

2020 / 2021 Season

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Evening Presentation Notice

Date: **Wednesday, December 16th, 2020**
Time **19:00**
Location: **Live via Facebook in your kitchen, living room, office...**
Organized by: SMPTE Montréal
Sponsored by: SMPTE Montreal
Language: French/English

Subjects: **Esports Remote Production: Its challenges & Solutions**

IMPORTANT: This presentation, open to all, will be available via a live streaming service on our Facebook page (<https://www.facebook.com/SMPTEMTL/>).

Your SMPTE-MTL committee is proud to team-up with Nicolas Duval and Cameron Reed to present an evening on esports remote production

On the menu, two presenters who discuss esports remote productions and the impact of COVID-19 that changed the landscape for the production of major Esports events.

Nicolas Duval, technical producer at Boombox will talk to you about the challenges that Covid-19 brings, the different solutions, tests and how they were able to find a solution that meets their needs. Top 10 Remote production Pain points.

Cameron Reed, esports Business Development Director at Ross Video will talk to you about hybrid production for esports as COVID forced the industry to change and adapt and how production can be done from home.

The evening will also be animated on Facebook where you will be invited to interact with us and ask your questions....

Evening Schedule:

19:00 – 19:30 TOP 10 Remote Production Pain Point (and how to plan for them) – Nicolas Duval

We've been going to the hard knocks school for the past 6 months so you don't have to. Remote Productions for Call of Duty, Crankworx World Tour, FIFA20, Magic the Gathering Arena, FISE, and IF3 have taught us some valuable lessons.

19:30 – 20:15 Hybrid Production Workflow for Esports – Cameron Reed

Esports has been at the forefront of the COVID-19 pandemic, forcing the industry to adapt new techniques and services in order to provide high quality production with the safety of working from home. Esports companies switched very quickly to software, subscription-based production tools, but found them lacking in flexibility and freedom of creativity, especially as it pertained to graphics and instant replay.

We will discuss ways that we can use to transport video and audio signals from remote contributors into an SDI workflow, to enable crews to use all the professional hardware they are used to, and to unlock that horsepower they are used to having from their production kit as well.

We will also discuss how we can give technicians and operators remote control of existing facilities from the comfort and safety of their own homes.

Version française sur document séparé

<https://www.smpte.org/sections/montrealquebec>

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PRESENTATION OPEN TO ALL BUT **RSVP ON EVENTBRITE**

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Biography:

Nicolas Duval - Technical producer Groupe Boombox

Nicolas Duval is a technical producer at Groupe Boombox and he has more than five years of experience in television production. Self-taught and passionate about innovation and IT, he decided to complete a DEC in Television Production. He had a goal in mind; that of becoming a technical producer. He knew he had to start at the bottom of the ladder and took the time to learn how to work on sets and understand the basics of the trade.

Always motivated by the desire to learn more, he took training courses in Germany and Toronto

After all these years of experience he was offered the job of his dreams within the Boombox Group in March 2020. At the same time, the world of events, among others, is being hit hard by the pandemic.

Quickly, his first mandate was to find solutions and alternatives to traditional broadcasting in order to be able to carry out events remotely. With a background in computer science and networking, he set out to find partners. He chose to use Amazon Web Services (AWS) since the company offered flexible services that allowed him to easily create the platforms that would be used during remote productions.

After several weeks of hard work, he was finally ready to use the servers designed for a first production mostly remote. It was the start of a new model that continues to progress from project to project.

To date, Nicolas and his team have completed more than ten productions mainly produced and produced remotely.

Cameron Reed - Business Development manager Esports

Cameron Reed has been directing and producing live, multi-camera esports productions since 2014. His work has aired on ESPN2, the NFL Network, Disney XD, Twitch, YouTube and Hulu.

His credits include Madden NFL '18 Championship Series, Intel Extreme Masters Oakland 2017 and FIFA Interactive World Cup.

He recently joined the Ross Sports & Live Events team as the Esports Business Development Manager.

When Cameron is not busy, he enjoys saltwater fishing, camping and impromptu road trips with his wife and their two dogs, Layla and Jude.

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