Apace Systems
Networked Storage for Video

iEEi TV

Backup 6TB
Unity in 8 Hours!
Instant restore!
WOW!!!!

Apace Systems

Avid Unity Media Offload
Solution KIT

Backup / restore / shared storage / expanded access from any desktop / 18TB protected RAID-6 storage for Avid Unity Media MXF and OMF file backup support
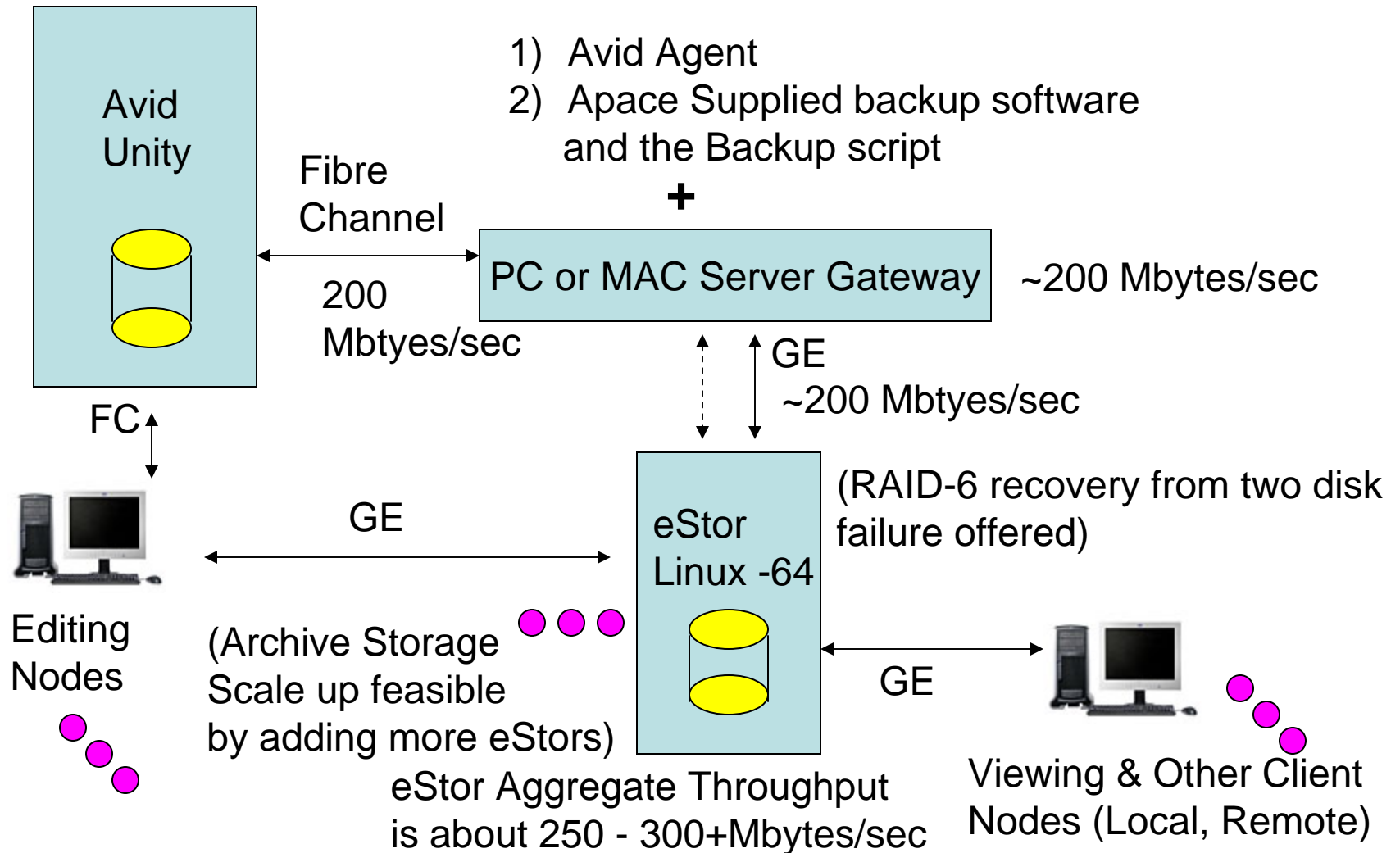
Problem Statement:

- Avid Unity and its storage expansion is very expensive
- Limited client stations access to the content Via FC
- Time consuming archive and recovery process

