

Localization Update

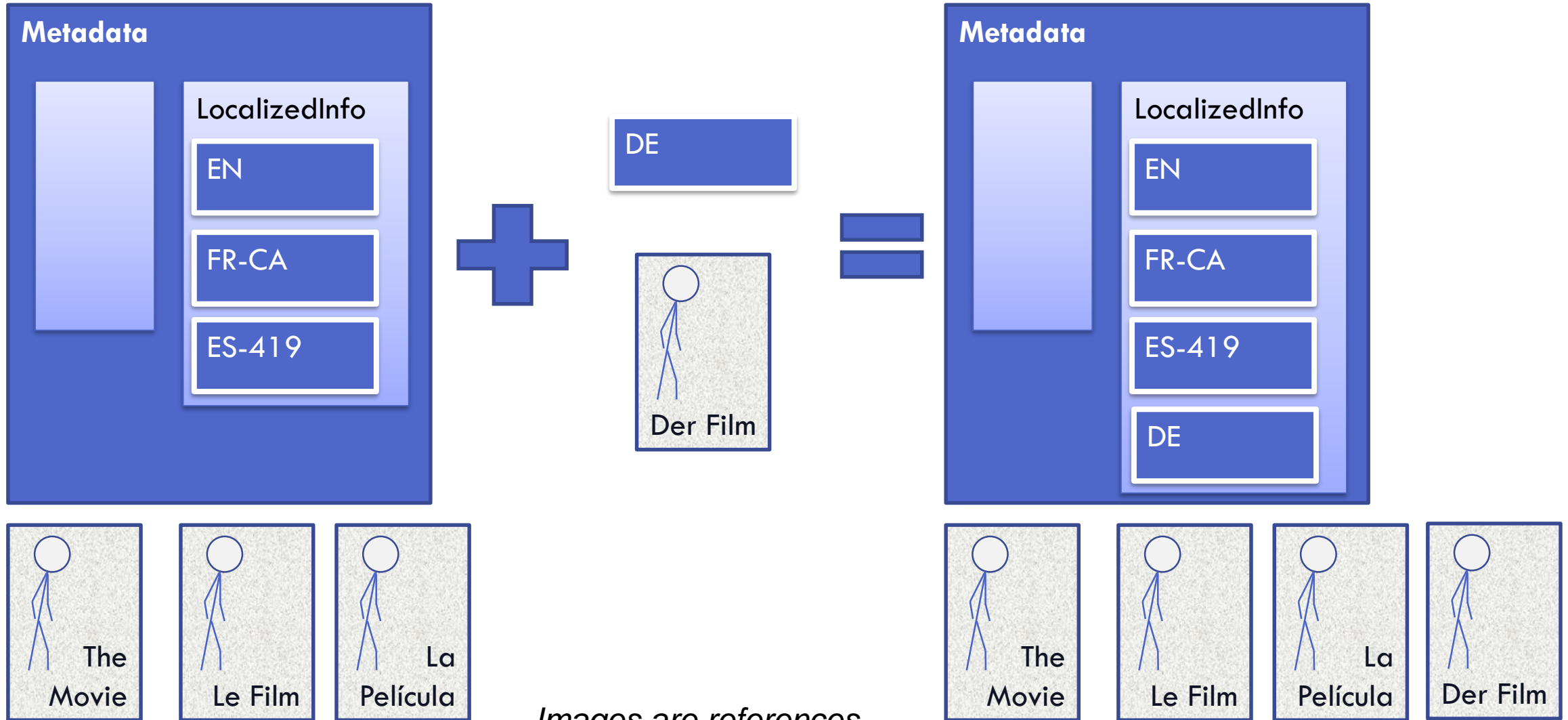
xEco: April 25, 2018

What is a Localization Update?

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- Changes need to add one or more language tracks, metadata, or other characteristics of a regional product experience
- What you update
 - Metadata
 - LocalizedInfo
 - Media Manifest
 - Inventory
 - Presentation
 - possibly PlayableSequence
 - possibly Experience
- Localization update Best Practice covers Metadata, Inventory, Presentation and PlayableSequence
 - www.movie labs.com/md/practices/#delivery

