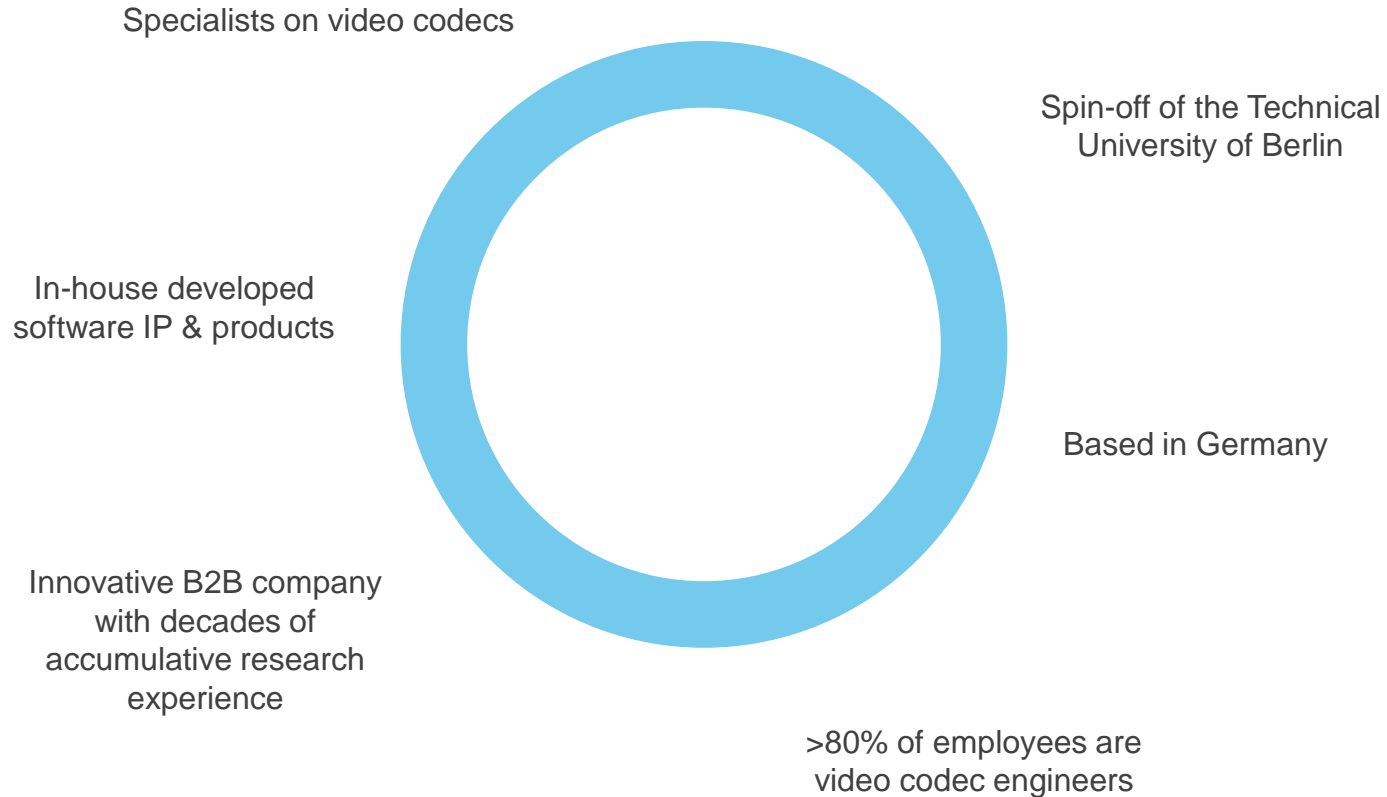


spin digital

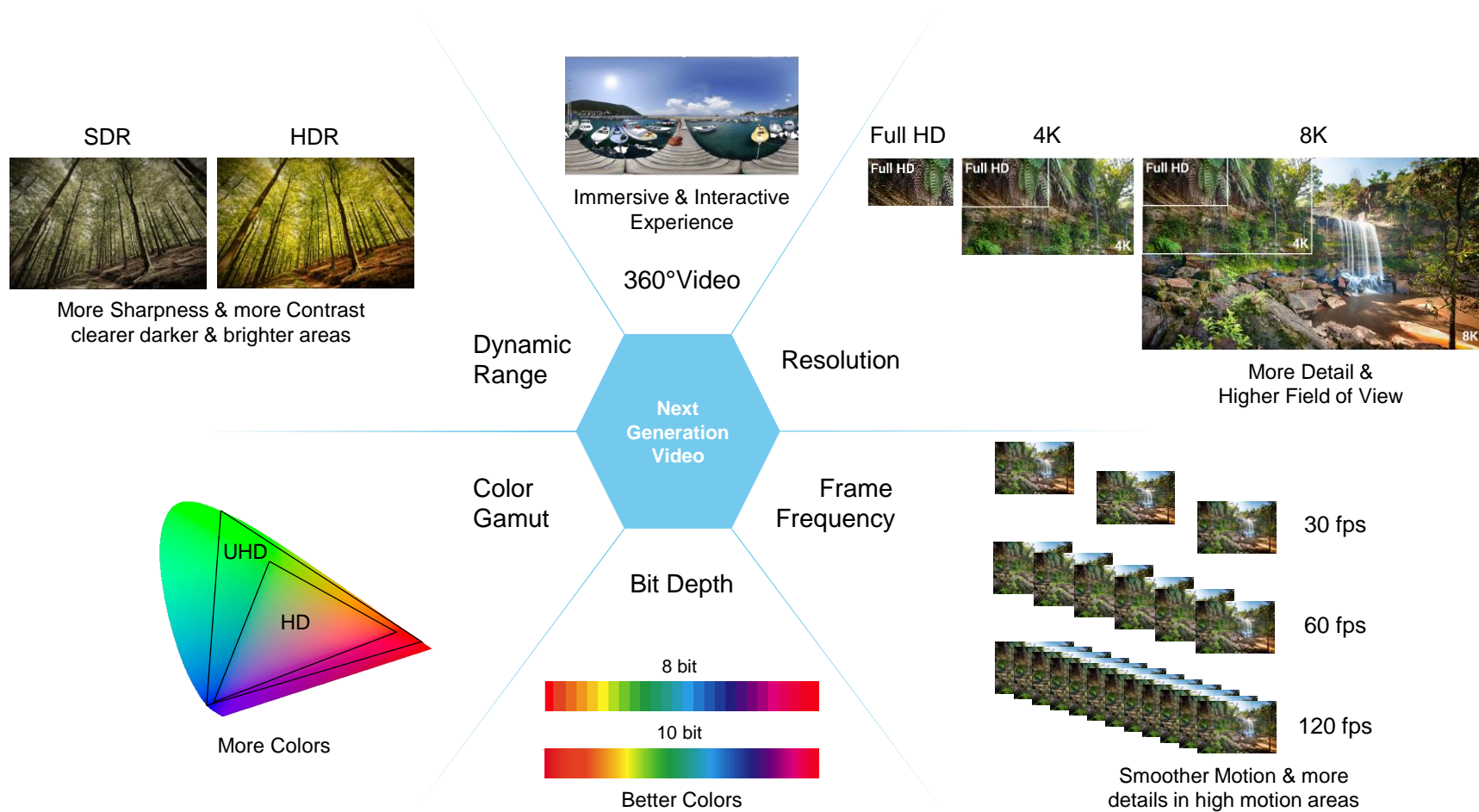


HIGH PERFORMANCE VIDEO CODECS

# Spin Digital Video Technologies GmbH



# Next Generation Video



# Technology & Market Trends

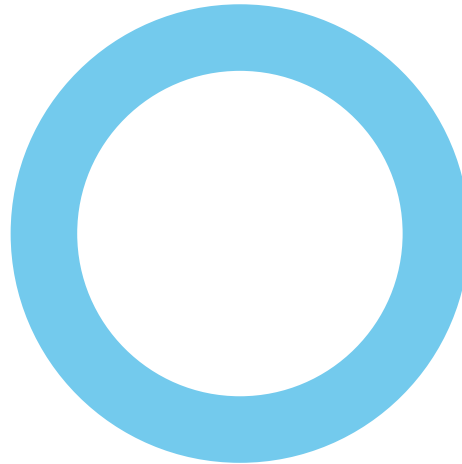
## Broadcast & VoD

- UHD: 4K HDR started in 2017
- UHD Phase B - 4Kp120 (2018/2019)
- Japan 8K: already started test broadcast (2016), commercial broadcast (2018), full launch (2020 Tokyo Olympics)

