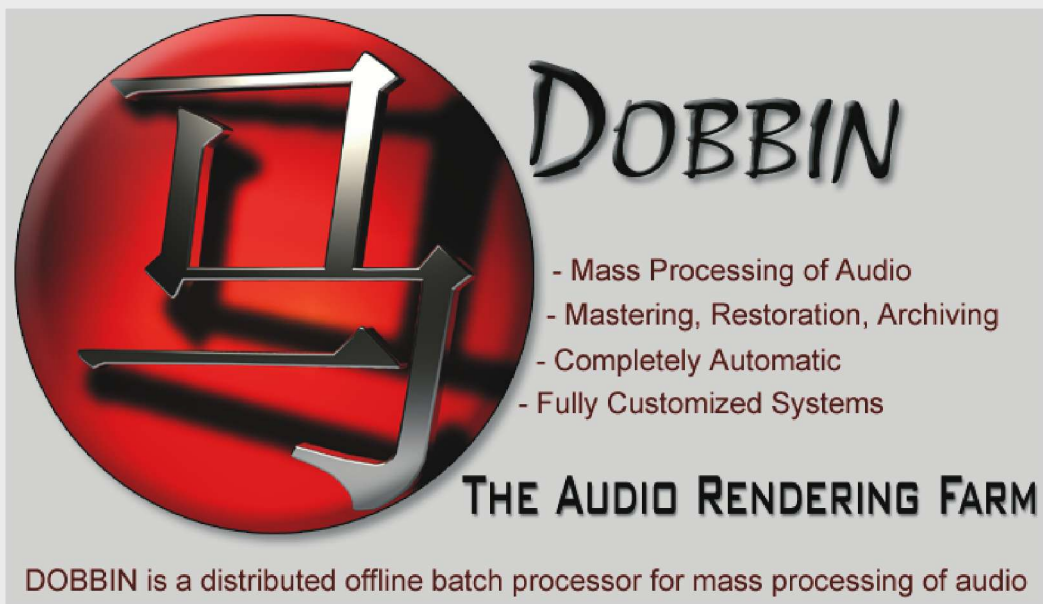


DOBBIN - The Audio Rendering Farm

Imagine that you have to convert 10,000 audio tracks to the same loudness level, then encode them using an aacPlus codec, check and document the coding process, and generate an MD5 checksum of your results - all this with a very tight delivery deadline. No problem - DOBBIN can do it all for you in a few simple steps.



- Automated Mastering and Restoration
- Database, Content or XML driven workflow
- Fully scalable hardware and software systems
- Complete File and Play List (EDL) Management
- Watermarking and File Conversion
- Graphical design of processing workflows
- Multiple complex simultaneous rendering jobs
- Workflow integration with QUADRIGA and Media-Inspector

What is DOBBIN?

DOBBIN is a distributed, fully scalable, high-availability audio-processing and rendering engine, created to fully automate file management, rights management and media processing functions for large on-line media centers. DOBBIN supervises parallel automated batch processes based on media availability, conditional branching using internal or external criteria, database integration and more. Processing and supervision functions include audio file integrity, normalization, sample-rate conversion, format conversion, codec encoding and transcoding, watermarking and other signal processing functions. DOBBIN uses open XML-based interfaces that integrate a block-like workflow and automation designer in conjunction with a GUI based job managers. DOBBIN users can easily create and manage multiple complex jobs in a secure and fully controllable network environment.

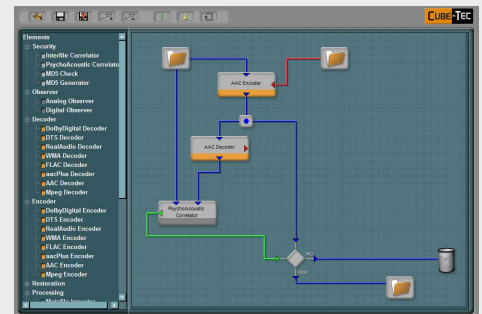
DOBBIN - The Audio Rendering Farm

Product Overview

DOBBIN consists of several different tools for different tasks.

JobDesigner - design your workflow

- Audio encoding, processing and supervision
- Best audio codecs: Fraunhofer, Coding Technologies
- Complex workflows can easily be designed
- Every algorithm can be customized
- Fully scalable
- User friendly handling using drag & drop
- Graphic visualization of individual workflows



JobManager - send and control job queues, while your administrator monitors the WorkUnits

The user controls the current DOBBIN jobs remotely from a workplace PC. Individual user rights are defined using the Cube-Tec UserManager. The JobManager can display status events from the DOBBIN ControlUnit and is also used to define a highly flexible client data filter, enabling the filtering of unwanted events from the entire stream of logfile events.



Identifier	Priority	State	Created at	Duration	User	Comment
1 ATP 19-000.111	High	InQueue	15.04.05 17:08:23	00:00	MWademeyer	
2 ATP 19-000.112	High	InQueue	15.04.05 17:19:20	00:00	MWademeyer	
3 ATP 19-000.113	High	InQueue	15.04.05 17:04:11	00:00	MWademeyer	
4 ATP 19-000.114	High	InQueue	15.04.05 17:28:23	00:00	MWademeyer	
5 ATP 19-111.111	High	Running	15.04.05 13:09:55	01:23	MWademeyer	
6 ATP 19-111.112	High	Running	15.04.05 13:27:30	05:07	MWademeyer	
7 ATP 19-111.113	High	Running	15.04.05 13:01:12	02:17	MWademeyer	
8 ATP 19-111.114	High	Running	15.04.05 13:36:22	00:17	MWademeyer	
9 ATP 19-112.113	Low	Running	14.04.05 13:01:12	04:11	MWademeyer	
10 ATP 19-112.114	Low	Running	14.04.05 13:36:22	01:56	MWademeyer	
11 _Assimilation_1404_1	Normal	Running	14.04.05 10:08:33	00:38	TLorenz	
12 _Assimilation_1404_2	Normal	Running	14.04.05 11:11:20	00:45	TLorenz	

- Display of current progress for all jobs
- Single jobs can be deleted or paused
- Prioritized processing of individual jobs for several user groups

ControlUnit - receives the jobs from the JobManager and distributes them to the WorkUnits, dividing the workload

The ControlUnit is the heart of DOBBIN. It is invisible to the user. All JobClients post their jobs to the ControlUnit. The jobs are registered, collected and scheduled according to the job priority to the WorkUnits.

