Telos III Alliance

LOVE WHAT YOU HEAR

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VP Business Development &

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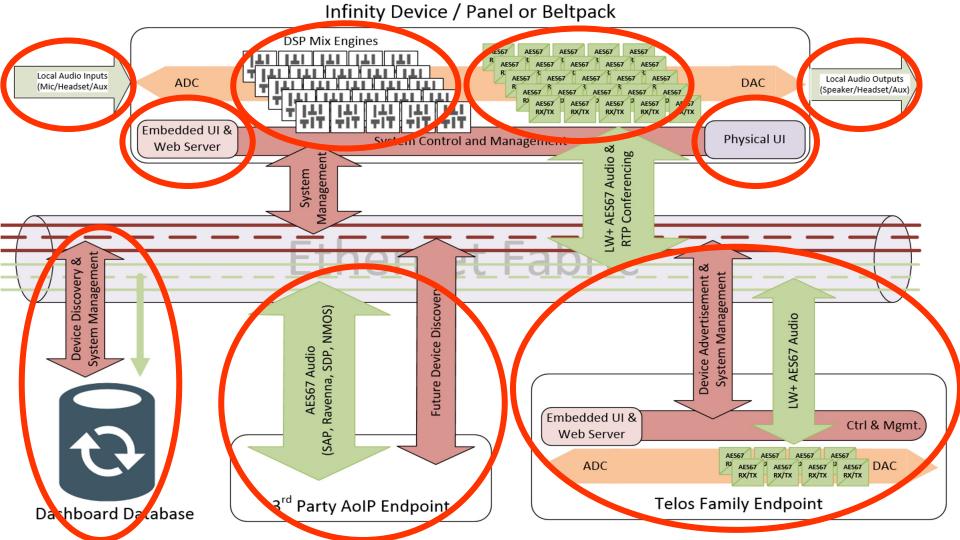
Virtualized IP Intercom for Cloud, On Prem and Hybrid Workflows



Telos Infinity Hardware Intercom - History

- Launched at NAB 2018
- Matrix-less native AoIP broadcast Intercom
- A range of hardware panels, beltpacks and peripherals
- Simplified UI for any skill level
- Resilient architecture Bonded Failover / ST2022-7
- AES67 / ST2110-30 system interoperability
- Native VoIP connectivity using Infinity Link (Opus)
- Multi-site capability
- Lower TCO





THE PRODUCT FAMILY



Telos Infinity® IP Intercom

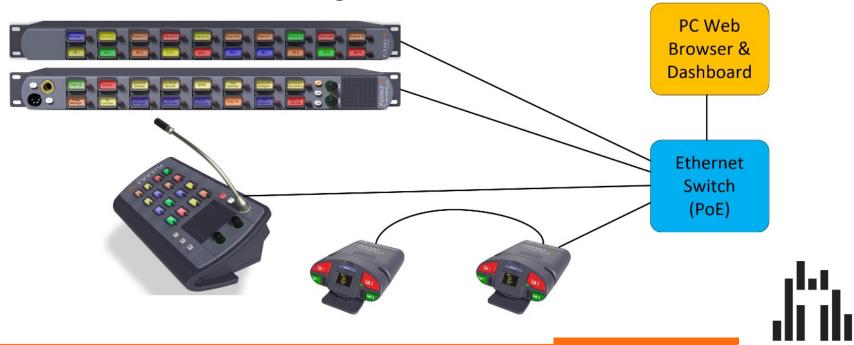


The Intercom solution that changes everything.

