WHITEPAPER

The Remote Editing Readiness Assessment

How to know if your production infrastructure can support how your remote video editing team works today.

EditShare®

The Reality of Remote Editing

Two forces are converging right now, and if you manage a video production team, you're feeling both of them.

First: Nearly 40% of jobs now offer remote or hybrid work. That's not a fleeting trend, it's the new normal. Your team (if you're like most professional creative teams) probably has at least one person who doesn't come into the office every day.

Second: The remote video production market is expected to more than double from $2.5 billion to $6.1 billion by 2033.

Translation: Video production is fundamentally shifting to support distributed teams, and if your infrastructure can't keep up, you're operating with a competitive disadvantage.

But even though the shift to remote work started years ago, many of the teams we speak to are still trying to do remote video work using storage and workflows that were designed for everyone sitting in the same room. And the gap between what their infrastructure can handle and what their workflow actually requires shows up in what we call "normalized workarounds."

These are the inefficiencies teams stop seeing as problems because they've become routine.

- Shipping external hard drives via FedEx. Slack threads asking "which version is latest?"
- Drive handoff meetings that eat an hour every Monday.
- Teams burning through bandwidth on failed uploads, then restarting them.
- Spreadsheets tracking who has what drive or which link maps to which clip.

> One team we spoke to reported spending $2,k+ per month shipping drives to freelancers. Another told us 50-60% of their workday is non-creative in nature —chasing/searching for files, clarifying feedback, and relinking media.

The question this whitepaper answers is simple: Is your infrastructure actually ready for how your remote team works now? Or are you still just choosing to live with all those workarounds?

The Four Capabilities for Remote Video Readiness

High-performing remote video teams have four capabilities that struggling teams don't. These aren't about what storage vendor you use or what features you have. These are about what your team can actually DO.

1. Findability: They find what they need, when they need it

Here's the test: Can any team member—not just the person who shot it—locate a specific clip from six months ago in under two minutes?

If the answer is "I'd have to check a few drives" or "I'd need to ask around," you have a findability problem. Industry veterans estimate that 30-50% of their media library is effectively "dark matter"—footage that exists somewhere, but can't be found, so it might as well not exist.

That represents hundreds of thousands of dollars in assets already paid for that can't be reused. One production company admitted they re-shot B-roll they knew they had because finding it would take longer than shooting it again.

What it looks like when you DON'T have it:

- ☐ Media scattered across local drives, cloud folders, old RAID arrays, external drives—and nobody's sure which version is the right one
- ☐ File paths that break when someone reorganizes their folder structure
- ☐ Remote team members only have access to recent projects, not the full archive
- ☐ The question "where's that file?" comes up multiple times per day

The hidden costs:

Research shows teams waste nearly a full workday each week searching for files or recreating content they already have but can't find. That's 20% of your team's productive time gone. Not creating. Just searching. For a team of five editors, that's one full-time equivalent person doing nothing but looking for files.

Diagnostic checklist:

- ☐ File paths don't break when media gets moved around
- ☐ Any team member can find a specific clip from 6 months ago in under 5 minutes
- ☐ You know what percentage of your footage is "dark matter" (and it's under 10%)
- ☐ Remote team members can search and access the full library, not just recent projects

2. Agility: They start creating immediately

The test: How long between "I need to edit this" and "I'm actually editing this"?

For high-performing teams, that gap is measured in minutes, not hours. They don't wait for proxy downloads. They don't spend time relinking media that "moved." They don't wonder which version is the latest. They just start working.

Compare that to teams dealing with footage that takes hours to download, or clunky corporate VPN connections that throttle bandwidth, or file-sharing platforms that impose size limits and speed caps. What should be a smooth handoff turns into a waiting game.

What it looks like when you DON'T have it:

- ☐ Editors spending hours waiting for large files to upload or download before they can start cutting
- ☐ File corruption risk during transfers that increases with file size
- ☐ Relinking nightmares because file paths changed
- ☐ "Which version is latest?" becomes a daily question as files get duplicated across systems

The hidden costs:

Editors spend more time moving files than cutting them. One team reported that simple edits spiral into version control nightmares when every feedback round requires downloading, editing locally, re-uploading, and hoping nobody else touched the file in the meantime. Momentum dies. Creative flow becomes impossible.

