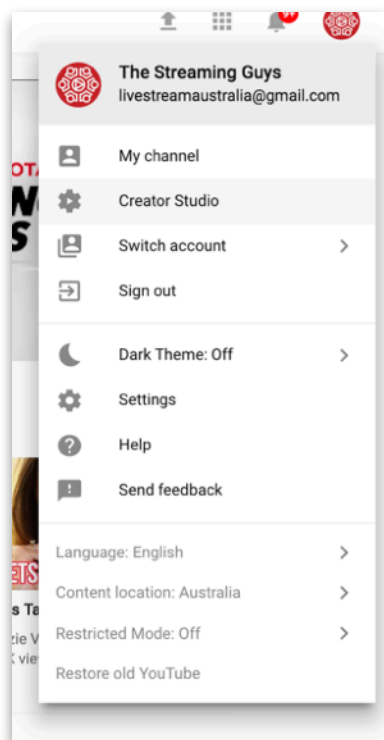
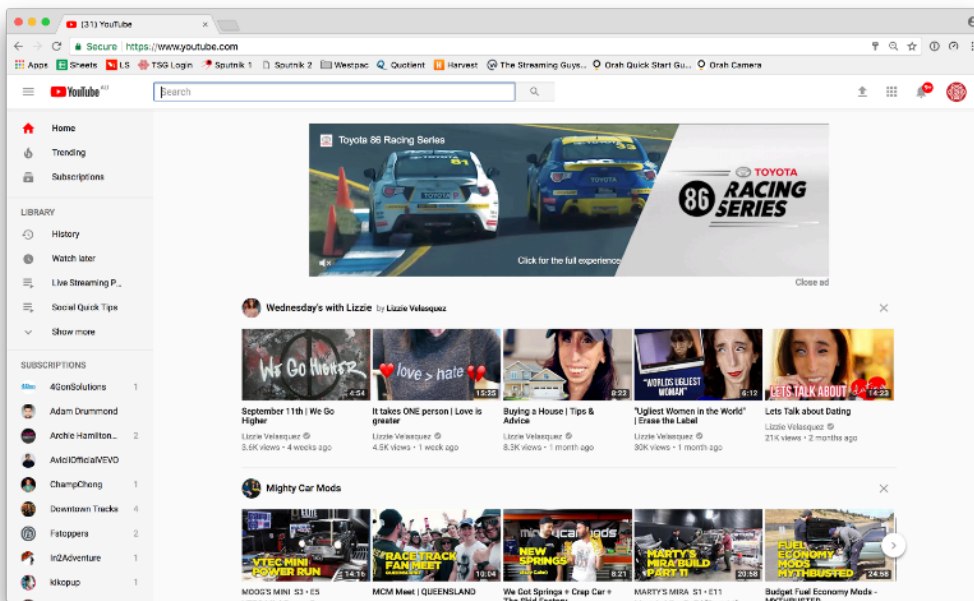


# YouTube LIVE Workflow

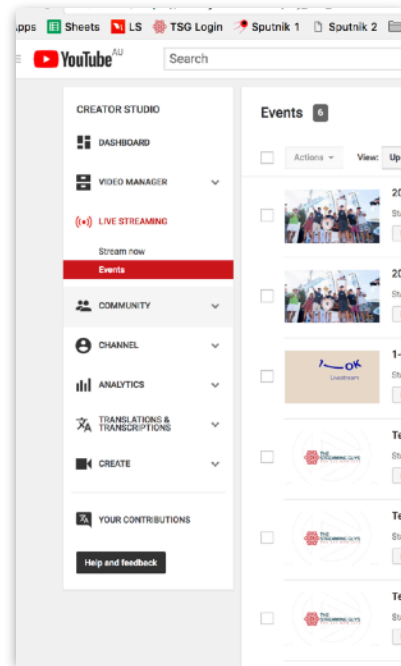


Head to [YouTube.com](https://www.youtube.com)

