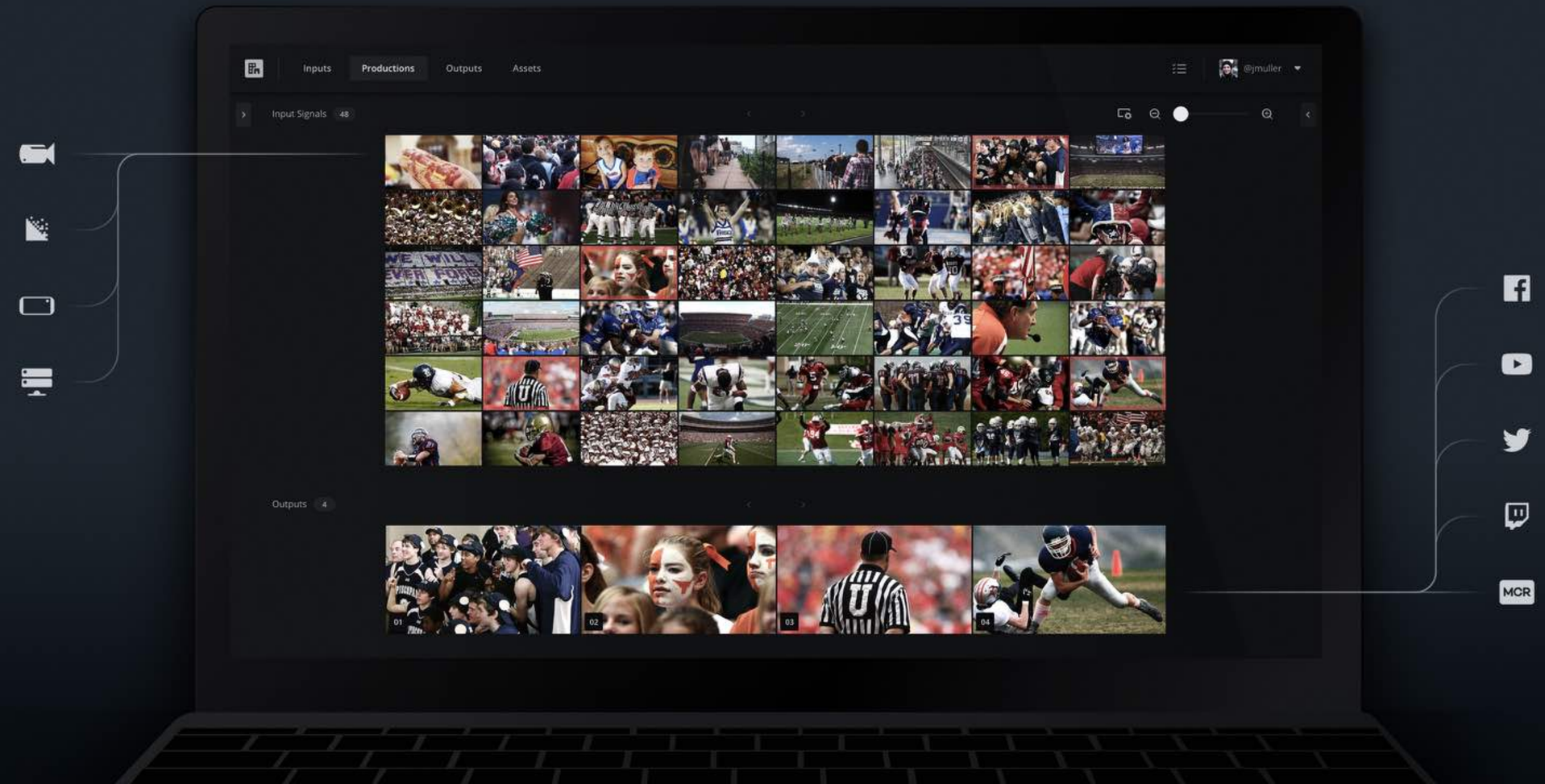
make.tv

Live Video Cloud

Cloud control for live video.



