



Version 2.13.0

January 22, 2021

- ▶ **Reach Engine Core**
- ▶ **Collaborate** (Grays Peak)
- ▶ **Panel Extension** (v2.12)

The platform developed for the world's largest media creators, is now available to all the world's media creators.

Table of Contents

Reach Engine Core	01
Aspera File Upload	
Download Via Aspera	
New Metadata Management Experience	
Search Service (BETA)	
Collaborate (Grays Peak)	05
Upload Experience Overhaul	
Panel Extension: OnePanel (v2.12)	06
Premiere Support and Improvements	
Remote Workflows and Hybrid Support	

REACH ENGINE Core

IBM Aspera

Aspera File Upload

What's New?

In our new UI, customers can now utilize Aspera Connect and the Aspera FASP protocol to upload content and directories of content in Reach Engine Workflow Modals.

Why is it Valuable?

- Increasing the ease which content and data can be contributed to Reach Engine.
- More reliable, secure and performant uploads using Aspera's FASP technology – especially for geographically distributed teams.
- Extract additional value and utilization of the Aspera infrastructure investment that is designed for this type of workload.





Download Via Aspera Connect

What's New?

Customers that have custom workflows that produce a downloadable file can now utilise Aspera Connect and the Aspera FASP protocol to download the data from block based on-prem or S3 storage.

Why is it Valuable?

- Increasing the ease in which content and data can be extracted from Reach Engine. More reliable, secure and performant downloads using Aspera's FASP technology - especially for geographically distributed teams.
- Extract additional value and utilization of the Aspera infrastructure investment that is designed for this type of workload.
- Business value for customers managing hybrid environments (cloud/onprem or multi-sites)



New Metadata Management

In our new UI, we've totally visually redesigned the way Administrators can manage their metadata model.

What's New?

- Increased reliability of results when searching across fields
- Sorting across multiple field properties with ease
 - Field Name
 - Field Key
 - Field Type
 - Inspector Panel Usage
- Contextual Actions menu for editing fields and downloading picklist values
- Full page column view for picklists to increase the ease in which large picklists can be managed.



Why is it Valuable?

- The redesign consolidates multiple pages and tabs in the old UI to one consistent experience thus reducing the cognitive load when using the system and decreases the time it takes to accomplish metadata management tasks.



Search Service (BETA)

Reach Engine's search capabilities have been completely re-architected and updated with the latest ElasticSearch offerings and are now available as a hosted service.

What's New?

- Support for the latest ElasticSearch Version
 - Unlocks additional capabilities
 - Resolves long-standing security liability
- Asset Indexing and Asset Searching are now separate microservices
- Support for public cloud hosted ElasticSearch services like Elastic.co and AWS
- Parallel indexes and online re-indexing
- Vastly improved reindexing performance with an internal benchmark of 21,000,000 assets reindexed in approximately 80hrs. The same benchmark taking ~1,000hrs in previous versions.

Why is it Valuable?

- Micro services design unlocks significant agility to respond to issues, implement features independently of Reach Engine and other services.
- Online re-indexing eliminates significant upgrade outages and significantly reduces upgrade risks
- Hosted services eliminate capital expenditures for search related infrastructure
- Hosted services significantly reduce operational overhead and costs for managing search related infrastructure



Collaborate (Grays Peak)

Upload Experience Overhaul

The “Grays Peak” release of Collaborate focusing on user experience around upload tasks and decreasing the time to task completion.

What's New?

- Faster and more reliable uploads
- Asset Counts on Tasks
- Additional UI feedback for background tasks or processing
- Complete re-architecture of our Asset and Task services to a cloudnative serverless architecture with increased reliability and near infinite scalability

Why is it Valuable?

- Significantly decreased task completion times - From receipt of task to "mark task complete"
- More UI feedback to users means a decrease in task abandonment and in turn a higher rate of completed tasks and a significantly decreased overhead in task management for Reach Engine operators and Media Managers.



Panel Extension (Version 2.12)

Premiere Support and Improvements

The Reach Engine Panel Extension adds to the already supported applications (AfterEffects, Photoshop, Illustrator, InDesign) support for Adobe Premiere (2019, 2020) on Windows and MacOS.

What's New?

- Search on Reach Engine assets with Facets
- Build advanced Searches with multiple criteria
- Quickly access and execute saved searches
- Check-in and Check-out Premiere projects with increased project locking reliability
 - Including the ability to add to a collection and tag metadata with a form
- Identify and ingest into Reach Engine files in a project that are unmanaged (i.e. not yet in Reach Engine)
 - Do so at anytime without the necessity to check-in a project or when checking in a project
 - Including the ability to add to a collection and tag metadata with a form
- Show a Reach Engine Asset in Finder / Explorer from the Panel
- Manually download an asset's Source / Mezzanine / Proxy through the panel like you can in the Reach Engine UI
- View and Search on ReachEngine metadata directly from your Premiere Bin
- Improved navigation performance and usability

Why is it Valuable?

- Consistency with the latest Reach Engine UI reduces cognitive load for creatives when switching between the Web UI and the panel making it easier to be efficient.
- Premiere is by far the most commonly used Adobe application with a user base that needs to work as efficiently as possible. The Flexibility and options and improved UX to complete more jobs via the panel more efficiently improves the creative process and improves the overall post-production workflow.

Remote Workflows and Hybrid Support

Work 100% remotely with S3 hosted Proxies even when all of your Reach Engine infrastructure is on-premise and behind a VPN.

What's New?

- Check-in and Check-out Projects directly with Reach Engine without S3 or shared storage Access
- Upload unmanaged assets directly to Reach Engine without S3 or shared storage Access
- Upload Rendered Premiere Sequences and After Effects Compositions directly to Reach Engine without S3 or shared storage Access
- Significant improvements to the file location and download logic in an environment where Reach Engine is installed "on-premise" on a customer site with local shared-storage for the source / mezzanine content but Proxies in S3.
- Improved messaging to end users when files cannot be located with additional prompts to the user to reduce repetitive tasks and increase the probability they'll be able to access the necessary content without assistance.
- Improved handling of Local Repository data for reduced download overhead
- Improved Unmanaged Asset ingest experience with more communication to users when an updated managed path is available and improved efficiency relinking updated

Why is it Valuable?

- Improve the ease in which editors can execute an online / offline workflow so that they can work remotely without significant changes to their storage infrastructure and access their content as quickly as possible.
- Expand the size of your creative team by utilizing additional external resources
- Maintain business continuity with today's shifting landscape and remote workforce
- Improved Panel file cache intelligence decreases network load and cloud storage egress fees.