

Intro to Livestream Studio Workshop

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1. Set up Livestream box
 - a. Connect keyboard, mouse and power cord
 - b. Connect to Internet through ethernet cord
 - c. Turn on power button in the back
 - d. Push power button on the front
2. Connect cameras
 - a. HDMI cables for Z5U
 - b. SDI cables for FS700
3. Open Livestream Studio by double-clicking on the icon
4. Verify cameras are using these record formats
 - a. Z5U - 1080i60
 - b. FS700 - HD1080/30 FX
5. Verify audio coming through cameras
 - a. Monitor using camera's LCD screen and headphones
6. Verify project settings as follows:
 - a. Project Format - HD 1080i 59.94 (Z5U) or HD 1080p 29.97 (FS700)
 - b. Video In/Out - select CAM1 and CAM2 inputs to DeckLink Mini Recorder HDMI (Z5U) or SDI (FS700)
 - c. Recording - this creates an .avi file of your program
 - i. Browse to location to save recording file
 - ii. Select ISO Recording to Program (dirty) to record program with graphics
 - iii. Recording Bitrate 75 (Mbps) is usually adequate
 - d. Media Player
 - i. Media Autoplay
 1. Pause playback (pause playback of media)
 2. Continue playback (starts playback from the in point or beginning)
 - e. Streaming

- i. Antilag - Off is generally preferred
 - ii. Bitrate - Constant is preferred
 - iii. Local MP4 Recording - if checked, this creates an H.264 streaming file
 - iv. MP4 Recording Location - browse to set location
7. Click on Input Settings tab
 - a. Switch to CAM1 through the drop-down menu
 - b. Click on Convert tab
 - c. If camera matches project settings (preferred), Converter should be off
 - d. Change CAM1 Format to match project settings, if necessary
 - e. Repeat with CAM2
8. Click on Audio Mixer tab
 - a. Each CAM its own slider to set the level
 - b. Speaker icon turns toggles the audio source on and off
 - c. Headphone icon solos the track in your headphones to monitor just that track
 - d. Stream Out slider is for your overall program volume; verify that the speaker and headphones icons are on
9. Select on GFX1 or GFX2 tab
 - a. Load graphics by clicking on the + icon
 - b. Activate the graphic by clicking on the eyeball icon
 - c. Click on the paintbrush icon to edit the graphic
 - d. Preview the graphic by clicking on the green PRV button under GFX1 in the upper right hand part of the screen
 - e. Bring the graphic into Program by clicking on the yellow Push icon
 - f. Bring the graphic out of Program by clicking on the red Pull icon
10. To start streaming on YouTube
 - a. Set up your event in YouTube (refer to the Livestreaming for Nonprofits curriculum for how to do this)
 - b. Click on the Stream tab
 - c. Enter email and password and select Log In
 - d. Select your Quality
 - e. Select the appropriate event and click on the Stream button
11. To start streaming on Livestream
 - a. Click on Use Livestream
 - b. Enter email and password and select Log In
 - c. Select appropriate event
 - d. Click on the Stream button