

CCD Overview

CCD (Content Creator Data) is a three-year project funded by a grant from the Library of Congress NDIIPP program. Development partners include The Recording Academy Producers & Engineers Wing, Sony Music, Universal Music Group, and other major labels. The purpose of the project is to create a field-set, data dictionary, and open-source schema for the documentation of technical and descriptive metadata regarding recorded Master Deliverables and their derivatives. The resulting data structure is compliant with pre-existing work wherever possible (SMPTE and DDEX in particular), and includes all forms of recorded Masters (multi-track, 2tk, 5.1, 7.1, Stems, TV, Inst, etc.), while focusing on the core multi-track assets which are not effectively tracked by many content owners nor fully addressed in any previously existing data structures. Use of the CCD schema offers the ability to specifically define and track the recorded Masters along with the creators of those Masters, facilitating accurate crediting and payment and potentially allowing all recorded assets to "speak the same language".

The CCD Collection Tool

The free, cross platform, CCD Collection Tool is designed to make it as easy as possible to gather Master media and creative participant metadata in the recording studio, whether a professional facility or a home studio. The Collection Tool also stores metadata about recording locations, dates, times, and recording equipment. Exported metadata populates the relevant fields of the CCD Schema as deployed by users. As a first generation tool, it is distributed with the knowledge that there is still much work to do, specifically regarding tiered permissions and validation of the output of the Tool. These issues (and others) are beyond the scope of this initial iteration but community input is encouraged.

The CCD Collection Tool is an Adobe Air application, run locally and storing its data locally. Projects and songs are exported via xml for handoff to other project participants, ingest of data into databases configured to receive it, and as part of a Master deliverable. The Tool can also generate printed reports. Currently BMS/Chace is able to directly ingest the xml output of the Tool.

The primary focus of the Collection Tool is documentation of project participants and Master media. It also stores metadata about recording locations, dates and times, and recorders. One important feature of the Collection Tool (and the underlying schema of course) is the adoption of the ISNI number, an emerging ISO standard that will allow for positive identification and tracking of performers and creators worldwide. The ISNI number is scheduled to be available from CISAC and other business entities in late 2011.

Installation

The CCD Collection Tool is an Adobe Air application. Adobe Air and the CCD.air Application should be installed and run from the Admin account on your computer. Before CCD installation, please go to <http://get.adobe.com/air/otherversions/> to download and install the Adobe Air installer and framework necessary to power the CCD Collection Tool application. Then double click the CCD.air application icon and install. Installation will require your name, email, and company. This basic user ID information will be embedded in all data exports. No user information or entered data of any kind is transferred over the Internet, all storage is local and all information is private.

Getting Started

In general, the navigation is similar to iTunes or Mac Mail. Some functions are only available from the drop down main menus, but most are also available from within the individual sections, using the “+” and sprocket icons. Projects, songs, and sessions are treed in the left Project column. Personnel, Media, and Recorders are in the right column. All windows and columns are re-sizable. The bottom Current Session pane always contains the active session to be linked to a song, edited and re-

saved to the same song, or saved as a template. Personnel and Recorders are linked to songs through the Current Sessions pane via drag and drop. The top central Song pane is for display only except for the Configure Recordings section, which is a drop target for media created in the right column and offers access to media configuration. Media is configured for the various Recording Elements (Multi or Mix, Master or Safety, etc) with specifics (type of DAW or hardware, Bit Depth, Sample Rate, etc.) as used for each Recording Element, after drag and drop. One Media (in particular a Hard Drive) may contain many songs configured many different ways. Media is linked directly to the song and configured via this drop target, and is not session specific.

The Right Column

The use of the Collection Tool while recording is very fast and transparent provided that right column information has previously been entered. Most right column entries are global, meaning that they will remain available in the tool for all projects. The exception is media, which is project specific to avoid clutter, but it is possible to use the search box to find and display media used in another project. It will remain visible in the media column when linked to a song. All right column functions, including search, can be accessed from the top of the column and by selection and left click, or double click of an entry. The search box addresses the right column accordion window that is currently open.