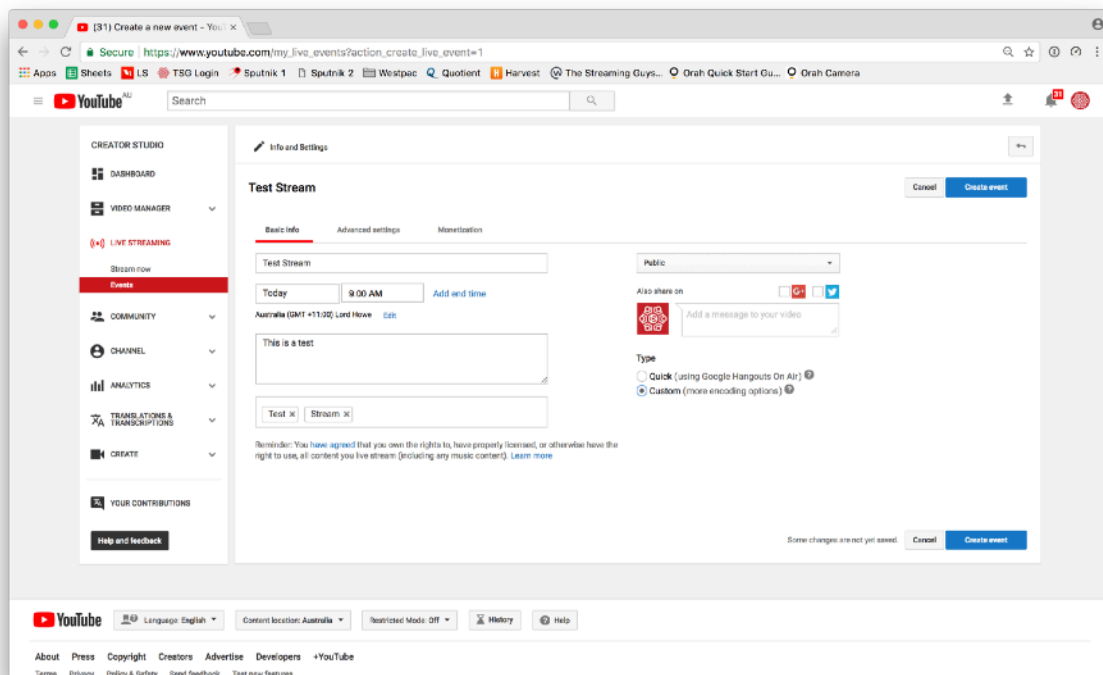


After signing in with your credentials, click on your logo in the top right hand corner, selecting 'Creator Studio'. Make sure you have the correct channel selected.

In the left column, select 'Live Streaming', and 'Events' in the submenu. You will now be prompted to create your event.