WorkUnit - the actual working module

The WorkUnit is the host for the different FileProcessingUnits, working in these fields

- Audio Encoding with Observer Technology
- File Format Conversion & Play List (EDL) Processing
- Audio Signal Processing
- Checksum Management
- Content Analysis
- Content Protection

ResultViewer - provides a complete job processing result overview

The ResultViewer provides an overview of tasks over user-defined periods of time. The analysis results are automatically displayed when the Viewer is launched.

DOBBIN - The Audio Rendering Farm

What DOBBIN can do for you ?



Audio Encoding with Observer technology

DOBBIN utilizes encoder technology from Fraunhofer, Coding Technologies, Dolby, DTS, and Meridian - combining them with state-of-the-art observer technology developed by Cube-Tec.

Supported Formats

- MPEG Layer 2 und Layer 3 (MP3)
- aacPlus, AAC, eAAC, AAC+
- Lossless Coding MLP, Flac
- DTS, Dolby Digital (AC3)
- Microsoft WMA



File Format Conversion & Play List (EDL) Processing

Format and metadata modification in audio files, automate the process of making compilations, use optimized tools for automatic trim and fade (toping and tailing), rule-based fade calculation, automatic conversion of play lists in DDP format, insertion and extraction of metadata.

Supported Formats

- BWF, WAV, Wave64, Extended Wave
- File, AIFF, SD-II
- Metadata only: Dublin Core, XML, ASCII and Unicode text lists



Audio Signal Processing

Audio sweetening in AudioCube quality, special pre-processing before low bitrate encoding, loudness assimilation, automatic restoration, noise reduction decoder modeling, convolution, interface for VST based plug-ins, high quality re-sampling, file re-quantization with proper dithering and noise shaping, dynamic range adaptation, peak limiting, analogue tape saturation modeling.



Checksum Management

In secure audio workflows, the checksum plays an important role. Within the DOBBIN environment, checksum proofing and the generation of checksums is fully supported. Additionally, FileSecurityCode (widely used in QUADRIGA and Broadcast Wave Files), as well as standard technologies such as MD-5 checksums are also supported.



Content Analysis

Automatic Audio Quality Estimation, automatic content description, automatic Content Comparison, QUADRIGA AnalogObserver, DigitalObserver technology



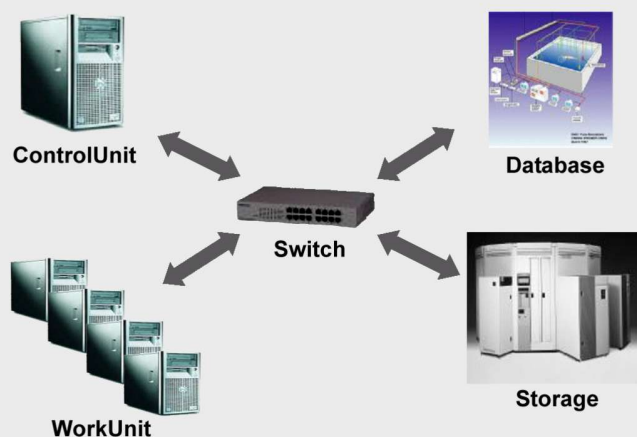
Content Protection

Content protection includes watermarking, encryption and Digital Rights Management (DRM). Cube-Tec works closely with the industry's most advanced leaders in content protection technology to provide our clients with a professional, fully integrated solution.

DOBBIN - The Audio Rendering Farm

Hardware

What do you need to run DOBBIN?



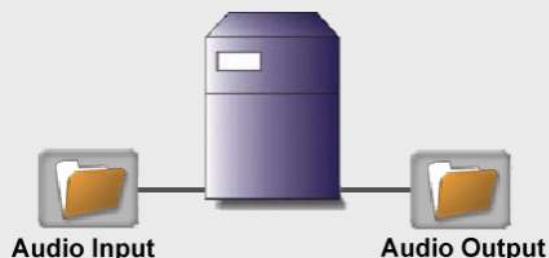
DOBBIN is highly scalable to meet your exact needs. You can start with the simplest DOBBIN system - the Basic Package, running on a single PC, and if you require more processing power or additional features, you can simply upgrade your system accordingly. A second external WorkUnit on a second PC can virtually double your processing power. If you need more, then this can be easily done - theoretically there is no limit in the number of WorkUnits that can be connected, provided a fast Gigabit network and a fast Fileserver are part of your DOBBIN system.

DOBBIN-Solution - Basic Package

It is possible to start small, with an entire DOBBIN system on a single computer

The DOBBIN Basic Package contains

- 1 JobDesigner
- 1 JobManager
- 1 ControlUnit
- 1 JobDatabase
- 1 WorkUnit
- 1 Basic Toolkit
- selected FPU's - on demand



The DOBBIN software is installed on a single computer. The internal, or external (USB, FireWire) harddisk can function as a file server. An existing file server may also be used.



DOBBIN - The Audio Rendering Farm - see www.DOBBIN-Solution.com for more details

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