



Emmys

2020
ENGINEERING AWARDS

Television
Academy

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Emmys

2020
ENGINEERING AWARDS

OCTOBER 29, 2020

HOSTED BY
KIRSTEN VANGSNESS

Television
Academy

MESSAGE FROM THE CHAIRMAN & CEO



Welcome to the 72nd Engineering Emmy Awards!

Technological innovation has been moving television forward since its inception, driven by individuals and companies with the vision, creativity and scientific chops to make what may have once seemed impossible into standard industry practice.

The Engineering Emmys honor and celebrate this groundbreaking work with enthusiasm, admiration and no small amount of gratitude. That's especially true this year, when the necessity of remote production amid the Covid-19 pandemic gave us all a new appreciation for the tech wizardry that made such ambitious undertakings as this year's

Emmy Awards telecast – with more than 130 live feeds across the globe – possible.

All of the elements of the annual Engineering Awards presentation are included tonight, including informational videos for each of the eleven recipients, their acceptance speeches and the inimitable hosting prowess of Ms. Kirsten Vangsness.

Be it in a live show or a virtual presentation, the Academy would not miss the opportunity to recognize and congratulate the honorees' distinguished contributions to the production, recording, transmission and reception of television.

You do our industry proud.

Frank Scherma

Chairman & CEO

MESSAGE FROM THE PRESIDENT & COO



Welcome to the 72nd Engineering Emmy Awards – we’re so glad to have you with us.

Every Emmys ceremony is different from those that came before, some more than others. That’s especially true this year, due to precautions implemented to ensure safety amid the Covid-19 pandemic. But our commitment to honoring excellence in television – the core mission of the Emmys – has never wavered.

Of course, in addition to battling a health crisis, our nation is engaged in a reckoning with racial bias and social injustice. These momentous events have dominated public attention, and for those who work in television, it has been a source of pride to see our industry play a critical role in informing and educating

viewers about both of them.

Critical to the production and distribution of television in all its unanticipated 2020 iterations are its sci-tech innovators, the “Just figure it out” folks we honor tonight. Theirs are the innovations that have captured audio, embellished video, channeled and streamed data, synchronized the work of remote production pods and coordinated all of the above (and much more) to make the sum of these parts into a greater whole – television in the time of plague.

Another significant transition this year has been the retirement of the Academy’s longtime senior vice president of awards, Dr. John Leverage, whose distinguished tenure included oversight of 39 Emmy Awards. We thank John for his decades of extraordinary service and are delighted that, while having stepped away from his full-time role, he serves as chair of the Engineering Emmy Awards Committee.

Professional camaraderie has always been a hallmark of the television community – and particularly of Emmy nights. This year, despite circumstances that require most of us to be apart from one another, we hope you will feel the powerful sense of community that connects us all.

Maury McIntyre
President & COO

MESSAGE FROM THE ENGINEERING COMMITTEE CHAIRMAN



Eleven distinguished Engineering achievements are being honored this year. Congratulations to each and every one taking our virtual stage!

But it should be noted that the two named awards – The Charles F. Jenkins Award (for an individual's lifetime achievement) and the Philo T. Farnsworth Award (for a company's body of work) – are not being given this year. In deference to long-held tradition, the committee decided to defer these uniquely personal honors to the next live ceremony.

I served the Engineering Committee as the awards staff liaison from 1980 to 2019, and I am deeply appreciative of the opportunity to chair it in 2020, my fortieth year of association with the Academy. Among my annual duties as senior vice president of awards, working with the Engineering Committee was – and is – my favorite assignment.

Having been both a staffer, and now the chair, I am twice blest.

Thank you.

John Leverage

Engineering Emmy Awards Committee Chairman



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TONIGHT'S HOST



KIRSTEN VANGSNES

Kirsten Vangsness is widely known as the bespectacled, brainy, tech kitten Penelope Garcia on the CBS hit drama *Criminal Minds* — and its spin-offs, *Criminal Minds: Suspect Behavior* and *Criminal Minds: Beyond Borders*. She has long been a fan favorite, beloved for her vibrant personality and quirky style. She was just seen in the fifteenth, and final, season of the show. She co-wrote five episodes of the procedural series, including the series finale, alongside showrunner Erica Messer.