Personnel: Select the Personnel accordion on the right. Enter the musicians, singers, and engineers you work with. The contact information for a participant who is later linked to a song will be exported as part of the recording project. The amount of contact information is optional, but the name as credited is obviously important as well as a permanent email for potential royalty payment in the future. As mentioned above, we believe that the use of the forthcoming ISO standard ISNI number will be crucial to positive identification of participants.

A “Default Role” can be entered as a musician’s primary instrument, or for engineers, 2nd engineers, singers, etc. There is a preset value list and new roles can be

created using the green plus sign. The default role will be automatically entered when a contact is dragged to a session. The Role can be change at any time, both as a default, and in any individual session if a musician plays different instruments. “Category” is a format widely used in the UK and Europe where a larger number of royalty participants must be tracked. The choices should be self-explanatory but “To Be Determined” and “Other” are available if unsure.

Recorders: A variety of recording gear can be added but emphasis is on the hardware and software that actually recorded the track or files. You can enter a little or a lot of info as desired about your DAW rig and/or hardware, including software versions, OS versions, clocking, manufacturer, model, etc. Recorders are global, so all your entries will remain visible across multiple projects. If you want to display the Recorders linked to an imported project you can use the right-column search window to find them.

Media: Name the media (Project Drive #1, or whatever), select a Format and Type. Standard media templates are provided as a reference and you can create additional templates, then create new media from any template. Media will later be linked to specific songs including additional detail about the configuration for that song. To avoid clutter, media is project specific, but if desired you can type a few letters of the media name in the search box to make it visible in the media column, then link to a song in a new project.

Recording Projects

Project

Create a new project (click the “+” at the top left). One project is displayed at a time but there is no limit to the number of projects that can be stored and accessed. The producer and production assistant should be entered at the project level and will then be automatically entered for each song. They can be changed for individual songs as necessary. Do not use the “Current Session” pane to enter producers or production assistants.

Song Pane

Create a new song. Writers and splits can be entered. A Song Artist can be entered if there is no overall project artist, or if there is another featured artist on the song.

Some fields (such as ISRC) of course will not be known during recording.

Cumulative information about the selected song will be displayed in the song pane.

Current Session Pane

Create a new session. The current date and time are entered automatically but can be modified at any time. Enter a location (studio or whatever) and the type of session. Personnel and Recorders are entered by drag and drop from the right column. When a session is complete it is linked, using the “Link” button, to the song selected in the left column. Once the session has been linked it will appear in the left column tree under the song chosen. That session (or any session) can then be dropped back to the Current Session pane. On drop, select either Template to use as a template for a new song, or Edit to change the existing session and re-save to the same song it was dragged from. Session Templates can also be permanently saved to the right column and dragged from there.

Select the session in the left column to view the info in the top Song Pane. Select the song itself to view info for all sessions linked to the song.

Configure Recordings Box

Drag media from the right column to the Configure Recordings box in the Song pane and then configure the Recording Elements for each song, as recorded on that media. Recording Elements might include multi-track, mix, stems and they might be the Master, Safety, Convenience, etc, recorded using Pro Tools, Nuendo, analog, etc. Bit depth, sample rate, file type, tape speed, etc. can also be entered. Many different Recording Elements for multiple songs are likely to be recorded on the same piece of media, especially if the media is a hard drive. After a piece of media has been dropped to the Configure Recordings window and configured, the Recording Elements for that song, on that media, can be changed (or more added) at any time.

Double click the round Disc icon to go directly to Recording Elements, or click the media name itself to go to the overall Media Detail as entered in the right column.

Import/Export

Select Export Song, or Export Project from the menu. Name the xml file and specify a save location. The resulting xml file can be kept as a permanent project record and/or easily emailed to subsequent project participants for import.

Import of an xml file with the same artist name and project name as an existing project will result in data from the import being merged into and added to the existing project. Existing data will not be overwritten. Prior to an import of this nature be sure to export the existing project from the Tool as a backup in case the import result is not as expected.

Individual songs can also be exported/imported and import will be included in an existing project when imported if the artist and project name are the same.

For advanced users the text (artist and project for instance) can be manipulated in the actual xml document as necessary to facilitate desired import.