- Voice communication and contribution audio on a single standards-based AoIP media network
- Matrix-free design allows for "infinite" scalability
- Hardware includes BP-2 & BP-4 Dual/Quad Channel Beltpacks, MP-16 1RU Master Panel, MXP-20 Expansion Panel, and DS-16 Master Desktop Station
- Telos Infinity Dashboard software provides intuitive configuration and management
- Infinity Link VoIP for remote system deployment over WAN
- Native integration with Telos Alliance family products

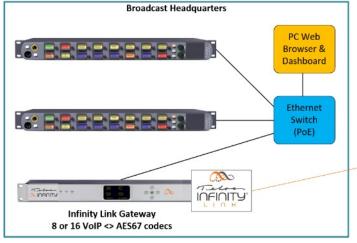


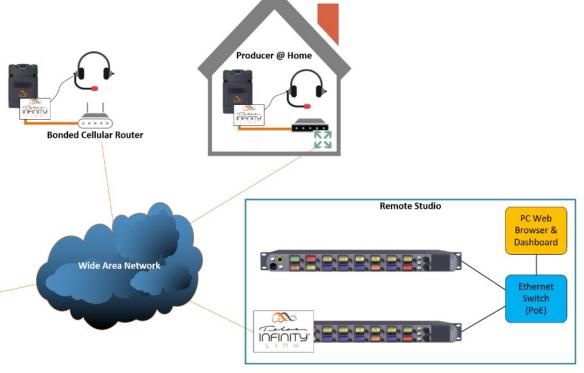
Telos Infinity IP Intercom Basic Connectivity



The Product Range

Infinity Link Gateway and Devices

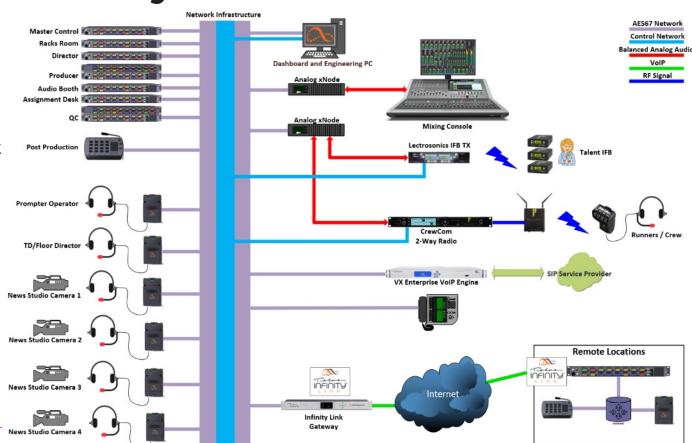




Typical Small TV System

Example Systems

- Telos Infinity has no Matrix, so communication between Intercom elements is via direct connection to the LAN/VLAN/WAN
- Analog and other baseband audio is converted to IP by node devices and any ST2110-30/AES67 present on the network connects natively without an external interface





Virtual Intercom Platform

Matrix-Less Cloud Communications



In 2020 ...

- Remote Production established over past decade
- Crew @ HQ and reduced staff at venue now commonplace
- Technology adaptable and mature
- March 2020 Sport stops (EPL March 13th)
- June 2020 Sport slowly restarts (EPL June 17th)
- Reduced staff @ venue and remote team dispersal
- Technology had to adapt <u>REALLY</u> quickly
- Content providers look to Cloud and Virtual solutions

What the market was asking (Telos) for...

- A scalable and agile virtual Intercom
- Rapid deployment on demand, @Home, @Venue, @HQ
- Integrated with hardware and software audio production subsystems
- Non proprietary / standards based audio
- Subscription / Software as a Service (SaaS) options
- Intercom panels on PC, mobiles and tablets
- Hardware controller integration
- Fully featured like a 'real' Intercom



What is Infinity VIP?



Telos Infinity® VIP is the first fully-featured Cloud-based intercom virus Panel I.com system enabling sophisticated browser-based comms on any device: Smartphone, Laptop, Desktop, or Tablet.