Last summer, Vangsness was selected to present her one-woman show, *Mess*, and ensemble production of *Cleo Theo and Wu* on the international stage at the prestigious 2019 Edinburgh Festival

Fringe as part of her FEMPIRE series. Her collection of shows cultivates power within the feminine self on a stage and empowers others to find their light and create opportunities for all women to shine.

Vangsness can be heard as part of the voice cast for the sci-fi comedy podcast *Voyage to the Stars*. Set in the year 2263, the series follows a misfit space crew tasked to investigate what lurks behind a wormhole. When the series returns this fall, she will voice a lesbian space alien who falls into a love triangle with members of the space crew.

She has also been seen at the Slamdance Film Festival in Park City, Utah, for the world premiere of the adventure comedy film she stars in, *Dave Made a Maze*. Directed by Bill Watterson, the feature reimagines the classic '80s adventure film with a modern fantastical edge.

Previously, Vangsness attended the Film Noir festival in Paris for the premiere of the spoof *Kill Me, Deadly*, a feature she starred in and produced. In the film, based on the critically lauded play of the same name written by Bill Robens, she plays the torch-singing femme fatale. The film opened in select theaters in 2019.

She is a longtime member and former president of Hollywood's Theatre of NOTE's Artistic Board. Her stage work has garnered the Los Angeles Drama Critics Circle Natalie Schafer Award for best emerging comic actress, the 15 Minutes of Fem Best Actress Award and a Garland Award for best actress for the West Coast premiere of Neil LaBute's *Fat Pig* at the Geffen Playhouse.

Vangsness has also enjoyed success in business. In 2016, she and two partners opened Blinking Owl Distillery, the very first craft distillery to open in Orange County. Based in Santa Ana, the distillery launched with three spirits to taste and is open for tours and tastings. Blinking Owl exploded onto the scene, receiving numerous positive reviews and accolades since its grand opening. In addition to its acclaimed spirits, the company is now helping to supply multiple businesses with its signature hand sanitizer, Dirty Bird.

Vangsness is originally from Porterville, Calif., and graduated from California State University, Fullerton. She currently resides in Los Angeles.

ENGINEERING EMMYS®

Eleven Engineering Emmys are being awarded at this evening's ceremony.

These Emmys are presented to an individual, company or organization for developments in engineering that are either so extensive an improvement on existing methods or so innovative in nature that they materially affect the production, recording, transmission or reception of television.

This year's Engineering Emmy Award recipients are:

SOUND RADIX



The fast and simple way to get location mics in phase.

Auto-Align™ Post automatically corrects the delay and comb-filter phase issues occurring when mixing a recording of multiple moving microphones, such as in the case of a shoot set-up using a boom microphone in addition to an actor's lavalier microphone or multiple on-set microphones.

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For more information on Auto-Align™ Post, please visit soundradix.com.

GAIN SHARING AUTOMATIC MICROPHONE MIXING RECIPIENT: DAN DUGAN

TRANSPARENT
AUTOMATIC
MIC MIXING



Dan Dugan
SOUND DESIGN
WWW.DANDUGAN.COM

In 1968, as a young sound designer in live theater, Dan Dugan watched an operator struggle to manage a large number of microphones and thought,

“There has to be a better way.” His subsequent invention, the gain-sharing automixer, ended up dramatically improving audio mixes for not only theater, but television. David Letterman was an early adopter, and the *Hollywood Squares* team said they

ENGINEERING EMMYS®

couldn't do the show without it. Over the years, PBS, CBS network, CBS Television City, NBC Universal, CNBC, ESPN, SportsNet NY, Fox Sports, MLB Network, Speed Network and many more have all used "Dugans" for mixing their talk panels. Oprah once used 32 live mics on air, made possible by Dugan's gain sharing.