Adding Metadata



Images are references

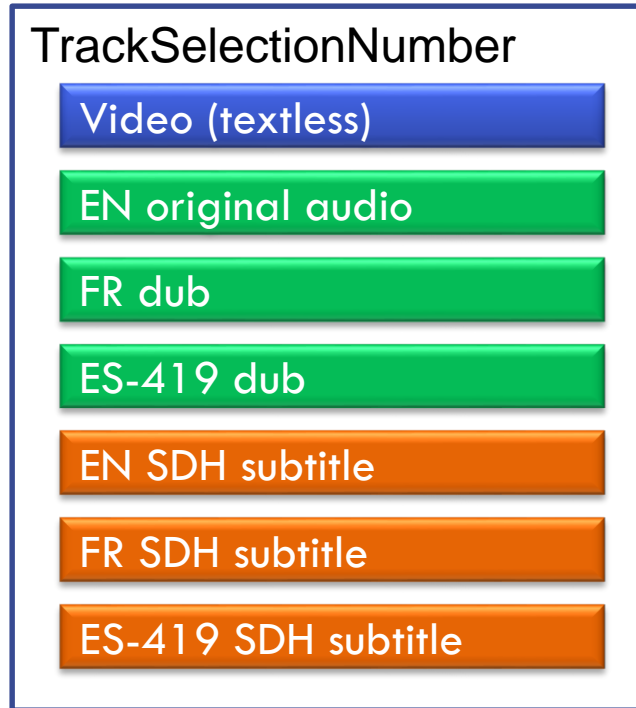
Adding to Manifest

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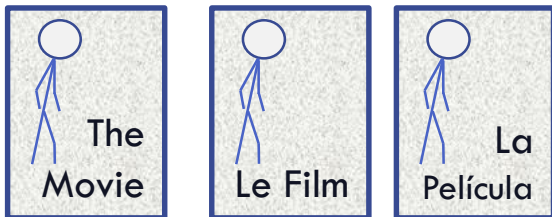
Inventory



Presentation

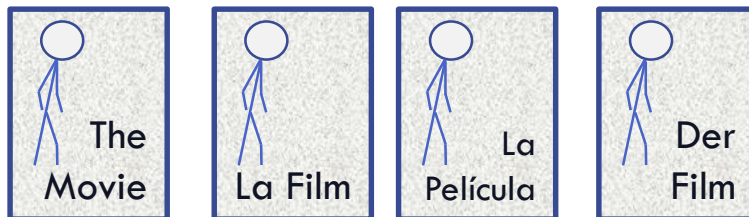
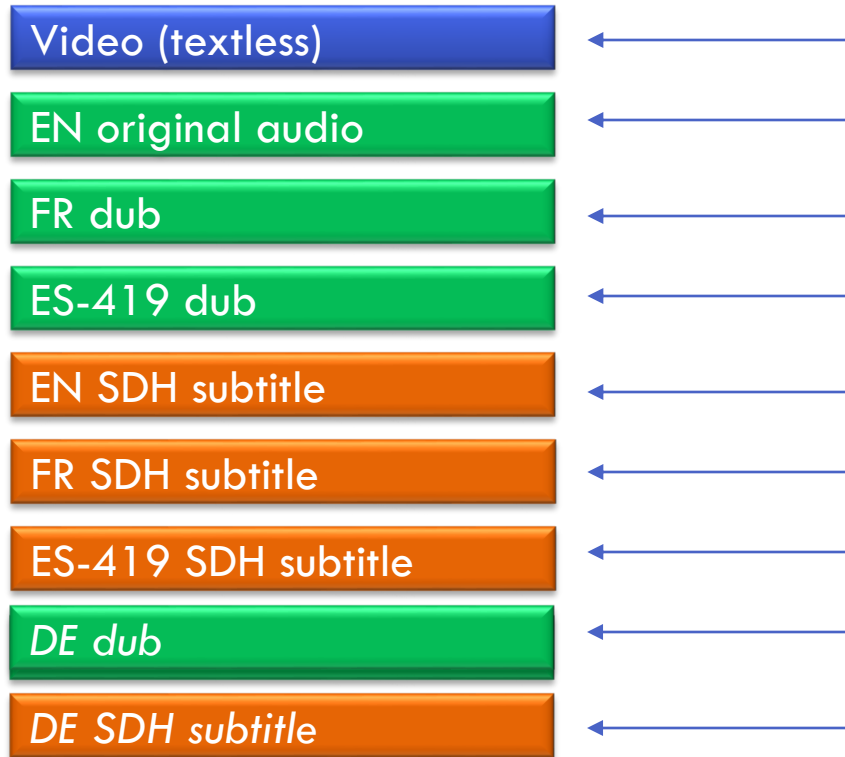