EBU

Ultra HD  
FORUM

NHK  
Japan Broadcasting Corporation



## Large Screen Display

- 8K is the next gen standard format for dome projection: Zeiss, SkyScan
- Giant videowalls and media servers: 7thSense, Stumpfl

ZEISS

stumpfl

7th  
Sense

## VR

- Next Gen VR needs at least 8K, 12K is emerging, and 16K has been proposed
- 4K & 8K VR cameras in the market
- 12K VR camera coming soon

ARRI

JAUNT  
VR

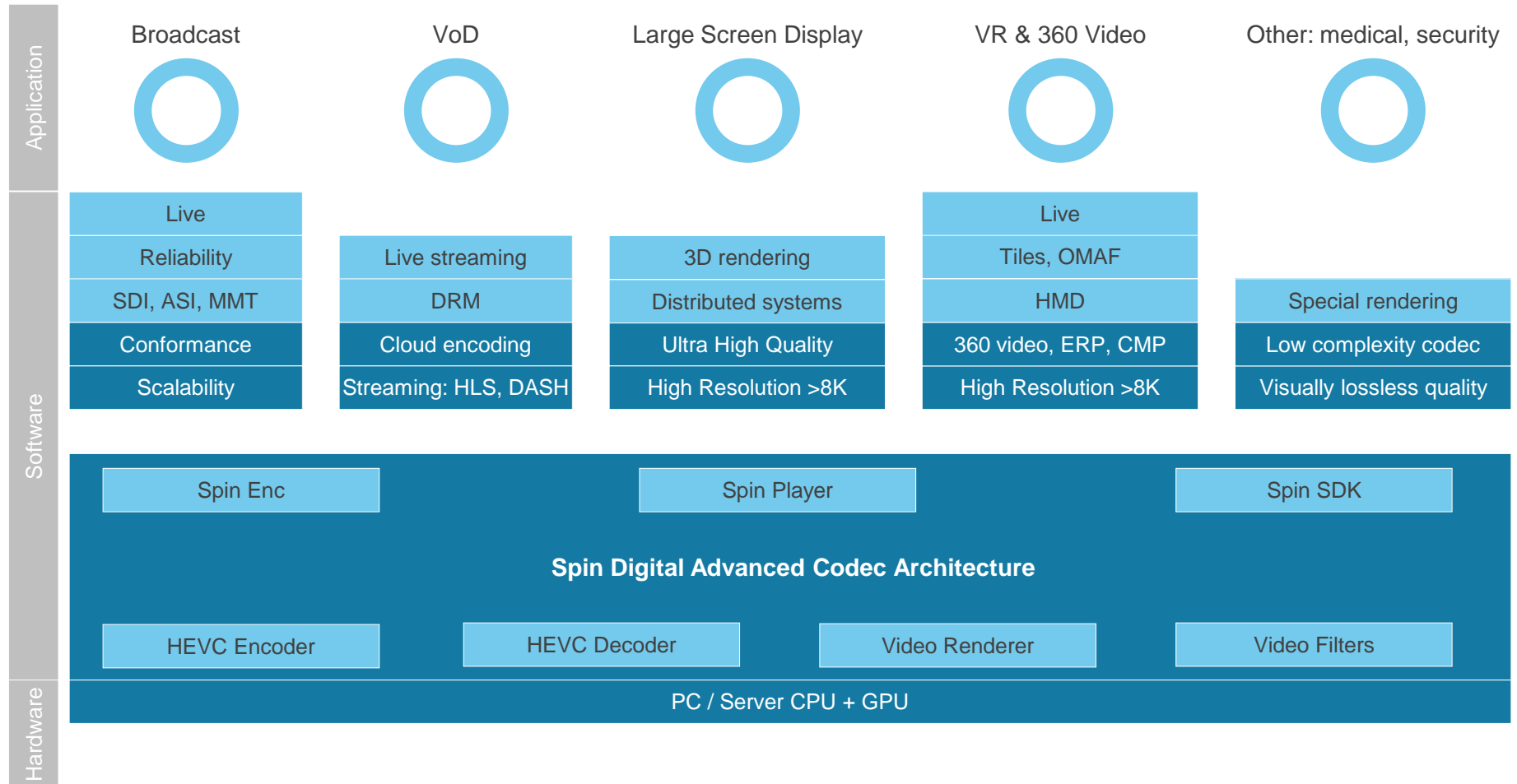
## Post-Production

- Creative Studios
- Post-production tools

mistika VR

# Product Development

Horizontal integration with vertical extensions to the core technology for each market segment

