

MULTIMEDIA FRAMEWORK

Coherent | Interactive | Targeted

Trends

The growth of video streaming will continue to explode. Ad-supported video has already become the dominant model of delivering streaming video to consumers

Research shows that AR technology is currently enabled on one million mobile devices and is expected to grow to more than 3.4 billion devices in 2020.

Multimedia chipsets market has been valued at USD 32.07 billion in 2019, to reach USD 44.86 billion by 2025.

Opportunities

Technology is transforming the media landscape and experiences

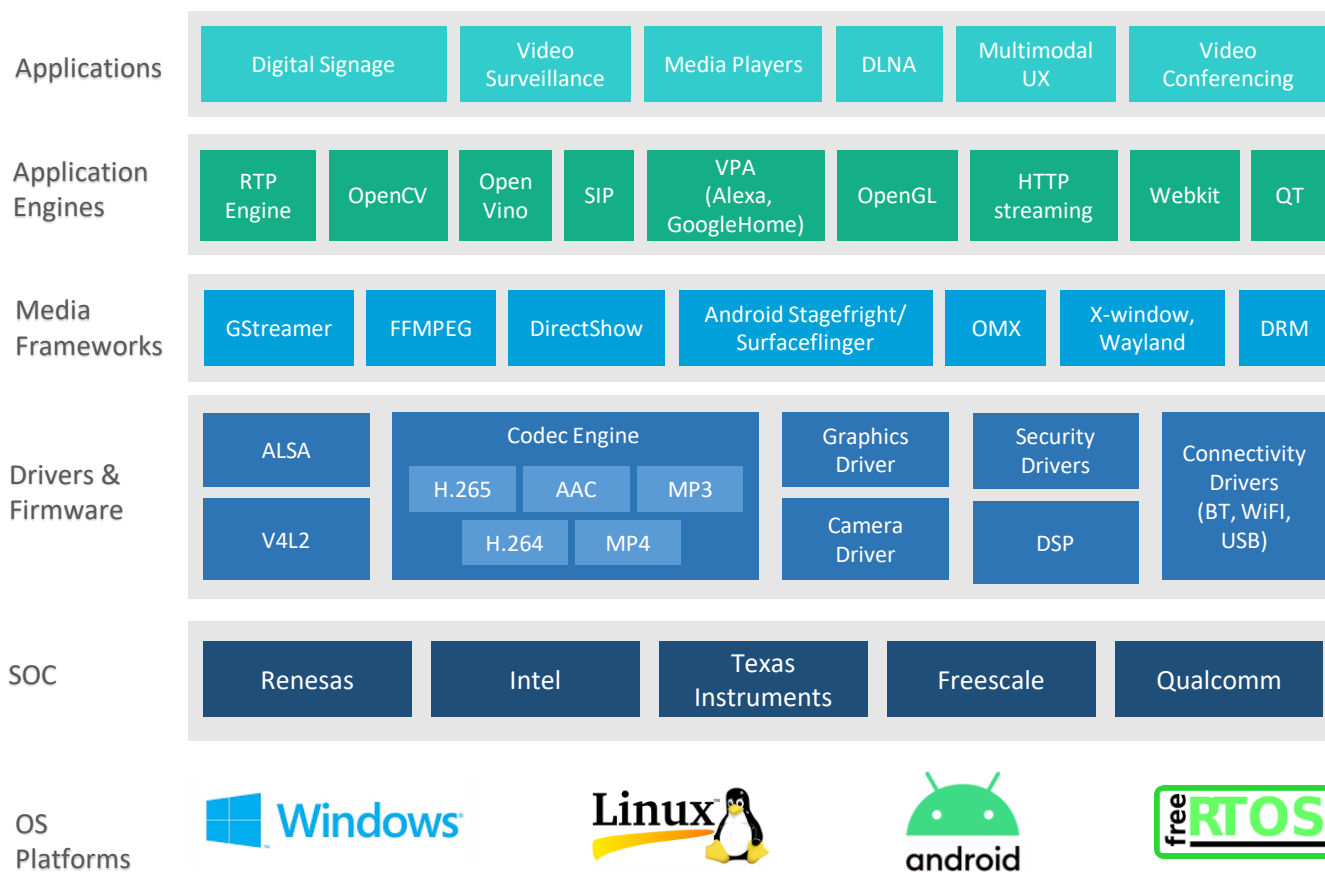
- Augmented Reality/Virtual Reality
 - Retail industry
 - Gaming
 - Interactive educational/training program
- AI based Advertising solutions
- Digital Signage
- Voice assisted commands (Wake words)
- Consumer Electronics - Streaming solutions



Consumer benefits

- Interactive & immersive experience
- AI based solution for demand forecast
- Open Source customizable multimedia framework for targeted applications

SERVICE OVERVIEW



Tools and frameworks

- OpenVINO
- OpenCV, OpenCL
- OpenGL, OpenGL ES
- Gstreamer
- FFMPEG
- DirectX
- QT
- Webkit

Differentiators

- Multiple product market expertise
- CE, Automotive, Broadcast, Retail
- Video & Audio system expertise
- Machine vision & Video Analytics experience
- ASIC to FPGA implementation of Multimedia components expertise

Sample Cases

Camera Subsystem

- Camera subsystem controller
- Multi camera support, stereo camera
- Camera driver and controller integration
- V4L2 for camera

Multimedia Applications

- Intelligent Digital signage solutions
- Smart TVs, Audio video players, STB
- DRM, Media streaming, Video conferencing
- AI and machine learning applications

Audio Subsystem

- Alexa & Google Home solutions
- Audio and speech codec SIP and voice communication
- Audio post processing & audio tuning
- Audio drivers and ALSA customization