Benefit from our cloud-based infrastructure for live video workflows.

Fast

Get relevant content as it happens.

News

SRF • RTL2 • BR • SWR

Flexible

Decentralize and scale productions.

Sports

MLB • FOX Sports • PlayOn!

Connective

Activate and enable audience participation.

Entertainment

Viacom Int. • NBCUniversal

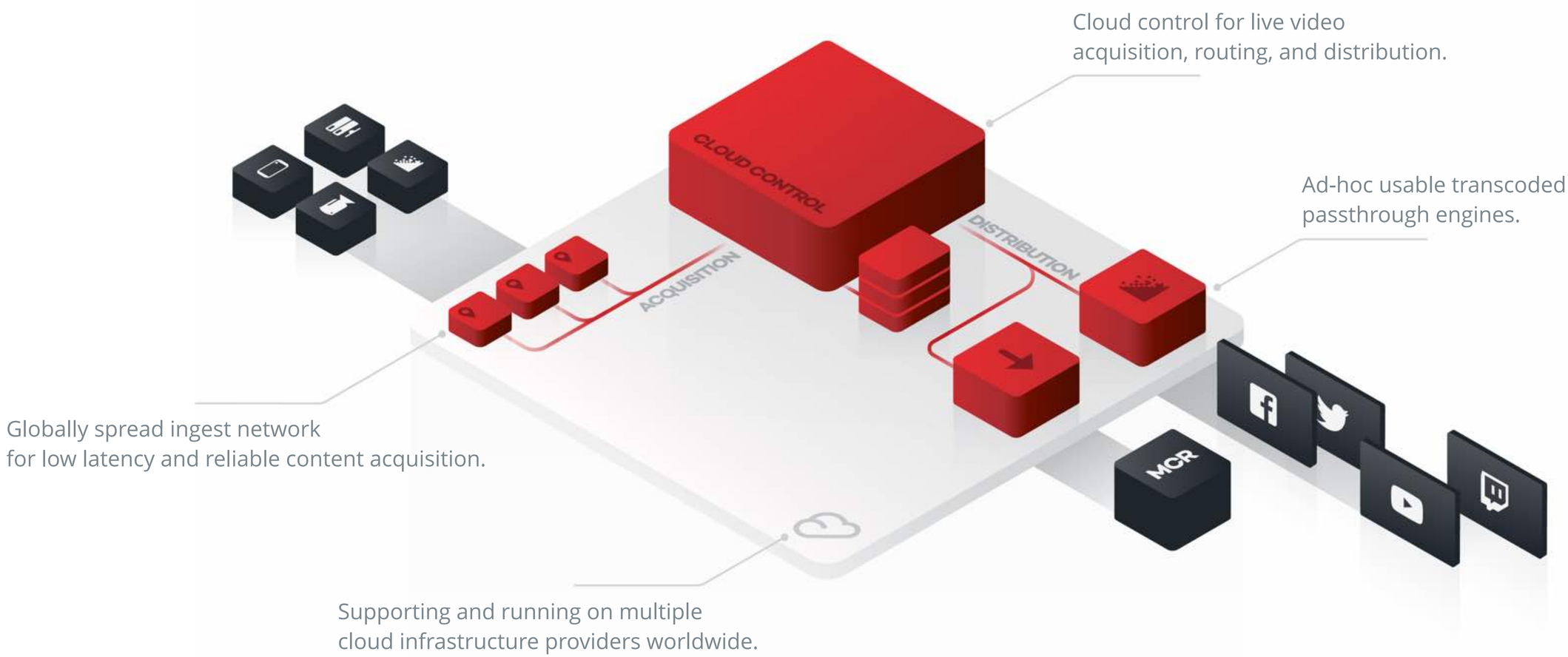
Scalable

Extend brand reach and monetization.

Esports

Warner Bros. • ESL • DreamHack

Designed for evolving needs.
Running on Azure, AWS, and Google Cloud.