Diagnostic checklist:

- ☐ Editors can start working within ~10 minutes of deciding to work on something
- ☐ Editors don’t wait for upload/download delays, and can work on their media “in-place” directly from the shared storage
- ☐ You haven't had significant broken link/relinking issues in the past 3 months

3. Connectivity: They work like they're in the same room from anywhere

The test: Do remote editors have the same experience as in-office editors?

For most teams, the answer is no. Remote work means slower access, IT bottlenecks, shipping drives, working on separate copies of projects, and constant version confusion. Feedback gets scattered across email threads, Slack messages, Zoom recordings, and Google Docs—and somebody always misses something.

But for high-performing teams, geography is irrelevant. Remote editors access the same media library, work on the same projects simultaneously, and get to frame-accurate editing without spending hours moving their media around.

What it looks like when you DON'T have it:

- ☐ Shipping drives via FedEx to get footage to freelancers (costing hundreds or thousands of dollars a month)
- ☐ IT sticking points and firewall issues that add latency and throttle bandwidth for large video files
- ☐ Onboarding a freelancer takes multiple days of IT coordination and file transfers
- ☐ Remote editors can't work at editing speed—scrubbing through a timeline, hitting play, dropping in a clip, tweaking, and playing again all introduce lag that breaks the creative rhythm.

The hidden costs:

When uploads fail (and they do), the cost compounds: lost time restarting the transfer, explaining the delay to the client, credibility hit, potential budget impact. Teams report feedback loops that should take hours dragging into days. One producer said their team spends more time managing file access than actually collaborating on creative decisions.

Diagnostic checklist:

- ☐ Remote editors have a similar editing experience as in-office editors
- ☐ You can quickly and easily get media to team members/freelancers (without relying on FEDEX as part of your workflow)
- ☐ Onboarding a freelancer takes a few hours at most
- ☐ Remote editors can scrub, play, and iterate with minimal lag and stuttering

4. Confidence: They trust their infrastructure

The test: What happens when a drive fails?

For most teams, infrastructure anxiety is just part of the job. A drive failure might be catastrophic or it might not be — nobody really knows until it happens. And when sensitive content leaks or a file goes missing, there's no clean way to figure out what happened or who was responsible.

High-performing teams don't operate that way. When something breaks, work continues. When something goes wrong with sensitive content, they can trace exactly who touched what and when.

Confidence also means knowing who touched what file and when. It means not worrying about sensitive pre-release content leaking because someone downloaded it to an unsecured laptop. It means being able to commit to deadlines without anxiety about infrastructure failure.

What it looks like when you DON'T have it:

- ☐ Drive failures require hours or days to recover—if recovery works at all
- ☐ Spreadsheets tracking "who has what drive" because there's no centralized system
- ☐ No audit trail of who accessed or modified files
- ☐ Anxiety about committing to deadlines because infrastructure might fail
- ☐ Footage passed around on thumb drives and Dropbox links with no security control

The hidden costs:

The data on data loss is stark. Even "small" incidents—around 100 files—cost businesses between $18,000 and $35,000 on average. Larger incidents run into millions. And if data loss keeps you down for more than 10 days, 93% of companies don't survive the year.

But beyond the dollar costs, there's the operational anxiety. Teams that don't trust their infrastructure operate in a constant state of low-grade stress. That stress shows up as conservative timeline padding, reluctance to take on ambitious projects, and talented people leaving for more reliable environments.

Diagnostic checklist:

- ☐ You can trace exactly who accessed or modified any file and when
- ☐ You haven't missed a deadline due to infrastructure failure in the past year
- ☐ You could survive 10 days of data loss and stay in business
- ☐ Your system alerts you when a critical event occurs (e.g., a drive failing)

What's Actually Blocking You

If you're scoring low on any of these dimensions, the question becomes: “What's in your way?”

In most cases, it's one or more of these infrastructure gaps:

1. Fragmented storage

Media is scattered across local drives, personal cloud accounts, old RAID arrays, and external drives. One team described it as "scattered files, inconsistent naming conventions, and time-consuming search processes." Nobody's sure which version is the right one or where everything lives.

This is the classic DAS (Direct-Attached Storage) problem—it works fine when you're one person working alone, but collaboration stops the moment files need to be shared. File paths break when someone reorganizes their folder structure. Remote team members can't access the full library. Finding anything becomes a scavenger hunt.

2. Translation layers killing performance

Standard network protocols like SMB weren't designed for video. They add a translation layer between your editing software and your files. It's like having someone translate a conversation—it works, but there's lag.