Cloud, On Prem, and Hybrid Media Production Workflows made easier

- A 'reimagining' of the Infinity Intercom hardware platform
- Individual virtual 'panels' running in Docker containers
- Virtualised Dashboard Config and Management Software
- Built-with Web Security, Authentication, Licensing, Server
 Management and System Metrics



Infinity VIP Architecture



- Panels on same VIP server maintain AES67 multicast structure
- Panels use same distributed AES67 architecture as HW
- '4-wires' connect between subsystems using AES67 Unicast,
 Opus or NDI via virtualised 'Infinity Link' codec
- Users 'invited' to connect to panel via secure VIP Beacon Server
- On Prem or Cloud deployment Public or Private
- Hardware control interface support Stream Deck etc.
- Container management using Portainer (standard install)





Connectivity and Security



VIP Connectivity & Security – WebRTC, DTLS and SRTP

- WebRTC (Web Real-Time Communication) enables real-time communication in the browser without the need for plug-ins or other requirements
- Encryption is a mandatory feature of WebRTC
- DTLS (Datagram Transport Layer Security) is used to secure all data transfers between panels in browsers and the VIP server
- SRTP (Secure Real-Time Transport Protocol) is used to secure audio streams between panels in browsers and the VIP server

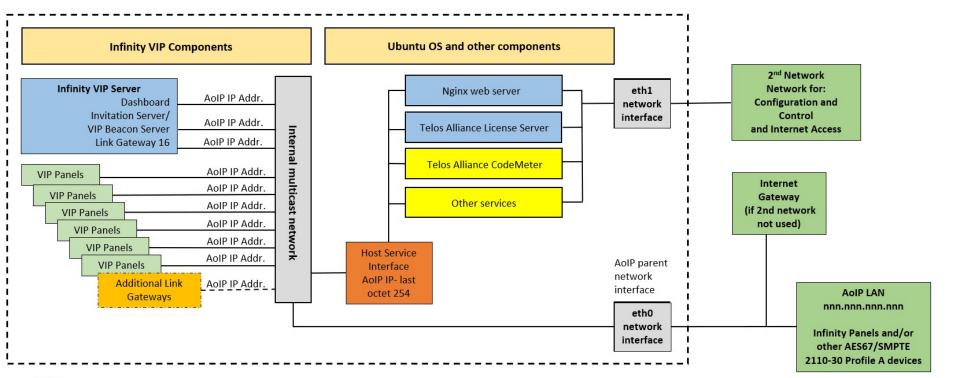


VIP Connectivity & Security - ICE, STUN and TURN

- The ICE (Interactive Connectivity Establishment) framework and STUN (Session Traversal Utilities for NAT) and TURN (Traversal Using Relays around NAT) servers are used to establish and maintain connections between VIP panels and VIP server
- Encryption includes the signalling mechanism and audio streams
- While peer-to-peer connections over UDP are preferred, a TURN server should always be available to make the connection between a panel and the VIP system when needed



Telos Alliance Infinity VIP Simplified Block Diagram



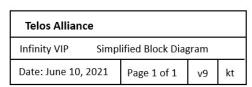
Notes:

Host Service Interface: Allows Host apps to connect to AoIP network and containers running on the Host eth1, second NIC, is optional

If eth1 is installed, then Internet access can be from that network

eth0 is the parent interface of the internal multicast network for the VIP containers (macvlan)

VIP components (Docker containers) use static addresses that are a subset of AoIP network.



Infinity VIP User Panel Options







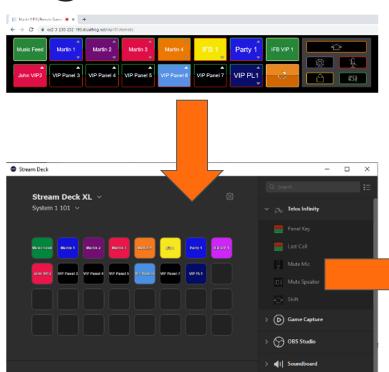


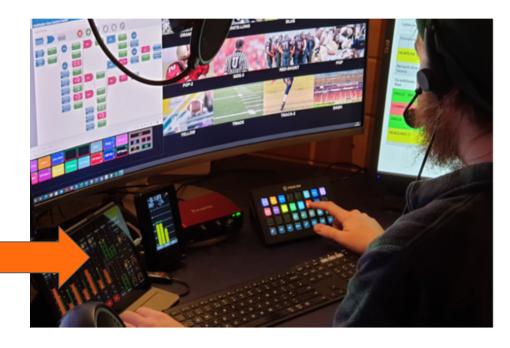




Elgato Stream Deck Plugin











Deployment Options:

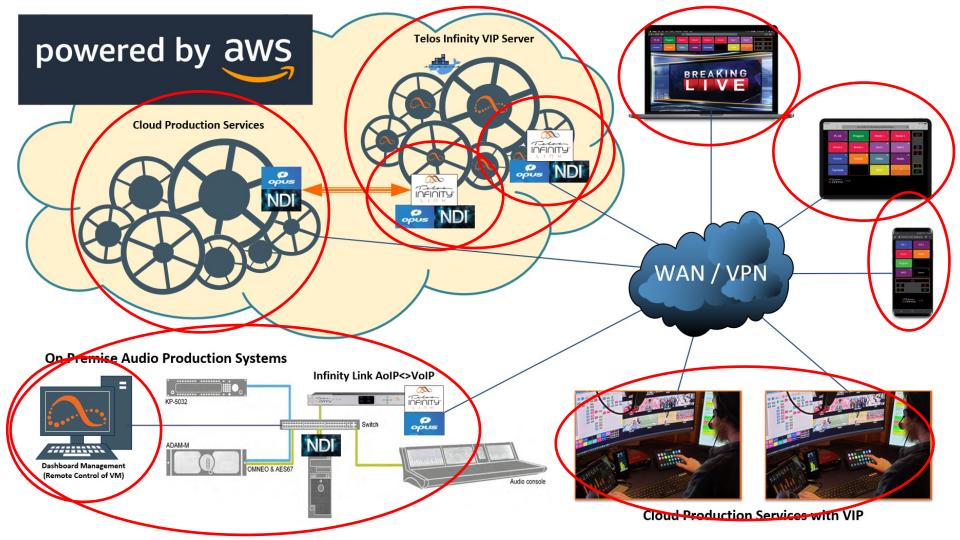
Most Common Use Cases

Matrix-Less Cloud Communications



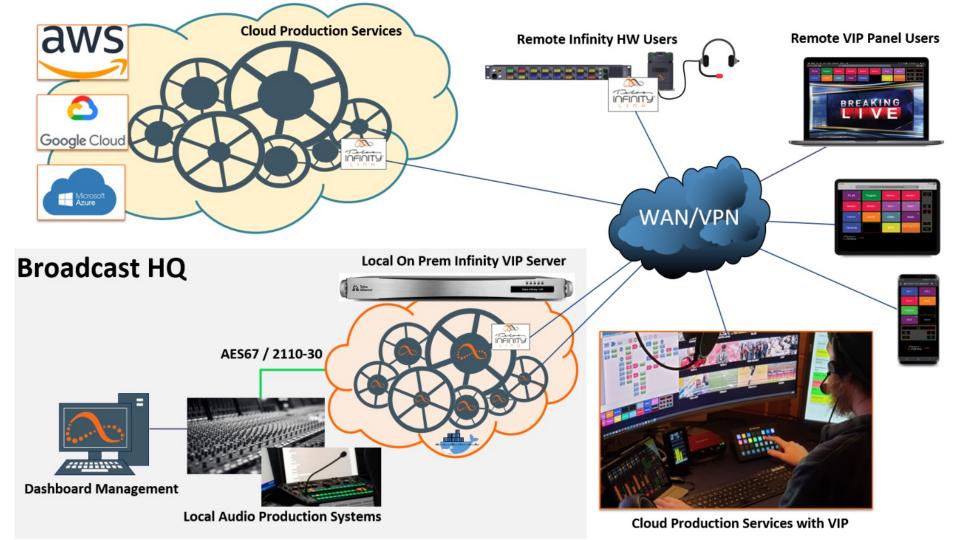
Cloud Deployment Model





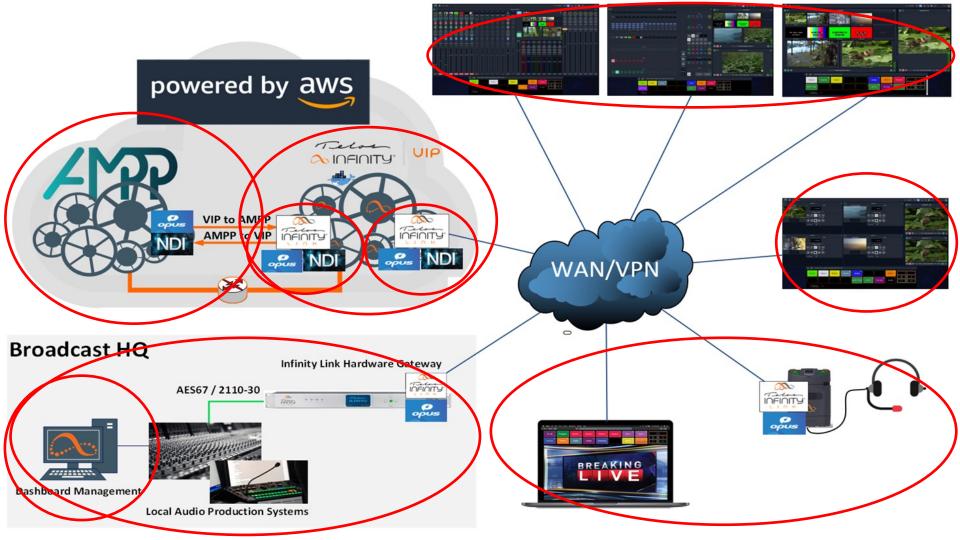
On Premise Deployment Model