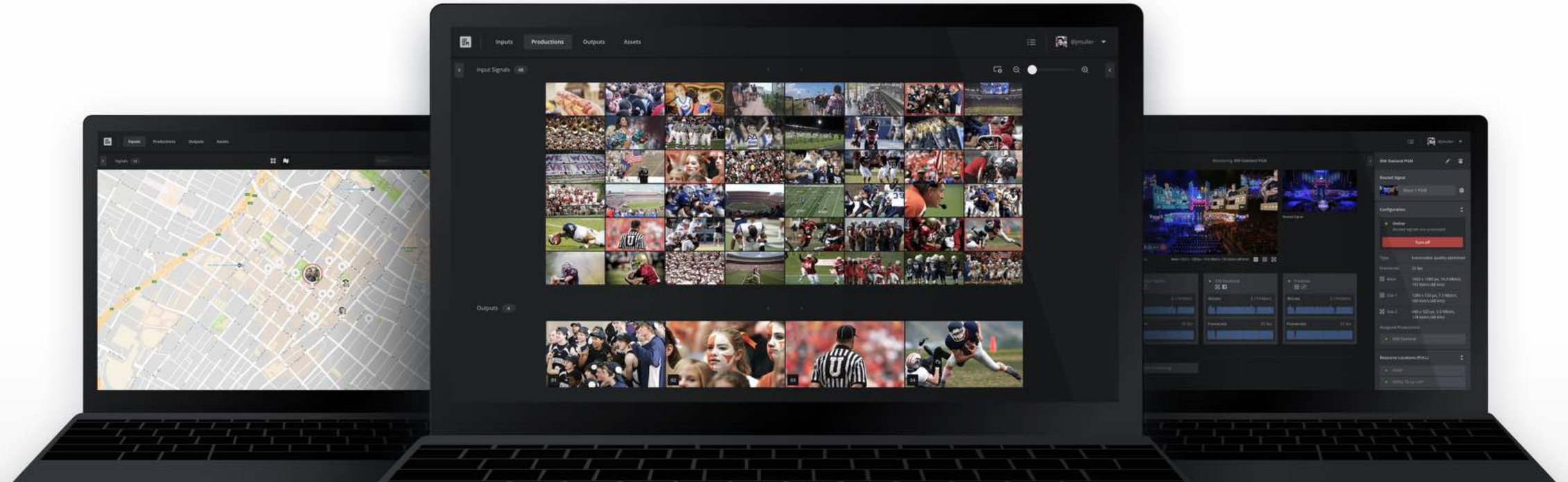
Live Video Cloud

Cloud control for live video.