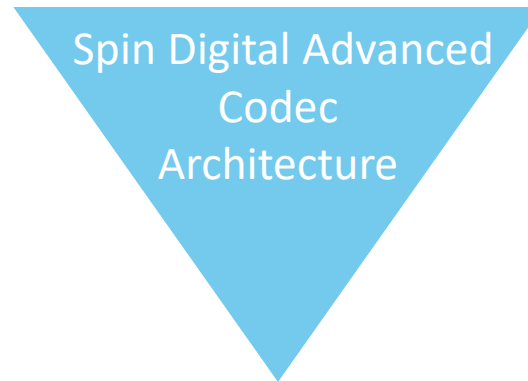


# Core Innovation

**Achieve maximum efficiency by combining expertise in all 3 areas, and years of advanced research  
Very hard to replicate**

## Video Codec Technology

- Video codec experts
- Scientific contributions:  
several publications in the  
most prestigious journals
  - IEEE Transactions on Circuits  
and Systems for Video  
Technology
  - IEEE Transactions on  
Multimedia



## Computer Architecture

- Media Computing Experts
- Multi-threading optimization
- Optimized SIMD library for  
modern CPU architectures
- Memory architecture  
optimization

## Software Engineering

- Software Design Experts
- Very well designed software  
architecture
- Feature rich API
  - Easy to use
  - Powerful
  - Mid-level abstraction

# Products



spin enc



spin player



spin sdk

Leading performance and compression efficiency encoder

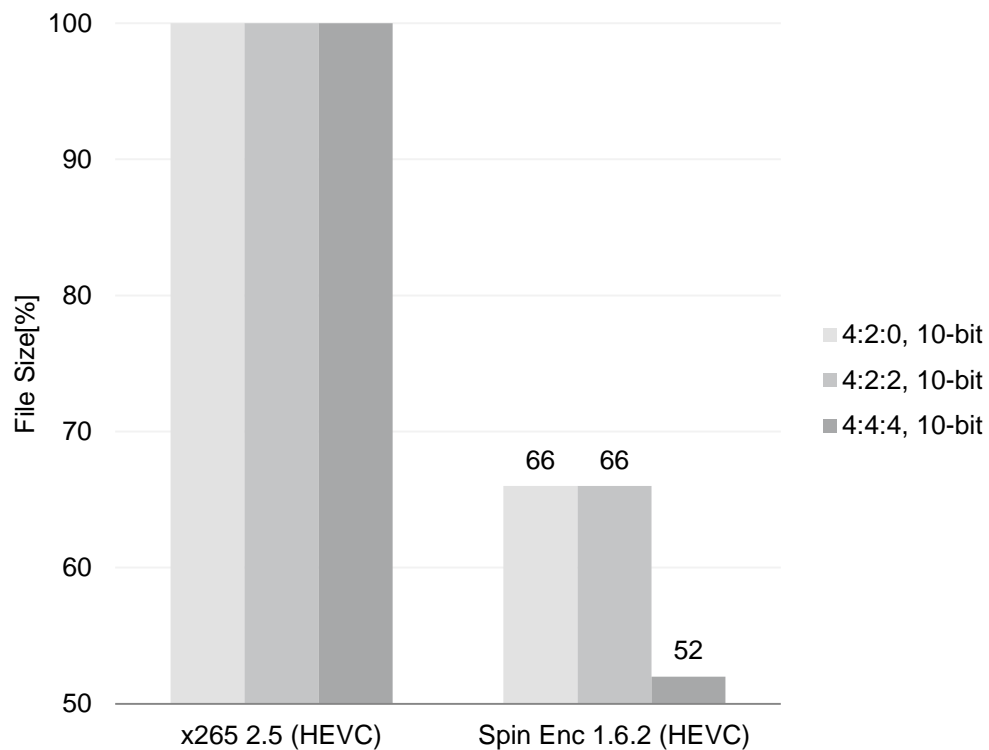
Full-featured media player for 4K, 8K, and 16K