The gain-sharing technology invented by Dan Dugan ensures that everyone is being heard at the right time and does so much more quickly than a human operator could. Overall system gain is held at the level of one microphone, regardless of who is talking, or how many people are trying to talk at once. Operation is simple: microphones are connected, channel gains are set and the automixer takes care of following the action. The result is clear, understandable audio without up-cutting of voices or gating, and it frees up the operator to focus on the quality of the mix, rather than sweating over who's going to talk next.

Dugan manufactures a line of automixers designed to patch into existing sound consoles. He has also licensed his technology to other manufacturers to build into their mixers, including Sound Devices, Yamaha and Waves. Since his patents have expired, many manufacturers have designed their own interpretations of gain sharing. Dugan calls them his "honorable imitators." He says his users tell him that Dugan-built or Dugan-licensed automixing is the best, but it's possible they are just being nice.

For more information on Gain Sharing Automatic Microphone Mixing, please visit dandugan.com.

APPLE INC.



ProRes

Introduced in 2007, Apple ProRes has become a ubiquitous video codec in the film and television industry. It offers excellent preservation of source video quality and, thanks to innovative algorithm design, fast encoding and ultra-fast decoding. These two properties, combined with

Apple's industry licensing and certification support, make ProRes among the most widely used codecs for end-to-end content-creation workflows: from high-quality acquisition to high-performance editing; color correction; broadcast ingest and playout; and FX creation, through to master content distribution and archiving.

For more information on the Apple ProRes video codec, please visit Apple.com.

CODEX



CODEX

Codex, an X2X Media Company provides the Codex RAW Workflow, the fastest high-speed data-migration process for

RAW camera content available on the market. It provides a completely proven and deployed end-to-end secure-transport workflow from production to post, while reducing storage costs and saving time with High Density Encoding.

The Codex RAW Workflow provides an efficient and cost-effective solution for television production using high-end camera capture in a RAW format. When enabled with High Density Encoding for ARRIRAW image files, a reduction in the data footprint of up to 50 percent can be realized with no loss in image quality. It is 100 percent lossless and bit-exact. HDE reduces the storage costs from production

through post and saves time in data migration and file transfers and during the final archive to tape or the cloud. It also saves time during post-production processing, as the data files are smaller in size by 50 percent.

For more information on the Codex RAW Workflow with High Density Encoding, please visit codex.online.

SOHONET



ClearView Flex enables an “over-the-shoulder” live viewing experience for storytellers who can’t be in the same place at the same time, allowing real-time collaboration that mimics being in the creative suite together – but from their personal media

devices anywhere in the world.

Built to bring remote teams together in a rock-solid, studio-approved and secure ecosystem, ClearView Flex is now being utilized across the production and post workflows, from previz reviews to off-set creative participation, VFX shot reviews, editorial, sound mixing, color grading and finishing reviews.

ClearView Flex provides creative teams with a user-friendly tool to stream live, encrypted video and audio with sub-100ms of latency from any source (edit/VFX workstation/camera/video village...) via HDMI or SDI up to 30 viewers on tablets, phones, laptops or Apple TV.

Live content is easily viewable on any internet-connected device with no extra equipment at the viewer’s end, making it of special value to those working from home. The technology supports 5.1 surround sound and 2K resolution in 10-bit color. No time-consuming pre-rendering, uploads, file transfers, downloads or special viewing hardware – just near-zero latency, rock solid frame rate, professional quality, studio-grade security and world-class 24 x 7 support.

For more information on Sohonet, please visit sohonet.com.

HP INC.