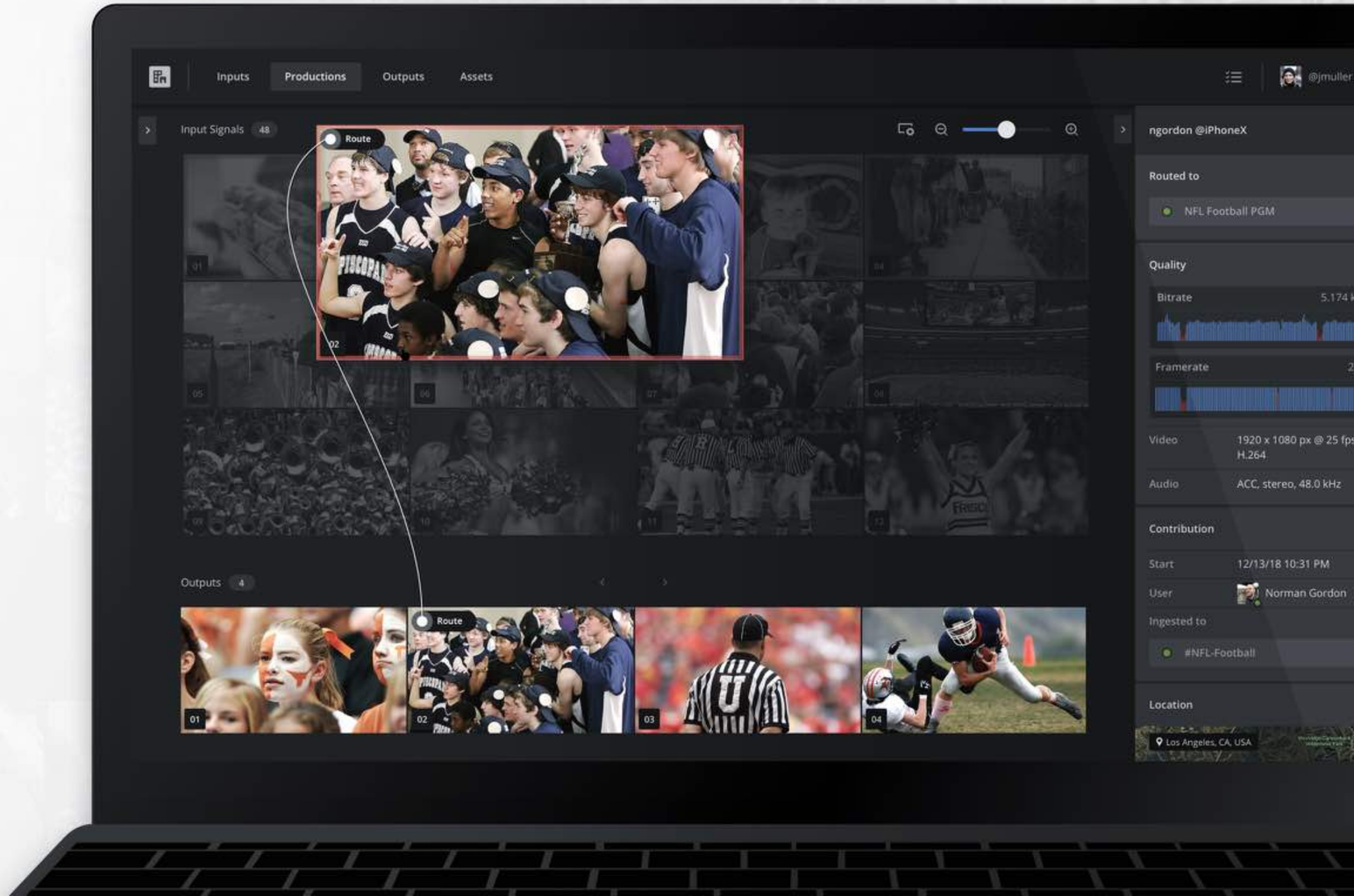
Acquire unlimited concurrent live feeds from professional cameras, encoders, mobiles, drones, and online sources.

Curate and route live signals within a continuous playback multi-view to unlimited outputs and allocate content wherever you need it to be.

Distribute live signals simultaneously to unlimited destinations online and to traditional broadcast infrastructure.



Live content curation at scale.
Discover, qualify, and route.

