT

Content creators have access to professional quality cameras and production equipment without the formerly associated high cost of entry. A new challenge is how to store and process high resolution assets in a cost-effective manner. Solutions made available by the Cloud level the playing field for content creators of all sizes, and provide a vast set of tools available for any scale in a pay-as-you-go cost model. In this talk, we will explore options for transporting media from on-set / near-set to the Cloud for storage, processing, final delivery, and archiving. We will also explore hybrid solutions which allow for multi-site collaboration with content both on-cloud and on-premises.

BIOGRAPHY

David Green is currently an Enterprise Solutions Architect at Amazon Web Services. In this role, he helps major Media & Entertainment companies with workloads ranging from burstable compute for rendering, content streaming and delivery, Big Data & Analytics, and mass migration to the AWS platform. Prior to AWS, David had a broad technology background with focus on the M&E Industry with experience in Data Center deployments, high performance compute environments, real-time play-out and editing of Feature Films, Architecture, Networking, and Enterprise Scale IT Management.