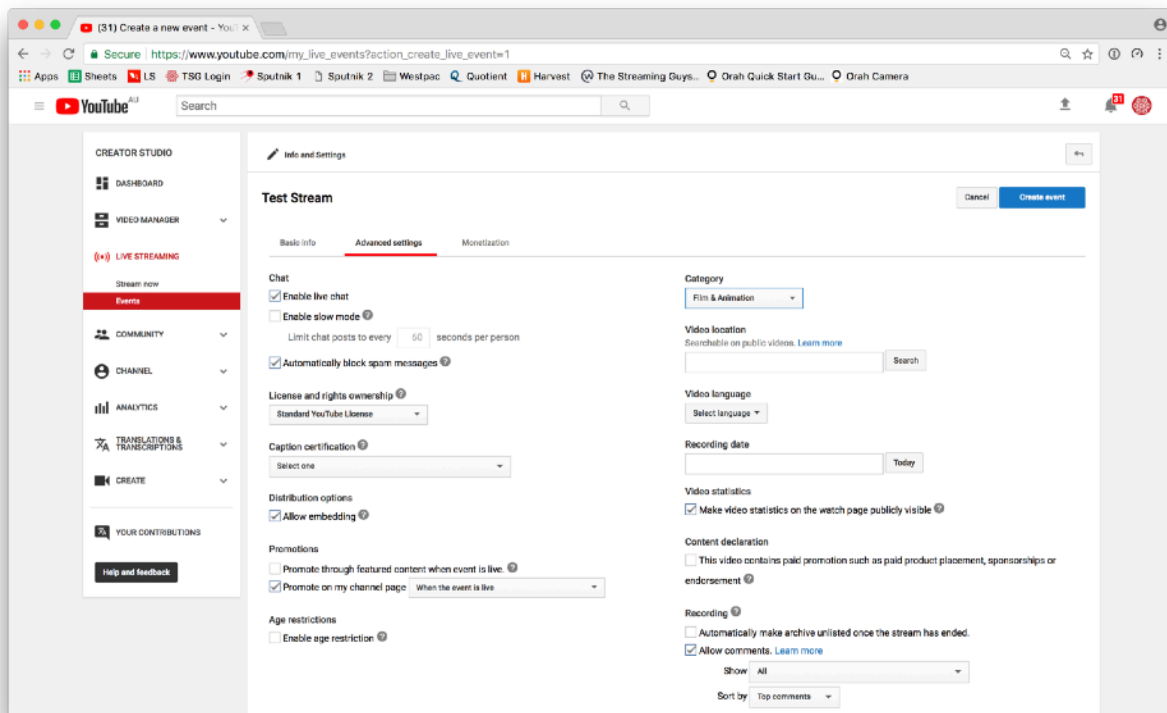
## Creating Your Event



In Basic Info, enter your:

- Stream Title
- Date and Time
  - End time not necessary
  - If entered, your stream will be cut at the time designated.
- Stream description
  - This will appear below the player
  - Use this space for:

- An overview
- Any credits
- External links
- Keywords
- Visibility:
  - Public
    - Viewable everywhere - On YouTube and any embedded locations
  - Unlisted
    - Stream can be embedded in locations without being publicly available on your channel
  - Private
    - Only people signed in to your channel will be able to view

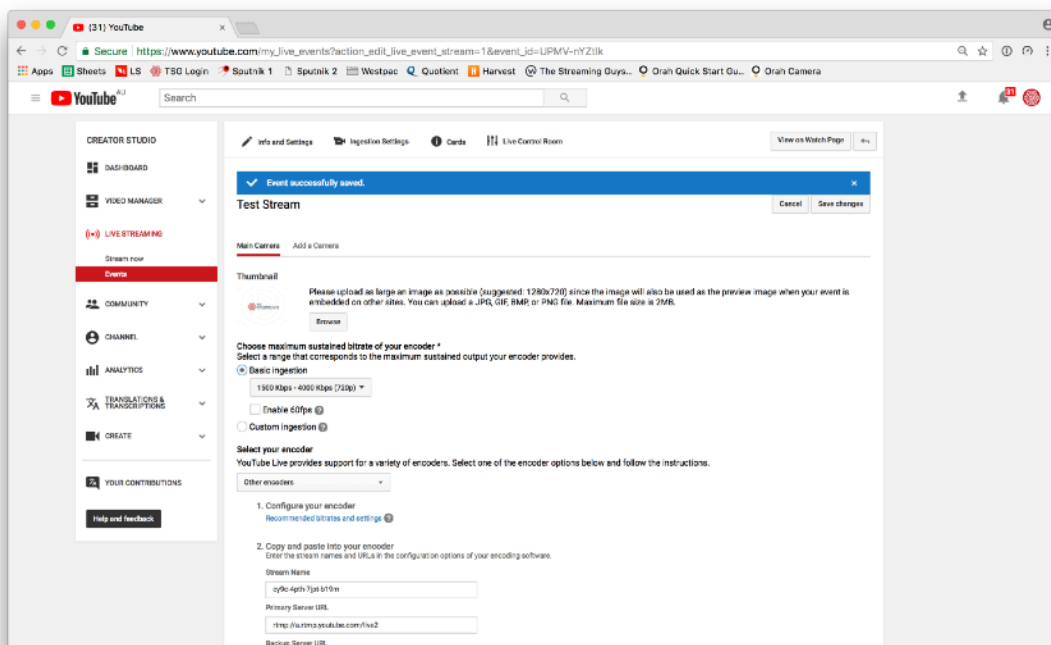


#### In Advanced Settings:

- Mostly self explanatory
- Enable Live Chat:
  - If viewing on YouTube, viewers will be able to chat
  - Having a dedicated moderator is recommended
- Slow mode:
  - Users will be limited to how many posts they can submit in a time period
- Video Statistics:
  - Turn these off if you would not like the view count visible
- Content declaration:
  - If showing 3rd party ads within your stream, select this
- Recording:
  - Automatically make recording unlisted once the stream has ended
    - If you would like to review your footage before making the stream available, select this option
  - Allow comments:
    - Allows comments from users on the non-live recording
- 360 Video:
  - If you are streaming in 360