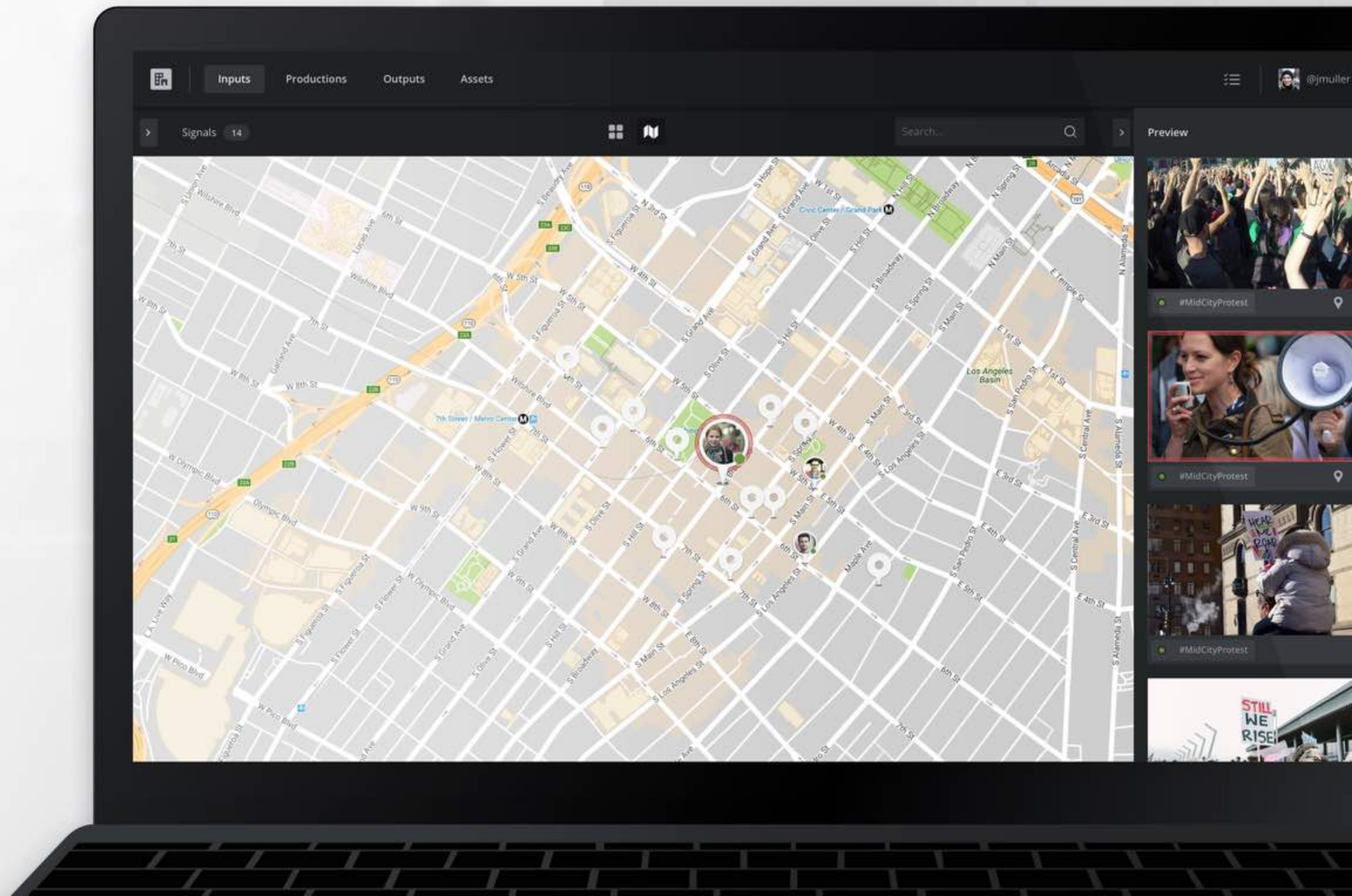


User Story

- receive live signals from mobile apps/browsers, pro-cameras, encoders, or drones
- monitor up to 48 signals in a continuous playback multi-view
- qualify content for distribution via timecode-based switching or latency optimized routing
- deliver selected feeds to up to 10 destinations per output with an unlimited number of outputs

Live and near-live content acquisition.