HP ZCentral Remote Boost is a software-only remote computing solution designed to allow the user access to high performance compute power from anywhere. Formerly known as Remote Graphics Software (RGS), it uses HP compression technology that was used by NASA to retrieve images from Mars. ZCentral Remote Boost enables users to remotely connect to a powerful workstation (Linux or Windows) using almost any

end-point device (Linux, Windows or MacOS). ZCentral Remote Boost is designed to enable a transformative remote experience with fast responsiveness, pro-grade collaboration in real time and secure access – only encrypted pixels are sent over the network, so data remains highly secure at the source. ZCentral Remote Boost gives users access to high-performance computing for a range of applications and use cases including VFX, editing and 3D, providing flexibility for end users to create on almost any end-point device remotely. Before the global pandemic, HP ZCentral



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Remote Boost was advancing the state of the art of television by enabling editors, artists and other creative professionals to work remotely, improving collaboration, creativity, productivity and efficiency. Since the pandemic, ZCentral Remote Boost has enabled TV productions around the world to make it to air, despite teams being confined to home.

For more information about HP, please visit hp.com.

TERADICI

teradici®

Teradici has specialized in providing remote access to workstations for over 15 years and has been widely appreciated

by media and entertainment customers for its ability to deliver an uncompromising user experience for graphics-intensive workloads. Teradici Cloud Access Software enables artists and producers to work from home or anywhere they need to be by establishing a secure remote access connection to Windows or Linux desktops hosted in the studio, a private data center or a public cloud. Users can access their remote workstations through the Teradici PCoIP protocol from a wide choice of client devices and can use their display, keyboard, mouse and peripherals like Wacom devices as if they were on a local machine, with the resolution and color fidelity they need to maintain the highest quality standards. The software transmits only pixels to an end user's display, providing a color-accurate, truly lossless user experience in a highly secure environment.

For more information on Teradici, please visit teradici.com.

EVERCAST

ever/cast™

Evercast is the first real-time collaboration platform built for creatives by creatives. It combines video conferencing, HD live-

streaming and full-spectrum audio in a single web-based platform. Because Evercast requires only a computer and software to stream, it is easily adopted across all stages of production, among teams large and small. No matter where in the world they are, users can securely stream any creative workflow (live cameras on set, Avid, Premiere, Maya, Pro Tools, etc.) with ultra-low latency and uncompromising quality. With features made specifically to facilitate creative collaboration, Evercast offers a digital experience that mirrors the ease and productivity of a team sitting shoulder-to-shoulder.

For more information on Evercast, please visit evercast.us.

NUKE®

RECIPIENTS: BILL SPITZAK, JONATHAN EGSTAD, PETER CROSSLEY, JERRY HUXTABLE



Nuke® is an award-winning node-based compositing toolkit that has been the VFX industry's standard for cutting-edge compositing, editorial and review for more than 20 years.

Nuke®'s toolset has been used on a wide range of television, feature films, video-on-demand and commercials to solve complex visualization challenges and turn incredible ideas into reality. Nuke®'s flexible, efficient and feature-packed toolset delivers film-grade results fast, which makes it the perfect choice for compositors, lighters and animators who require a robust production-proven toolset.

For more information on Nuke®, please visit foundry.com.

EPIC GAMES



**UNREAL
ENGINE**

Epic Games' Unreal Engine is the world's most open and advanced real-time 3D tool. Creators across games, film, television, architecture, automotive and transportation, advertising, live events and training and simulation choose Unreal to deliver cutting-edge content, interactive experiences and immersive virtual worlds.

For more information on Unreal Engine, please visit epicgames.com.

RE:VISION EFFECTS

RE:Vision Effects

www.revisionfx.com

RE:Vision Effects is an Emmy®- and Academy Award®-winning software development company providing innovative software to create, modify and enhance digital imagery at the highest quality.

The creative community has relied on RE:Vision Effects' VFX and video processing software for over 20 years. RE:Vision Effects introduced the industry to optical flow-based post-production tools via Twixtor®, ReelSmart Motion Blur®, RE:Flex® and others. RE:Vision Effects supplies their technology as plug-ins to a wide range of host applications and interfaces that are already familiar to the user.

RE:Vision Effects products are used in every phase of television, motion picture, internet and visual effects content creation. The company supplies its cutting-edge software through partnerships and direct sales to customers ranging from at-home editors, live-event videographers, corporate-video providers and those creating high-end effects for commercials, episodic TV and big-budget films.

For more information on RE:Vision Effects, please visit revisionfx.com.

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Emmys

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