- DVR:
  - If you select this, users will be able to rewind your live video up to 4 hours prior to the current point.
  - We recommend turning this feature on.
- Stream Optimisation:
  - Leave as Normal latency unless you are communicating directly to your audience
  - This leaves a padding in your stream so users do not experience any buffering, and can view in high quality
- Low-Latency:
  - Minimises the delay to the user, keeping a good quality stream with minimal buffering.
- Ultra Low-Latency (not recommended):
  - This will bring your latency very low for interacting with users. It will add buffering, remove DVR capabilities and higher resolutions.

Once you have all your settings correct, hit 'Create Event'. This will take you to the Ingestion Settings page

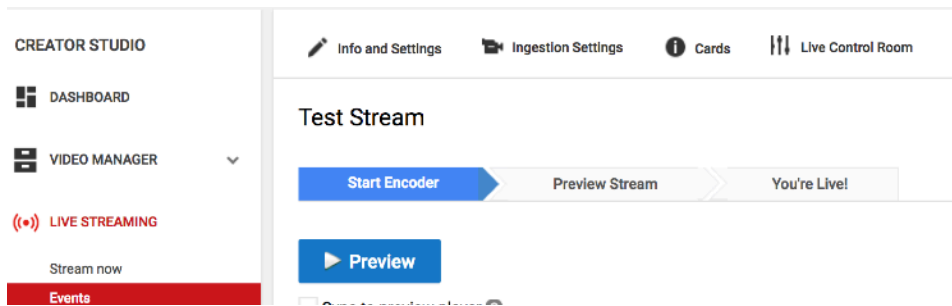


Thumbnail:

- This will be the holding image when your stream is not live.
- Create a 1920x1080 graphic
  - JPEG, PNG, GIF or BMP
- Do not make too busy, as YouTube overlays information on the left and right hand side.

Select your stream quality.

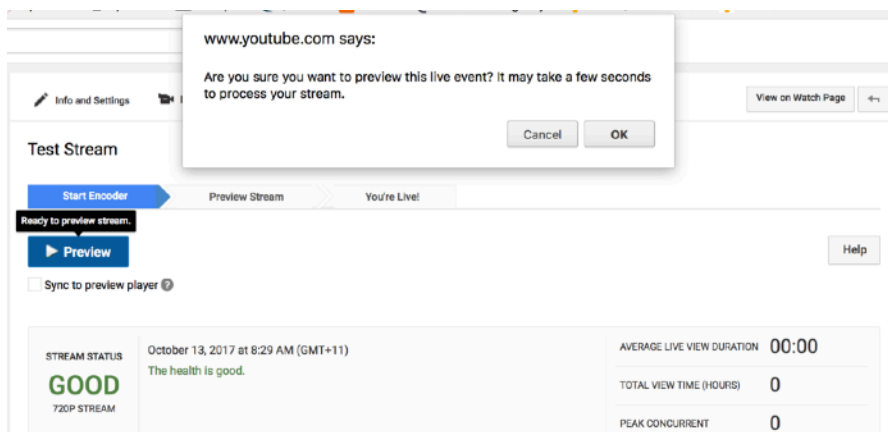
- Select 'Basic Ingestion'
- If you would like to keep the same RTMP settings for each event, you can select 'Custom Ingestion'.
  - We do not recommend this.
- Select 'Other Encoders'
  - Enter the RTMP details into your encoder, or supply to your streaming provider.



## Going Live

You are now ready to go live. Select 'Live Control Room'.

- Once live from your encoder, your stream health will give you feedback.
  - We recommend software encoders such as Livestream Studio, Wirecast or vMix. Hardware encoders including Teradek Cube, Bond, Vidu Pro, Blackmagic Webpresenter.
  - Recommended settings for 720p:
    - 1280x720
    - 3500 kbps video
    - 128 kbps audio
    - Main Profile
  - Ensure video is being played when testing the health. As most encoders are adaptive, a holding slide or still frame would cause the encoder to drop below the recommended bitrate, and report a bad stream status.