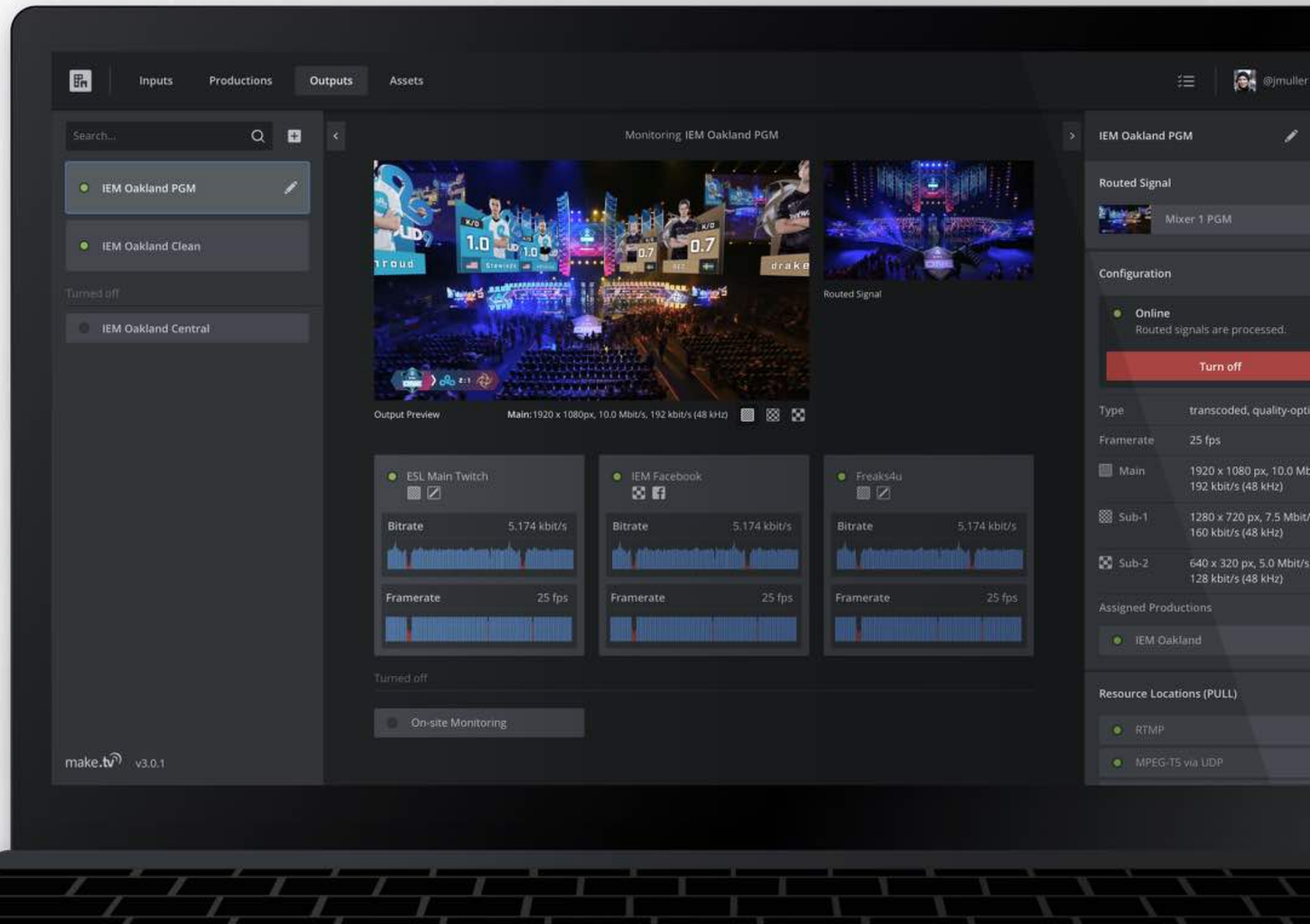
Receive, screen, and use.



User Story

- receive live signals from mobile reporters and citizen journalists via mobile apps/browsers or pro-cameras and encoders
- filter and explore sources by configured inputs and location
- route qualified content to, e.g., newsrooms, mixers or directly to social
- access and allocate recordings from the first minute for usage in other systems via timecode-based segment transfer

Signal connection health monitoring.
Route, distribute, and supervise.

