

Live transcoder

GPU-powered software for professional video encoding and transcoding.

Comprimato Live Transcoder is high-performance encoder and transcoder software built explicitly for live streaming.

It is designed for broadcasters and content distributors to match the low latency and high-quality requirements.

Live transcoder enables end-to-end live video production from contribution encoding up to final distribution transcoding.

It is available as a flexible software license and high-density server appliance. Live transcoder has been developed to help maximize revenue from content distribution by providing high-quality, cost-effective video processing.



CONTRIBUTION ENCODING

Encode live video using H.264 or JPEG2000 TR-01 codecs and transport the video to the studio or directly to the cloud. Avoid packet loss, reduce latency, and deliver high-quality video.



PRODUCTION TRANSCODING

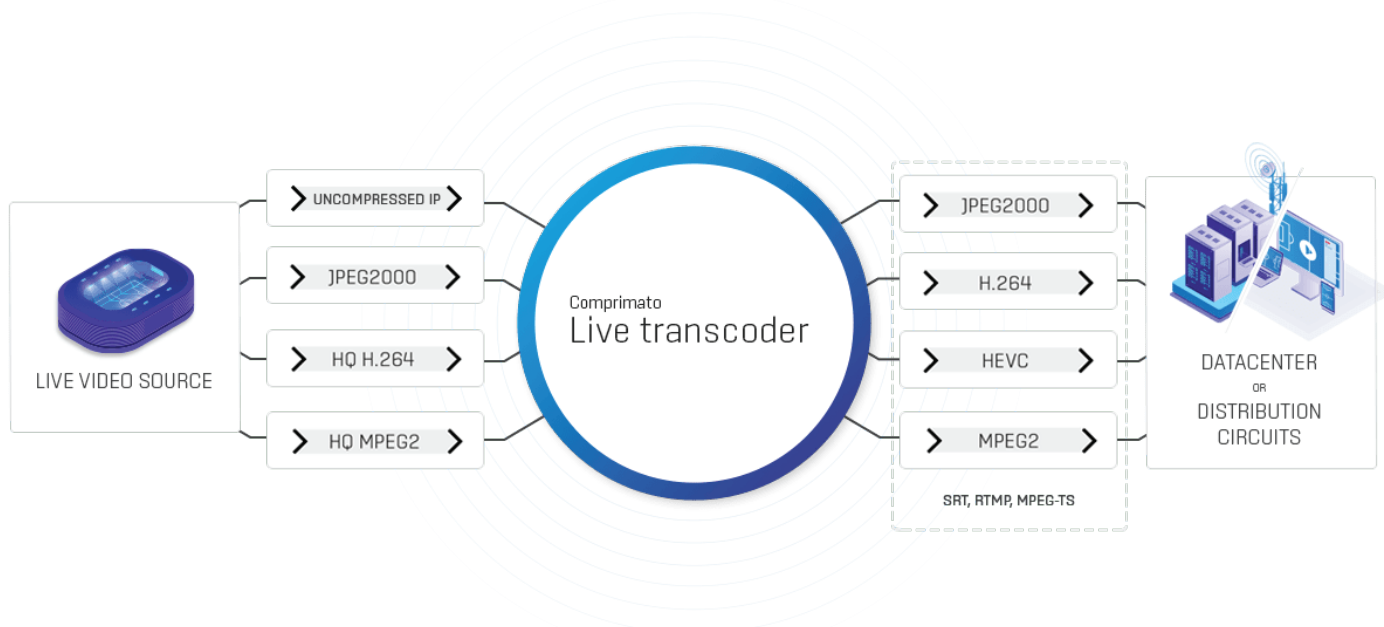
The effectiveness lies in simplified transcoding workflow and reduced amount of hardware equipment. That is why our world's fastest JPEG2000 codec allows for direct transcoding between JPEG2000 TR-01 and AVC, HEVC distribution formats.



SOFTWARE-BASED SOLUTION

Comprimato Live Transcoder is GPU accelerated high-density software. It is available as a software license or 1RU server appliance.

End-to-end live video encoding and transcoding software.



Additional features

High Value Transcoding



ABR transcoding

Instantly adapt live video content to the resolution, quality and codec needs of current and future devices.



Image processing

Resizing, Change of sampling factor, Bit depth conversion, Interlacing/Deinterlacing, Framerate reduction, Color adjustments and others.



High bitrate formats

Native support for high bitrate broadcasting contribution formats including JPEG2000, H.264 or HEVC.



Low latency

End-to-end live video delivery with guaranteed latency cap of 700 ms.

Lowest CapEx and OpEx



Easy deployment

Software only solution simplifies deployment; no need for specialized support; maximum flexibility and portability.



Investment protection

Fully leverages existing IT and IP infrastructure.



Simple scalability

Extend the number of streams, resolution or frame rate simply by adding additional CPUs or GPUs.

Easy integration and management



3rd party integration

Easy insertion into existing workflows via REST API.



Centralized control

Set up, manage and control hundreds of streams from a single console via SNMP or web interface.

For more information contact sales@comprimato.com

| Feature on product roadmap

Video input

Supported codecs:

JPEG 2000
H.264 (MPEG-4, AVC)
H.265 (HEVC)
MPEG-2

Resolutions:

FullHD 1080p
4K UHD

Color component sampling:

4:2:2 10bit/8bit
4:2:0 10bit/8bit

Audio input

Codec:

Uncompressed PCM - multichannel (SMPTE 302M-2007)
AAC (ADTS / LATM)
MPEG2 Audio
AC-3
E-AC-3

Metadata

SCTE-35
Metadata pass through
Subtitles embedding into H.264 SEI messages
Closed Captions (EIA-608/708)
SMPTE 2038

Video processing

Resizing
Automatic color component subsampling (both configured automatically based on input and output settings)
De-Interlacing
Cropping / Padding
Color adjustments
Frame-rate adjustment (to 1/2)
Logo insertion
FrameRate Upconversion

Containers & Protocols

UDP, RTP
MPEG-2 TS, MPTS
VSF TR-01
RTMP / RTMPS
SRT
NDI
Hittless Merge
Hittless Switch

Synchronization

Input PCR:

Configurable: global (in separate transport stream) or local (contained in each input transport stream)

Output PTS:

Configurable: pass-through or adding offset to input PTS

Audio processing

Shuffling
Volume gain
Sampling rate conversion

Video output

Multiple output streams per each input stream, different configuration per each output stream.

Video codec:

H.264 (MPEG4, AVC)
JPEG2000
H.265 (HEVC)
MPEG2

Color component sampling:

4:2:2 10bit/8bit
4:2:0 10bit/8bit

Audio output

Audio codec:

AAC (ADTS / LATM)
AC-3
Uncompressed PCM (SMPTE 302M-2007)
MPEG2 Audio
E-AC-3

Configuration options:

Web UI, SNMP, REST API

System Monitoring options:

System webconsole, SNMP + custom OIDs