

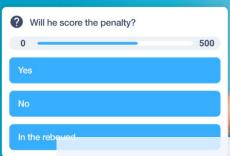


Make your live video bigger, better and more profitable...











Kate: Haha, I didn't see that one coming. My predictions aren't going that well :-(
Kim: This show is on fire	
Frank: Check out the sneakers	
Nadia: OMG this is great!	
Type a message	

with Livery interactive video cloud

















Four problems of live streaming today

1. Live video should not be a one way

Live enables engagement, engagement requires interactivity, interactivity requires low latency. Traditional streaming has unacceptable 10-30 second delays. And while WebRTC dramatically lowers latency, it does so at the expense of scalability, costs and video quality. Plus what others don't tell you is that low latency is not enough - you also need a way to sync playback regardless of device or connection speed.

3. Pricing lacks transparency

The online video industry also has the old-fashioned habit to require long term commitments and uses opaque pricing schemes. In the case of WebRTC, it costs up to 8x much more per user than regular online video. It's time to catch up with other online industries.

2. Finding the right solution is hard

You have to pick an encoder, CDN and player that play nice with your workflow and existing apps or sites, while supporting low latency and sync. Then you need to find a suitable, separate platform for interactivity. Alternatively, you could use Youtube or Facebook but in exchange you're giving away your content, user data and options to monetise.

4. Live video needs to step up

You'd expect that integrated, easy-to-use and ready made interactive features would be available on market leading live streaming platform, but no-one else is offering that.

All this means making a profitable business case for interactive video is hard.



Livery makes your live streaming events easier, bigger, more interactive and more profitable

Livery offers high quality, low latency live streaming-as-a-service. Using ULL-CMAF, it's more affordable and scalable than WebRTC. And it includes with integrated, synchronised and expandable interactive features as standard. This makes Livery an easy to use, end-to-end solution for any professional looking to make their live video bigger, better and more profitable.



First in Low Latency, the doorway to live interactions



Seamless live interactive features



Offered as a SAAS solution

Seven Livery benefits







Low price



Sync



Scalable Feature richness



Easy to use

ULL-CMAF How does it work? 0 SEC 4 SEC SOURCE VIDEO START LESS THAN 1 SEC DELAY TIME INTEGRATION EXTERNAL SYSTEMS E.G. COMMERCE SYSTEM VIDEO SCENARIO 1 LIVERY PLAYER LIVERY WEB-BASED MANAGEMENT SYSTEM 嗤። ?▶ ON-PREMISE ENCODER ULL-CMAF MULTI BITRAT ULL-CMAF READY CDN ? VIDEO SCENARIO 2 ENCODER SETTINGS VIDEO CDN SETTINGS STANDARD INTERACTIONS PLAYER SETTINGS MIXER: HARD / SOFTWARE CLOUD ENCODER INTERACTION TIMELINE CUSTOM INTERACTIONS BROADCAST MANAGEMENT MARKETPLACE INTERACTIONS · REAL-TIME FEEDBACK · PRESENTER VIEW MODERATION INTERACTION ANALYTICS USER MANAGEMENT 3 TYPES OF · IMPORT/EXPORT JAVASCRIPT / HTML CONTENT STACKABLE LOADED IN INTERACTION LAYERS INTERACTION LAYERS INTERACTION SERVER SCALABLE INTERACTION DISTRIBUTION NETWORK STANDARD INTERACTION PACKS CORE COMMUNICATION COMMERCE GAMIFICATION



Livery features

Video

- CMAF Ultra Low Latency (<3 seconds)
- End-to-end: cloud & on-prem encoder, CDN & player
- Optimal quality and scalability, powered by the world's biggest CDN
- Sync that works end-to-end across all devices or connections (3G-5G, Wifi, ...)
- Data efficient, ABR, high quality
- Players and SDKs for iOS, Android &
 Web with integrated interactive layer
- Integrates in any RTMP or SRT workflow

Interactivity

Create your a custom interactive layer or use Livery's standard features at any time:

- Core: Countdown, announcement, rating, vote/poll, trivia, sentiment
- Communication: Chat. Q&A
- E-commerce / shoppable video:
 Discover, configure, purchase, product rating
- Gamification:

Prediction, estimation, quiz game, leaderboard

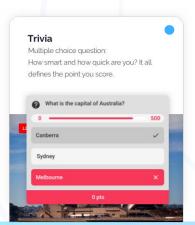
Integrations & operations

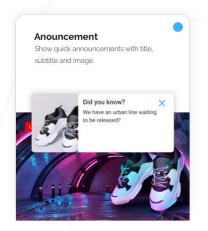
- Cloud based, turn-key solution
- SDK for iOS, Android & Web
- User authentication
- Powerful analytics
- Presenter view with data
 visualization and live feedback
- Configurable templates, texts and localization options
- Easy to use, web-based management system (CMS)
- Transparent, usage-based pricing, no upfront costs, cancel any time



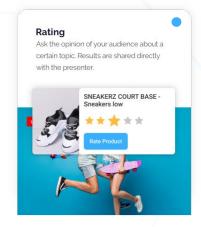
Core & Communication interactions to engage your audience