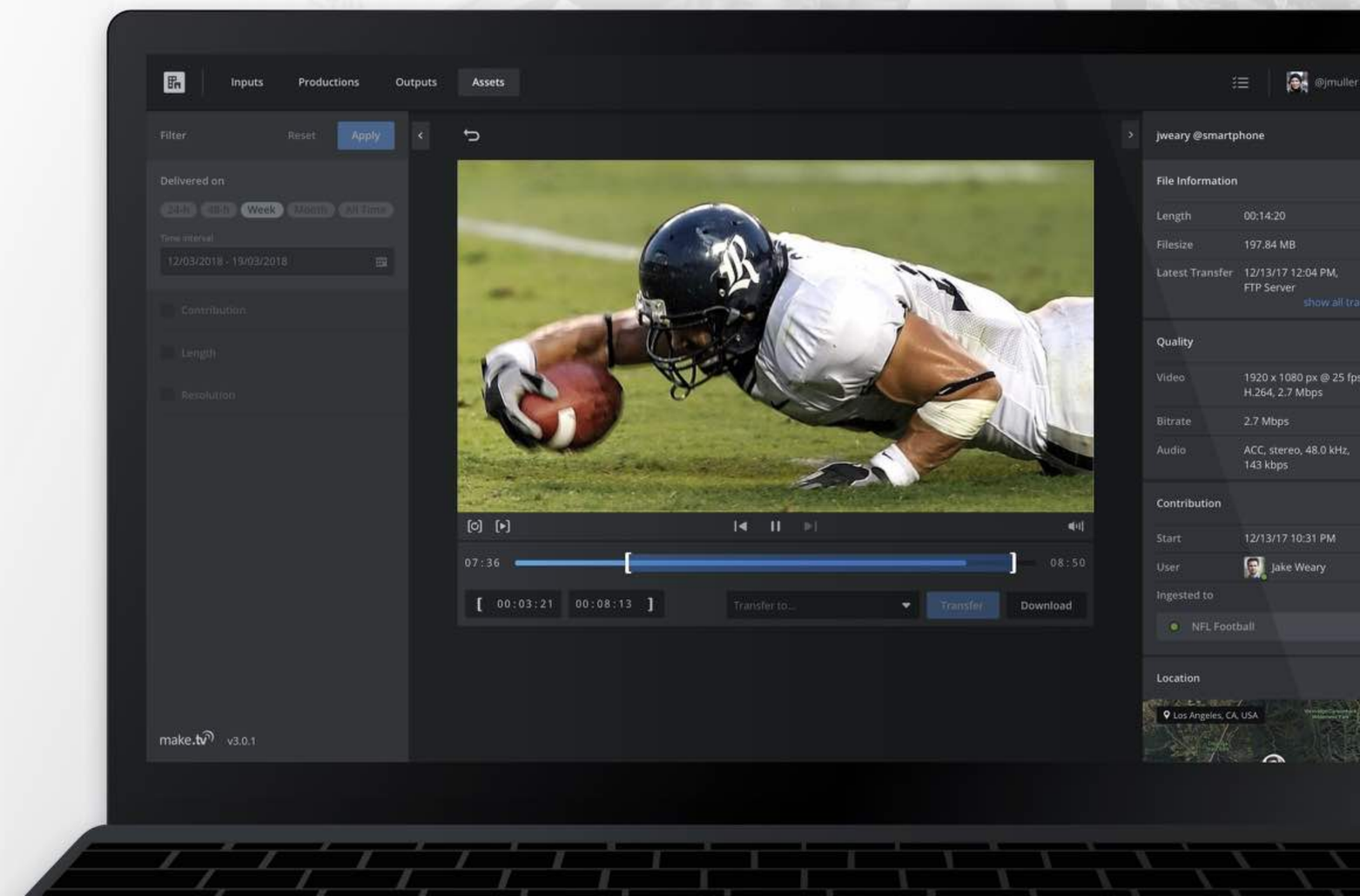


User Story

- route ingested signals via passthrough or multi-bitrate transcoding
- reach up to 10 destinations per output
- control and monitor signal connections for each destination

Asset and segment transfer of recorded streams.

Filter, trim, and allocate.



User Story

- filter recordings by metadata such as creation date, length, or contributor
- access completed and on-going recordings (growing files) for screening
- transfer files or selected timecode segments to third-party storages or local machines

System Characteristics

Live Ingest

Ingest an unlimited number of concurrent live signals from pro-cameras/encoders, mobiles, and online sources.

RTMP push
via capable hard-, software, and services (port 1935)

WebRTC
via capable mobile and desktop browsers

IFB/Return Channel
to connected WebRTC clients via UDP

H.264, AAC
level 3.x to 4.0, higher levels are experimental, up to 1080p60

Global ingest network
multi-geographical live source ingest for low-latency and reliable content delivery

High-res. signal bandwidth cap
bandwidth cap per incoming connection at 25 Mbit/s

No ingest signal limit
unlimited concurrent ingested live signals

Recording

Automatic recordings of ingested live signals.