Chapter
LanguagePair



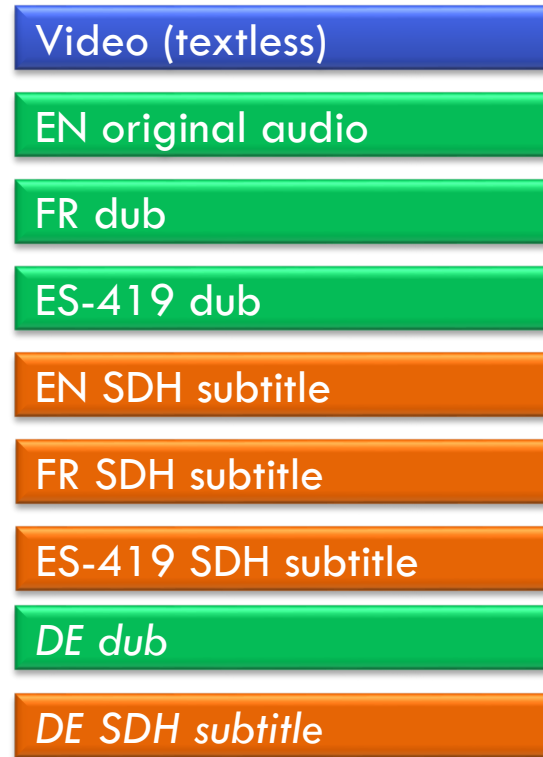
Adding to Manifest

Inventory



Presentation

TrackSelectionNumber



Chapter
LanguagePair

Other considerations

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- Playable Sequence might change
 - For regional pre-rolls
 - Adding dub cards
- Experience might change to reference regional Playable Sequence or for other product reasons
- Inputs come from multiple sources (i.e., different sub and dub vendors)

Editing concepts

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- @updateDeliveryType – indicates the type of update, in this case Localization
- @updateNum – indicates sequence of updates
- MediaManifestEdit – Object that allows deletion and/or insertion of objects with a Media Manifest. [Chapter 11]
- LocalizationInfoDelivery – Object that allows update to a LocalizedInfo object [MEC]

Let's look at the document

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- www.movielabs.com/md/practices/#delivery

Discussion?



Thank You!

Backup

Updating Manifest

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- MediaManifestEdit object (part 1)
 - @updateNum updated to reflect version of change
 - @updateDeliveryType='Localization 1'
 - MediaManifestEdit/DeleteObject provided to removed outdated objects. Generally, not needed since objects are updated or added.
 - MediaManifestEdit/AddObject/Inventory
 - For each language
 - At least one Subtitle or Audio track
 - Other tracks can be added as appropriate (e.g., video with text, cards)
 - Images (e.g., for metadata)

Updating Manifest: Presentation

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- MediaManifestEdit object (part 2)
 - MediaManifestEdit/AddObject/Presentations/Presentation
 - Must be include for all Presentations that include the new language tracks and associated data
 - This does not replace the existing Presentation, just adds to it. If a complete replacement is needed, delete it first
 - Presentation/@PresentationID must match an existing Presentation
 - TrackMetadata/TrackSelectionNumber, VideoTrackReference, AudioTrackReference, and SubtitleTrackReference must be updated accordingly
 - LanguagePair updated as appropriate
 - Chapter cannot be altered
 - Any existing tracks in the Presentation are left alone
 - This is essential to accommodate updates from multiple sources

Updating Manifest: Presentation

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- MediaManifestEdit object (part 2)
 - MediaManifestEdit/AddObject/Presentations/Presentation
 - Must be include for all Presentations that include the new language tracks and associated data
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 - TrackMetadata/TrackSelectionNumber, VideoTrackReference, AudioTrackReference, and SubtitleTrackReference must be updated accordingly
 - LanguagePair updated as appropriate
 - Chapter cannot be altered
 - Any existing tracks in the Presentation are left alone
 - This is essential to accommodate updates from multiple sources

Updating Manifest: Experience, Playable Sequence

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- If Experience need modification
 - MediaManifestEdit/AddObject/Experiences/Experience
 - Must match @ExperienceID
 - @updateNum must have higher value than existing
 - Note that this can be challenging if updates coming from multiple sources

Updating Manifest: Playable Sequence

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- If new sequence is required (e.g., regional cards)
 - MediaManifest/Edit/AddObject/PlayableSequences/PlayableSequence with new sequence
 - MediaManifestEdit/AddObject/Experiences/Experience
 - Must have unique @ExperienceID
 - @updateNum="1"