High performance HEVC/H.265 decoder and video renderer SDK

# HEVC Encoder

Relative video file size for same objective quality and encoding speed

8Kp60



[Download Brochure](#)

Higher compression & quality than leading open source encoders

Support for 4K, 8K and 16K

Fast offline compression

Ready for HDR and WCG

## Product Highlights

- Fast offline encoding software solution
- Ready for 8K and beyond
- Significantly better compression and quality than competing encoders
- Enables WCG and HDR with up to 12-bit video
- Support for HDR metadata
- Versatile high precision pre-processing filters
- Preserves color resolution with 4:2:2, 4:4:4, and RGB formats
- Support for 360° video projection formats

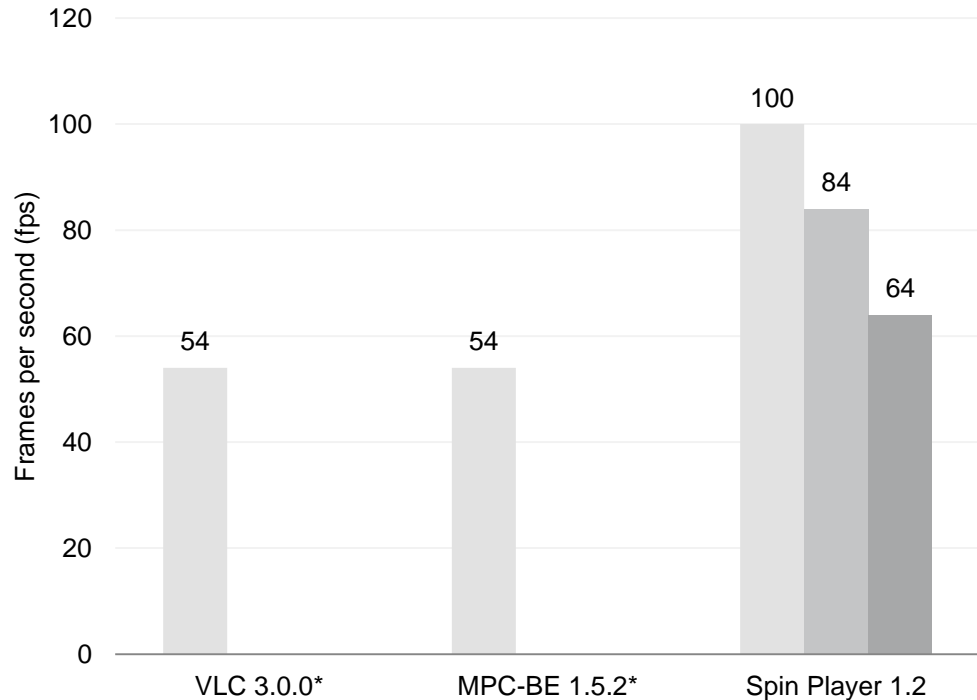
## HEVC/H.265 Encoder Package

- Encoder: standalone HEVC/H.265 encoder
- Transcoder: HEVC/H.265 decoder and encoder integrated in FFmpeg
- SDK: encoder plugin for FFmpeg (Libavcodec)



# HEVC Media Player

## Performance comparison of Media Players



CPU: Intel Core i9-7960X @ 2.80 GHz (16 cores)  
 GPU: NVIDIA GeForce GTX 1060 6GB  
 \* GPU-based HEVC hardware decoder  
 OS: Windows 10, 64-bit  
 Video: Unigine Superposition Benchmark 8K

■ 8Kp60, 4:2:0, 10-bit, 120 Mbps  
 ■ 8Kp60, 4:2:2, 10-bit, 160 Mbps  
 ■ 8Kp60, 4:4:4, 10-bit, 200 Mbps

[Download Brochure](#)