Recording of live signals
automatic recording of all ingested signals

MPEG-TS container
assets as MPEG-TS (.ts) using ingest format

Filter recordings/assets
by user, date, and format

Access on-going recordings
recordings (growing files) are accessible for screening, transfer, and download from the first minute

Trim assets for transfer and download
cut based on video segments, actual in- and out-points may differ up to 10s from selection

Asset download and transfer
download via HTTPS, transfer via FTP

No recording limit
unlimited concurrent recordings, new asset every 8h

Curation & Control

Visual and metadata supported content curation for easy, and fast decision-making.

Continuous playback multi-view
with up to 48 live signals per page and unlimited pages, zoom levels for 1, 4, 12, 24, 36 and 48 signals, decoding limit for continuous playback: 12 x 720p60 per tile

Signal routing
connect live signals to unlimited outputs

Low-latency delivery
via passthrough

Connection health
monitor signal bitrate and framerate

Thumbnail previews
updated in ~10s intervals

Geo-Location
explore content on map view

Filter live signals
by production, user, and input

System Characteristics (cont'd)

Live Distribution

Distribute live signals simultaneously to unlimited destinations online and to broadcast systems.

Multi-bitrate transcoding
up to 3 qualities per transcoded output, H.264, 0.1 to 20 Mbit/s, 240p, 360p, 480p, 720p, 1080p with 25, 30, 50, 60 fps, AAC, 32 to 320 kbit/s

Low-Latency passthrough
using ingest format

Fixed Buffer Option
enabling increased synchrony between outputs

RTMP push
up to 10 destinations, including quality selection per destination for multi-bitrate outputs, including RTMPS

RTMP pull
via port 1935

MPEG-TS pull
via TCP, port 7777

Apple HLS pull
via HTTPS, port 443

No output limit
configure and use unlimited concurrent outputs

Setup Configuration

Easy and flexible setup configuration including runtime changes with reliable signal connections.

Productions
configure setups based on your needs of inputs, continuous playback multi-views, and outputs

Inputs
configure public and private invites or protocol based sources for allocation to productions

Outputs
configure transcoded and passthrough outputs for usage in productions

Runtime changes
add and remove inputs and outputs without interrupting the running production; add, remove, enable, and disable destinations without interrupting active connections to other targets

Access & Management

Use the system wherever you are and manage productions, users and accounts.

User roles
divide your team into Manager, Editor, and Contributor

OAuth connections for social
manage accounts on Facebook, YouTube/Google, and Twitch via OAuth connections without sharing credentials

Transfer targets
configure asset transfer destinations while keeping your credentials secure and avoiding complicated workflows

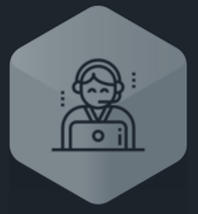
Access from anywhere
recommended: Google Chrome, 10 Mbit/s, via HTTPS, viewport of 1440 x 600 px or higher

Thanks for your attention.
Questions? We are always available.


Consulting


Integration


Training


24/7 Support

About Make.TV

Make.TV lets broadcasters and producers in the fields of News, Sports, Esports, and Entertainment, acquire and curate an infinite number of live video feeds from mobiles, social media platforms, professional devices and traditional broadcast infrastructure. Using a browser-based continuous playback multi-view, video streams are easily curated and played out simultaneously to broadcast systems and social media platforms like Facebook Live, YouTube, and Twitch. Make.TV's customers include Major League Baseball/BAMTech, ESL/Turtle Entertainment, Bayerischer Rundfunk, SRF/TPC, SWR, FOX Sports Brasil, NBCUniversal, MTV/Viacom, Warner Brothers and DreamHack. Make.TV is a venture-backed software company based in Seattle, Washington and Cologne, Germany. Make.TV's investors include Microsoft Ventures, Voyager Capital, and Vulcan Capital.