

# OTT Content Creation SDK for GStreamer

Simple integration to manage complex workflows

MainConcept OTT Content Creation SDK for GStreamer enables rapid application development and delivery of live and on-demand video content to any device.

With it, you get a complete encoding and transcoding pipeline, including our state-of-the-art HEVC/H.265 and AVC/H.264 video encoders, developed for seamless integration within the GStreamer API.

The unique all-in-one libraries integrate AVC/HEVC Intel Quick Sync Video and NVENC HEVC hardware encoding, as well as Hybrid HEVC GPU Accelerated Encoding on NVIDIA RTX graphics engines, to meet video compression requirements.

Also included, all industry-leading MainConcept libraries necessary for the creation of GStreamer pipelines generating MPEG-DASH and Apple HLS content. Developers familiar with the GStreamer API in their workflow or services can easily integrate the MainConcept GStreamer libraries, quickly realizing amazing results.

## LICENSABLE PRODUCTS

<b>OTT CONTENT CREATION SDK</b>	Includes the MainConcept AVC/H.264 and HEVC/H.265 video encoders and related libraries for generating MPEG-DASH and Apple HLS content, including packaging to create a complete adaptive streaming set
<b>HYBRID GPU ACCELERATED HEVC ENCODING</b>	Add-on enabling GPU Accelerated HEVC Encoding on NVIDIA RTX boards
<b>AVC/H.264 ENCODING FOR INTEL QUICK SYNC VIDEO</b>	Add-on enabling accelerated video encoding with reduced CPU usage

## KEY FEATURES

- Access MainConcept OTT Content Creation SDK using GStreamer API
- Quick and easy setup of complex workflows
- Live and On Demand content delivery
- MPEG-DASH and Apple HLS compliant encoding and packaging
- Multi-language track support
- Uses complete encoder configuration files to easily set codec parameters
- Intel Quick Sync Video and NVIDIA NVENC hardware encoding for HEVC/H.265
- Intel Quick Sync Video hardware encoding for AVC/H.264
- Hybrid GPU accelerated encoding for HEVC/H.265

## OPTIMIZE WITH MAINCONCEPT PROFESSIONAL SERVICES

## OPERATING SYSTEM

- Microsoft® Windows® 10 (64-bit)
- Linux CentOS 7.4 (glibc 2.17) or newer (64-bit)
- GStreamer 1.10 or newer

## OTT CONTENT CREATION SDK COMPARISON

	OTT Content Creation SDK	OTT Content Creation SDK for GStreamer
<b>API</b>	MainConcept Low Level API	GStreamer API
<b>MP4 MULTIPLEXER</b>	✓	✓
<b>MPEG-2 MULTIPLEXER</b>	✓	✓
<b>MPD GENERATOR</b>	✓	✓
<b>HLS GENERATOR</b>	✓	✓
<b>FILE SINK</b>	n/a	✓
<b>AUDIO ENCODERS</b>	Optional License	✓
<b>AVC/H.264 VIDEO ENCODER</b>	Optional License	✓
• <b>IQSV HARDWARE ENCODING</b>	Optional Add-on	Optional Add-on
<b>HEVC/H.265 VIDEO ENCODER</b>	Optional License	✓
• <b>IQSV HARDWARE ENCODING</b>	Optional Add-on	✓
• <b>NVENC HARDWARE ENCODING</b>	Optional Add-on	✓
• <b>HYBRID GPU ACCELERATED ENCODING</b>	Optional Add-on	Optional Add-on
<b>READY-TO-USE DASH/HLS PRESET FILES</b>	No	✓
<b>COMMAND-LINE CONTROL</b>	No	✓ (via GStreamer tools)

## ABOUT GSTREAMER

GStreamer is a flexible and fast multi-platform framework to create complex multimedia workflows. It is designed for developing applications, services and systems intended for encoding, decoding and streaming environments. GStreamer natively supports numerous media-handling components. Since it is plugin based and has a modular approach for creating pipelines, it can be easily extended to support 3rd party codecs like those available with MainConcept OTT Content Creation SDK for GStreamer. The cross-platform availability of GStreamer makes it desirable for developers whether they work on desktop or mobile platforms.