Video needs continuous high-bandwidth streaming. IT storage is optimized for much simpler data types - databases and email. The mismatch costs you performance. IT requirements and firewall frictions compound the problem by throttling bandwidth even further.

3. Manual everything (when automation is available)

If you're manually transcoding files, creating proxies, organizing folders, tagging metadata, or moving files to archive, you're wasting creative time on tasks that could run automatically in the background.

Research shows at least half of current work tasks can be automated. Teams report recovering 15-20 hours per week—half a person's job—just by automating routine file management tasks. That time goes back into creating, not shuffling files around.

4. Hope-based redundancy

Your backup strategy is "the drives will probably be fine." And when they're not fine, recovery takes days if it works at all.

Proper redundancy means protection from multiple simultaneous drive failures, fast rebuilds when drives need replacement, and work continuing uninterrupted even when hardware fails. It also means audit trails showing exactly who touched what file and when—not just for security, but for peace of mind.

Do You Even Need To Fix This?

Here's how to think about whether you're ready to fix your remote editing infrastructure:

You probably don't need to fix it yet if:	You need to fix it if:
• Everyone works in the same location all the time • You're 1-2 people • Projects are small and non-critical • File management isn't eating significant time	✓ **Anyone regularly works remotely, even part-time** ✓ **You have 3+ editors or freelancers** ✓ **You're delivering for paying clients** ✓ **"Where's that file?" comes up daily** ✓ **You've had version conflicts or lost files recently**

Questions to ask when evaluating ANY shared storage or remote editing solution:

- ☐ Can remote editors access the full media library, or just recent projects?
- ☐ How easy is searching across multiple storage tiers?
- ☐ How long does it take to onboard a new freelancer to the system?
- ☐ What happens when a drive fails? How long until you're back to full capacity?
- ☐ Can you automate transcoding, proxy creation, and media organization?
- ☐ Can you trace who accessed or modified any file, and when?
- ☐ Does it work natively with your NLE (Premiere Pro, Avid, DaVinci Resolve, Final Cut Pro)?

Your Remote Editing Readiness Checklist

Use this diagnostic to assess where your team stands.
Be honest—the gaps you identify tell you exactly what to prioritize.

1. Findability

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2. Agility

- ☐ Editors can start working within ~10 minutes of deciding to work on something
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3. Connectivity

- ☐ Remote editors have a similar editing experience as in-office editors
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4. Confidence

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HOW TO INTERPRET YOUR SCORE
Reflect on your current setup and teams’ ways of working and use the checklist to take inventory of “how things look for you today.” Then count how many boxes you checked in each category.

If you scored 15/20 or below (or you’re <3/5 in any given category) you likely can improve your remote editing readiness.

How EditShare Addresses These Challenges

EditShare was built specifically for video production teams—not repurposed enterprise IT storage or cloud storage with video features bolted on. We've spent over 20 years solving these exact problems for teams that collaborate and edit remotely.

Findability: One unified library

Your entire media library lives in one place. Whether a file is on high-performance storage, nearline, or archived in the cloud, it shows up in the same library — searchable, organized, and accessible from anywhere you're working. No hunting across fragmented drives. No switching between systems. One place to log in, search, and find what you need.

Agility: Native performance

We use our EFS native drivers to mount our filesystem on your editing workstation, which maximizes bandwidth and reliability during editing and file transfers. Direct communication between your editing workstation and shared storage nodes—no SMB/NFS translation bottlenecks or hot spots. This gives you noticeably better performance than systems using standard file sharing protocols..

Connectivity: Remote that actually works

Remote editors get the same experience as in-office. Stream proxies from anywhere (even on hotel Wi-Fi), work directly in your NLE, automatic proxy generation and relinking. EditShare Connect provides secure access without clunky corporate VPN bottlenecks.

Confidence: Protection and visibility

How about saying something like "Scalable, reliable storage protects you from multiple simultaneous drive failures (or even a full node failure) with 40% more usable capacity than competitive systems that require full mirroring to achieve the same level of protection and reliability. Your team keeps working even when hardware components fail.

Auditing and tracking you exactly who touched what file and when. Granular access control by user, group, or project means you control exactly who sees what.

Want to Learn More?

Want to see how EditShare addresses your specific gaps? We'd be happy to show you. Not a generic demo—a conversation about your setup, your pain points, and whether this would actually help.

Book a call: editshare.com/get-started

Or learn more at editshare.com