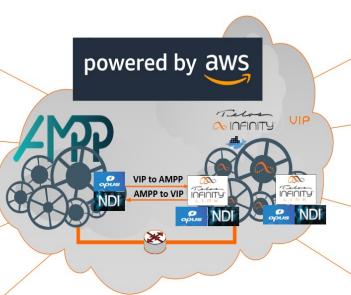


Cloud Deployment Models
With Grass Valley AMPP









Event Venue



















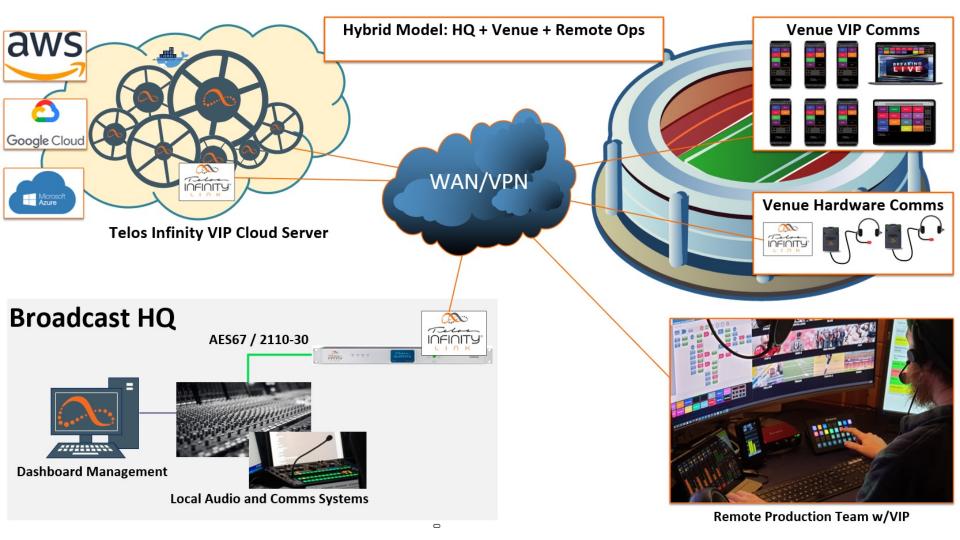






Hybrid Model – Cloud + On Prem





Q&A

