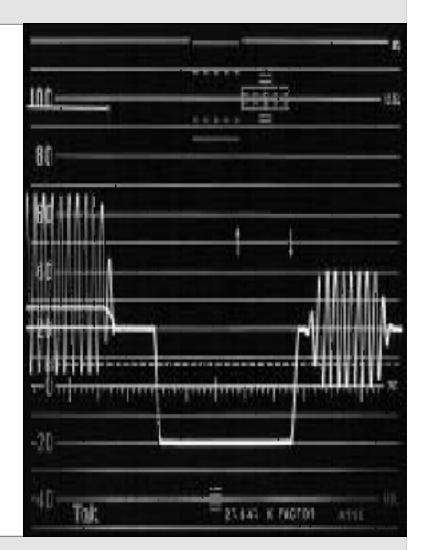


The National Archive of Recorded Sound and Moving Images
Linus Sjöberg linus@slba.se>
DLF Fall Forum, Philadelphia, PA - 5 November 2007

- Project Background
- Stakeholders / Requirements
- The Result
- Action shots
- Geeky details
- Long-term preservation
- •Q/A



















Strength









Stakeholders / Requirements

- Need to archive and manage essence and metadata
- Development driven by external and internal user needs
- Existing solutions mainly aimed at production/broadcasting
- A need to handle large amounts of material permanently
- Created and managed in-house
- Continuously evolving





The Result

7500h Open Reel / week 5000h QIC / week 1500h VHS / week

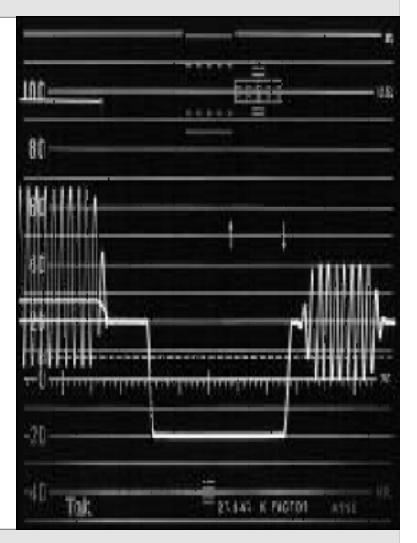
Totally 285.000 hours migrated so far, and counting...







The geeky details...



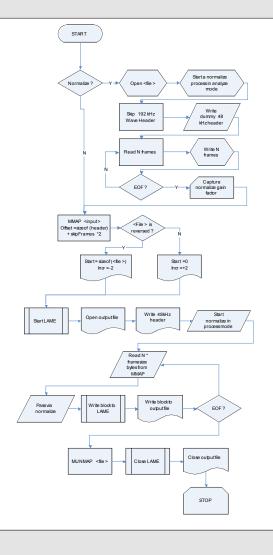


Stockholm Project Open-Reel 4 track

- First selection
 - 500,000 hrs
- 4X transfer speed
 - original 4.75 cm/sec
- 16 simultaneous players:
 - 64 tracks
 - 8 players per operator
- Target format 48/16 BWF

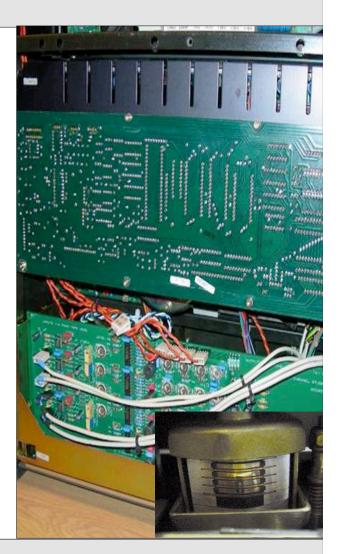






Stockholm Project Open-Reel 4 track

- Modified players
 - new replay heads
 - new EQ and amplifier circuits
- Software post-processing
 - downsampling
 - normalization
 - silence detection







Stockholm Project Quarter inch Cassette (QIC)

- 700,000 hrs
- In-house developed software
- Source format MPEG Layer-2 112 kbps
- Target format MPEG Layer-3 160 kbps
- 24 hours material per cartridge
- 40 cartridges transcoded / day





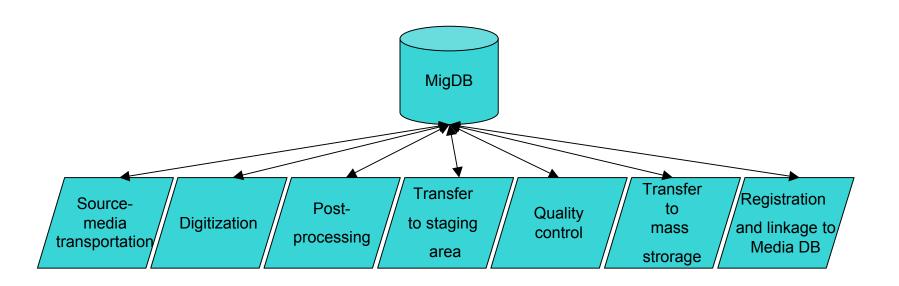
Stockholm Project Video Automation

- First selection
 - 220,000 hrs VHS
- 12 simultaneous streams
- Potential future roadmap
 - Digital Betacam
 - DVC-PRO

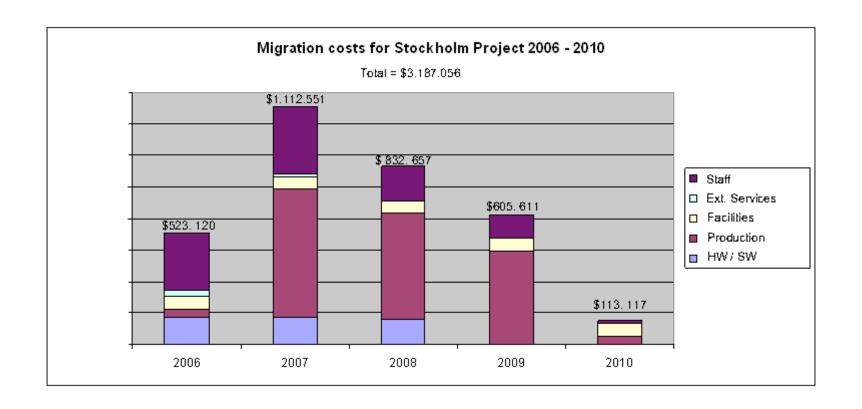




Mass Migration Flow Engine











Long-term Digital Preservation

- Logical Archive Format Criterias
- Physical Archive Format Criterias
- Transcodation/Migration Decision points
- Long-term System Architecture planning
- Unsuitable format management
- Metadata management,
- Preserving the Know-How
- Maximizing automation, minimizing manual labour



