MOTION SPELL

Deploying GPAC for Transcoding and Packaging

Better, Faster & Open Source

MOTION SPELL

About

Romain Bouqueau

- Developer, Open Source and Open Standard advocate
- Contributor to GPAC since 2007
- CEO and founder of Motion Spell

GPAC

- Open Source Multimedia Framework: modular & standards compliant
- Open source since 2003. 1 million lines of code; $14m in investment
- Large international community of contributors
- A leader in packaging, it provides tools to process, inspect, package, stream, playback and interact with media content
- Lead by a team of experts, with roots in research & standardization
- Licensed under the GNU LGPLv2.1 or later

Motion Spell - Professional services provider based on GPAC.

- Consulting, custom integrations & developments,
- Training and support and solutions based on GPAC (conformance, subtitling)
- Motion Spell is also the exclusive commercial licensor of GPAC.

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Challenges when building your live streaming cloud

Features:

- Codecs, containers, streaming formats, DRM, captions: wide spectrum
- Playing nice with the ecosystem
- Ground for extensions/experiments

Cost:

- CAPEX/OPEX computation and ROI
- Build vs Buy shows that Open-Source is always a good choice (if not the best)

Flexibility

- OSS and R&D allows you to move fast

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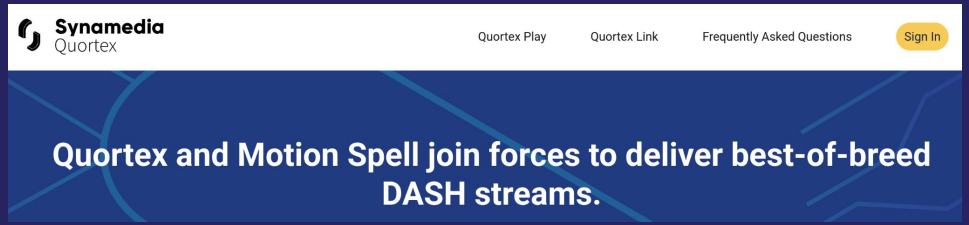
Use-case: full-featured

Synamedia/Quortex



Resilient

Live

Full-featured

Efficient

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Use-case: cost effective

Instagram

```
$ time MP4Box -add input.mp4 -dash 2000 -profile dashavc264:onDemand -out manifest.mpd
video_output.mp4
0.36s user 2.22s system 95% cpu 2.690 total
```

POSTED ON NOVEMBER 4, 2022 TO CONNECTIVITY, VIDEO ENGINEERING, WEB

Reducing Instagram's basic video compute time by 94 percent

By Ryan Peterman, Haixia Shi

- In our constant quest to prioritize efficiency, Instagram's engineers have developed a way to process new videos that reduces the cost to produce basic video encodings by 94 percent.

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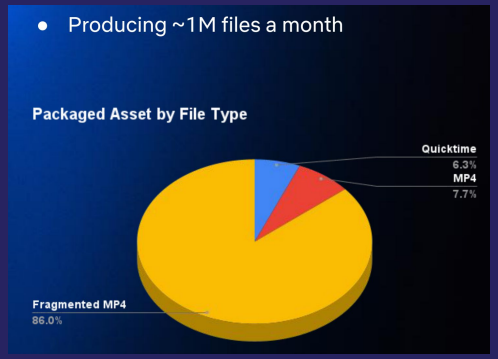
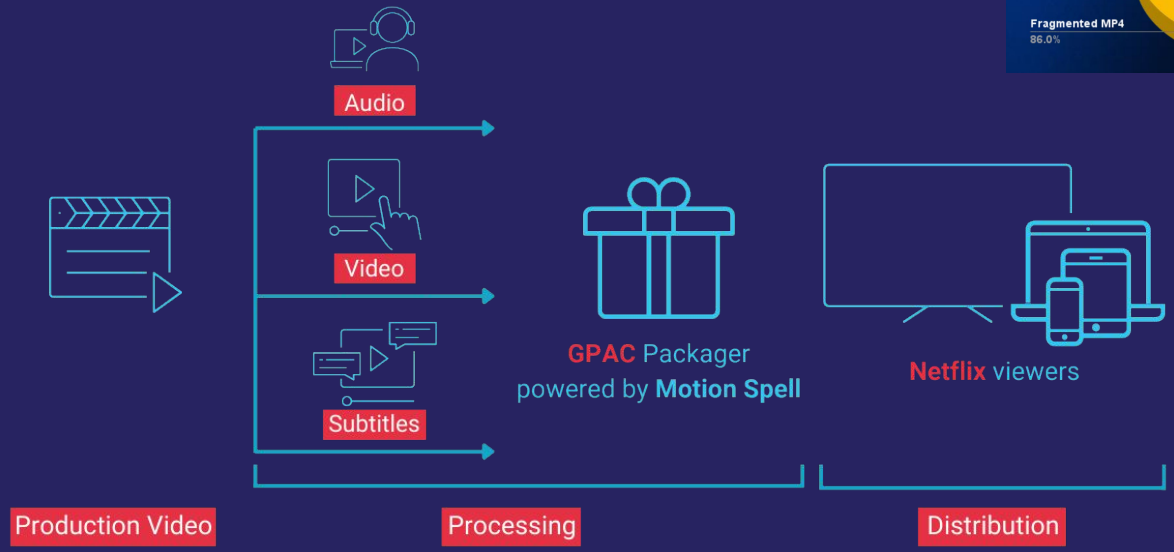
Use-case: flexibility

- Producing ~1M files a month



NETFLIX



More Info

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