Apace Systems Solution:

- Maintaining Unity workflow & performance
- Network access to any node on Ethernet without client software
- Fast archive and recovery process
- RAID-6 protection
- Alternative or augmenting tape back-up strategy

Higher Performance
Avid storage Off-load Scheme

100-200 MBytes/sec (Depending on hardware and busy state)

Avid Unity

Fibre Channel

200 Mbtyes/sec

FC

Editing Nodes

1) Avid Agent
2) Apace Supplied backup software and the Backup script

+

PC or MAC Server Gateway   ~200 Mbytes/sec

GE ~200 Mbtyes/sec

GE

eStor Linux -64

(RAID-6 recovery from two disk failure offered)

(Archive Storage Scale up feasible by adding more eStors)

eStor Aggregate Throughput is about 250 - 300+Mbytes/sec

GE

Viewing & Other Client Nodes (Local, Remote)

Order Part number:
UOL18TB-MAC

Order Part number:
UOL18TB-WIN-PC
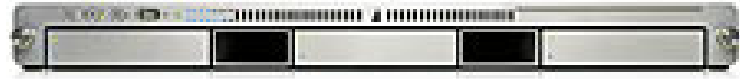

SKU class available

Apace 1U server Gateway

- Apace 1U Windows Server: Includes: Dual AMD Opteron CPU, Microsoft Windows XP, 2GB of ECC Registered RAM, Dual Drive for OS redundancy, 2G FC HBA, 2 x GigE, Backup Software

Xserve Gateway

- **Xserve G5 Dual 2.3GHz**
- **Part Number: Z0BH**
- **Fibre Channel PCI-X card - (lower slot)**
  2GB DDR400 ECC SDRAM - 2x1GB
  Mac OS X Server, Unlimited License
  80GB ADM (1x80GB 7,200rpm ADM)
  Accessory kit
  Dual 2.3GHz PowerPC G5
  Combo Drive (DVD-ROM/CD-RW)

Apace eStor Off-load NAS

Enterprise Class File based NAS:
with hot swappable HDD
Redundant Power Supply
End to end 64 bit LINUX and Multi-CPU architecture
18 TB of s-ATA RAID-6 storage protection
QUAD GE connectivity
300Mbytes.sec throughput
Easy to Manage via GUI based Interface

Apace complete solution:

**UOL-18TB-PC or UOL-18TB-MAC Solution KIT
for 1G FC or 2G FC Unity Off-load system**

NAS

- E1500-4U18T with RAID-6 support
- Op-2GE (additional 2GE NIC for total of four ports
- Op-1GB x 2 (for total of 4GB RAM Cache)
- Sp-HD750 (Spare HDD+tray)

Server Gateway + Software

- **with backup software and syncing script** .
- **Avid Unity Client**

Grand Total (MSRP)   **$44,850**

Apace Can offer installation service for $800/Day + any travel and per diem (estimated installation and site testing 2 days)

Unity Offload Benefits

- *Economically* use of Unity resource
- Moving non-current projects to nearline eStor and maintaining data *availability*
- Content *accessible* from any computer on Ethernet for review from desktop (QuickTime or Media Player)
- *No change* to current workflow, performance & Unity setup
- Maintaining a video archive for *better productivity* with zero recovery time
- Automated data *protection* of RAID 5, 6 or global standby while Unity can afford to run RAID 0 without redundancy
- *Fast*. Archiving and retrieving are DV/HDV, SD, DNxHD and uncompressed HD

Appendix: Calculation time for AVID Backup

Per previous foil if AVID throughput and workflow back up throughput bottleneck is set at 200Mbtyes/sec: Assuming a 6TB Unity storage …

For 6TB = 6,000GB = 6,000,000 MB / 200 MB/sec = 30,000 sec
30,000 sec/ 60 sec = 500 minutes / 60 minutes =
~8.4 Hours back up time for 6TB (Estimated time)

One clean way may be to do 2TB in less than 3 hours each night. And over the weekend do 8 hour dumps. Especially if you go with 18TB eStor you can have weekday and week-end dumps dedicated space as a strategy as well. This means not only RAID-6 protected data but Mirrored Data as the third copy as well, which will be you daily dumps and weekly dumps respectively.

Assumptions: we expect Unity to do up to 200 Mbytes/sec.
We believe 100-200Mbytes/sec backup throughput is a balanced throttling speed for The workflow. We believe that you can edit while running edits for non active projects.

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