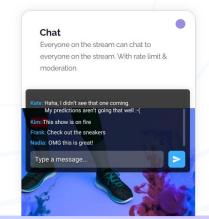




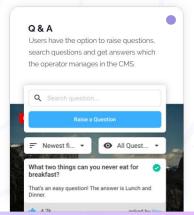




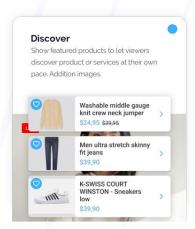


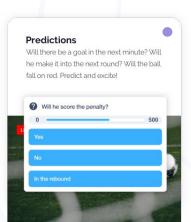


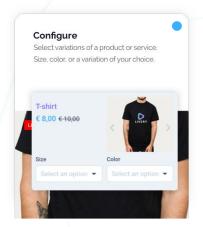


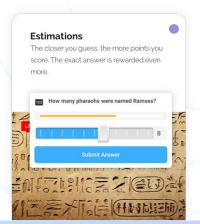


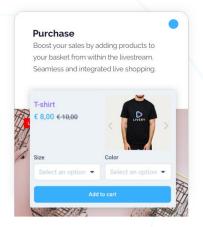
E-commerce & Gamification interactions to play and convert

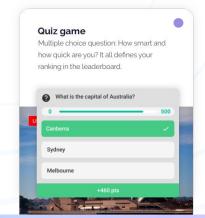


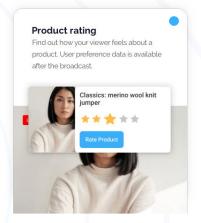


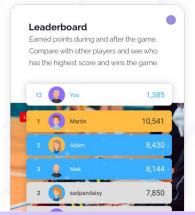


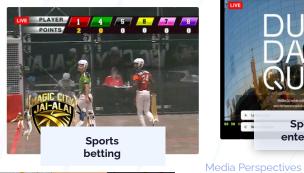




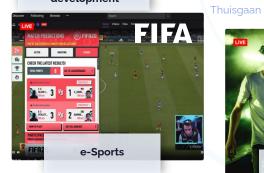


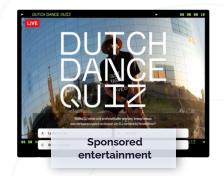












Magic City

FX Agency

We Are Live

Event Producent

De Mannen Zonder Pak

Effenaar

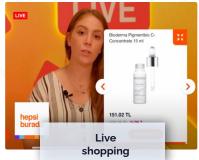
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How our partners and customers use Livery

Live Legends Hepsiburada Ex Machina Group Akamai SkyArx Critical Case **Angry Bytes** The Tasting Games Horecava Live Hobbii













Livery Pricing

Livery offers a Software-as-a-Service pricing model. All costs are billed on actual usage and invoiced on a monthly basis. Usage is measured in user hours.

A monthly minimum of €300 (video only) / €500 (video + interactions) applies.

No set-up fee

Livery does not charge a set-up fee

Cloud encoder included

Pricing includes the use of a cloud encoder.

An optional on-premise is available for rent or purchase at an additional fee, contact us for details and availability.

Livery rate card:

Video quality:

1 Mbps (basic mobile use)

3 Mbps (streaming to computers and tablets)

5 Mbps (bigger screens, high-quality demand)

Interaction(s):

Core interactivity (polls, voting, trivia, reactions)
Communication (chat, Q&A)

E commerce (add to basket featured product)

E-commerce (add-to-basket, featured product)
Gamification (Outcome prediction, leaderboard)

Other options

Synchronisation

hour

Advanced analytics (API access to analytics, unthrottled data collection, 3 months data access)

€0.03 per user hour €0.045 per user hour €0.06 per user hour

€0.01 per user hour €0.01 per user hour €0.01 per user hour €0.01 per user hour

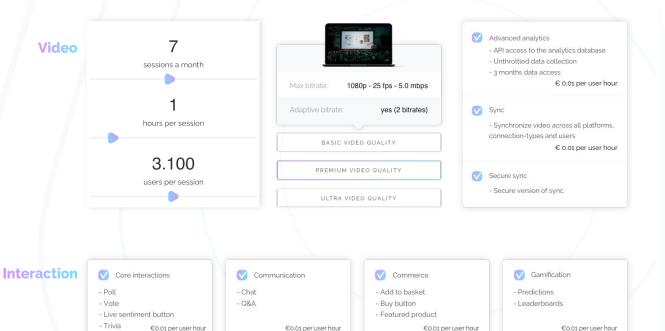
€0.01 per user

€0.01 per user hour All prices are excl VAT

USE OUR INSTANT PRICING CALCULATION



Configure online and see what you'll pay



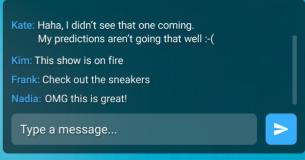


USE OUR INSTANT PRICING CALCULATION →









We make it work, you make it magic













Contact

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More information!

LIVERYVIDEO.COM →

DOCUMENTATION →

EXPLAINER VIDEO'S →