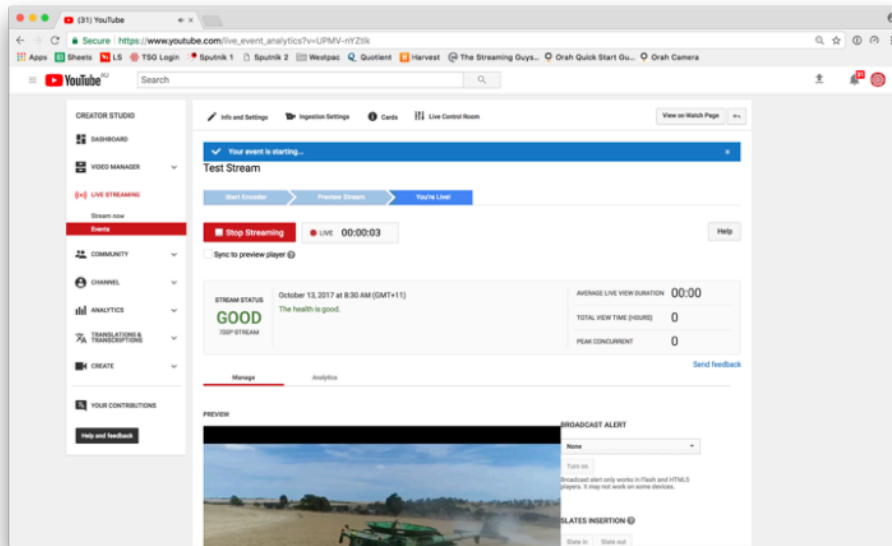
1-2 hours prior to your stream commencing, we recommend previewing your stream.

- Ensure a video is being played into your encoder
- Go live using the RTMP publish points
- Select 'Preview'
- A dialogue box will prompt you
- Select 'OK'

After a few moments, you'll be able to scroll down and start previewing your stream.

- Hit the play button on the Preview player.
- If testing a few hours prior to starting, and everything is okay, you can stop streaming from your encoder.

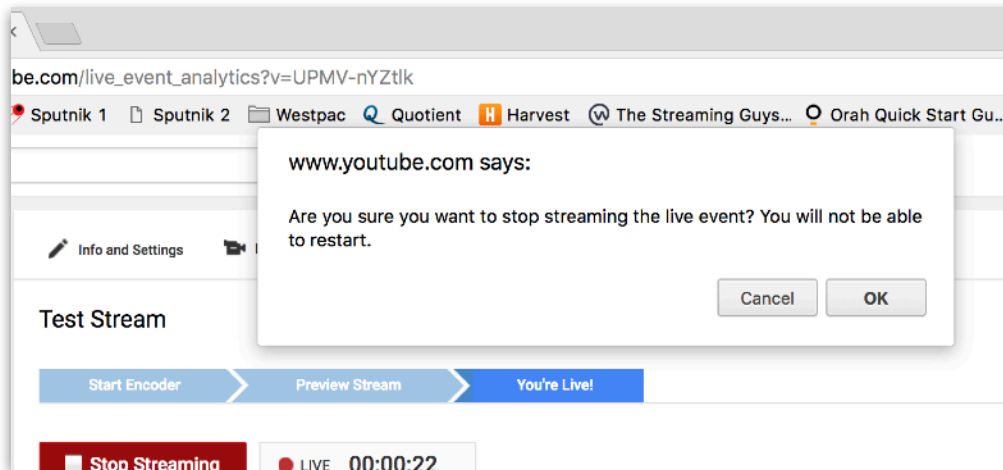
- Once you start your encoder again, the page will see your stream and resume
- If going live, select 'Start Streaming' once ready.
  - It may take a few moments to buffer up
  - We recommend going live 15 minutes prior to your event starting with a countdown graphic.
  - You can trim this out following your event
- If you would like to delay your stream, use the play head to rewind to your desired point, and select 'Sync to preview player'



You are now live!

Scroll down to view the public's view, and chat bar. Alternatively, you can select 'View on Watch Page' in the top right hand corner.

# Stopping Your Stream



- Once your stream has ended, head back to the Live Control Room.
- Select 'Stop Streaming'
  - You will not be able to go live to this event again.
- We recommend staying live with a holding slide for at least 1 minute following the conclusion of your event.
- The video will now be stored in your video manager.