Media player for 4K, 8K, and 16K

Based on HEVC software solution

## Product Highlights

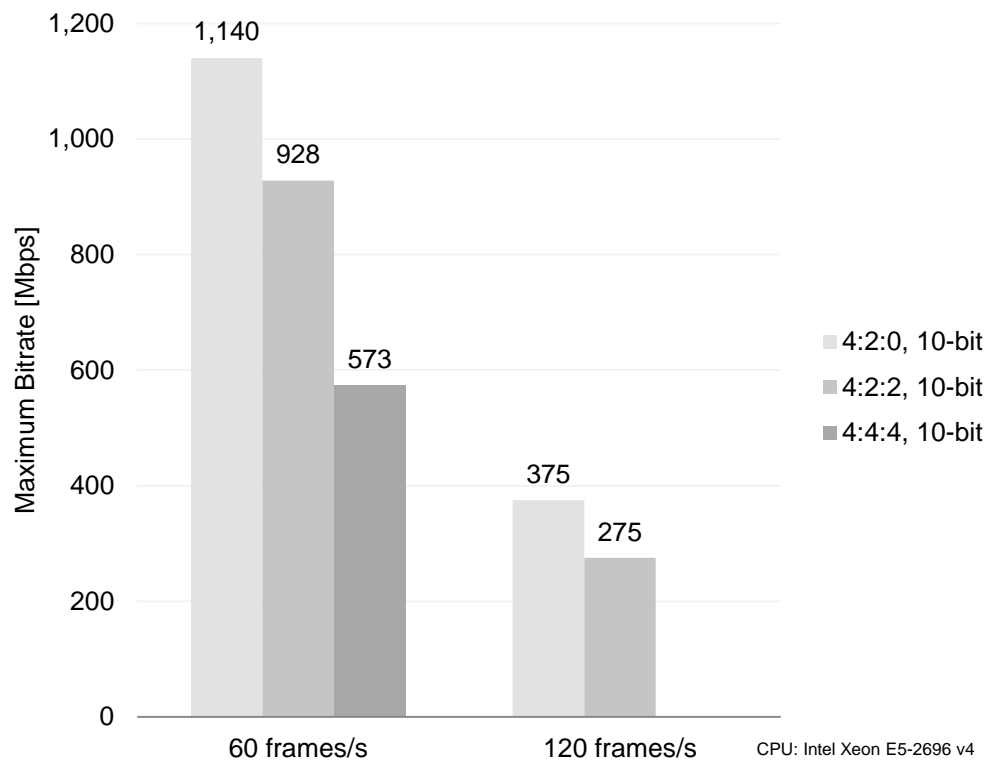
- Pure software solution
- Ready for up to 16K playback
- Professional video formats: 4:2:2 and 4:4:4
- 10-bit, HDR, and WCG support
- Next generation audio: 22.2 surround sound
- 360° video playback
- Easy-to-use graphical user interface
- SDI and GPU rendering

## HEVC/H.265 Media Player Package

- Full-featured media player based on Media Player Classic BE
- Integrated Spin Digital HEVC/H.265 decoder
- Integrated Spin Digital DirectX 12 video render engine

# HEVC Decoder & Renderer SDK

Maximum achievable bitrate for HEVC decoding and video rendering  
using state-of-the-art PC technologies



CPU: Intel Xeon E5-2696 v4  
(2x 22 cores, 2.2 GHz)  
GPU: NVIDIA Quadro M5000

[Download Brochure](#)

Ultra high performance HEVC decoder

Next generation video rendering

Real-time 16Kp60 playback

## Product Highlights

- Pure software solution
- Powerful and efficient API
- Unified API for Windows and Linux
- High quality video formats: 4:2:2, 4:4:4, up to 12-bit
- Real-time HEVC/H.265 decoding up to 16K
- 10-bit rendering and HDR support
- Flexible I/O with multiple GPU and SDI devices

## HEVC/H.265 SDK Package

- C/C++ libraries
- API reference documentation (HTML, PDF)
- Application code examples
- Command line toolbox

# Licensing

END USER

End User

- Free evaluation
- Single user
- Floating LAN

INTEGRATOR

Integrator

- SDK
- Royalty based

CLOUD

Cloud/Server

- Usage based
- Unit based



# EU Projects: DDD60



## High Quality VR for Film & TV Industry Professionals

- Duration: 18 months, Nov 2016 - June 2018
- Funding: European Commission - Horizon 2020
- Budget: 880.000 €
- [www.ddd60.eu](http://www.ddd60.eu)
- Partners:





# EU Projects: Immersify



## Audiovisual Technologies for Next Generation Immersive Media

- Duration: 30 months, Oct 2017 – March 2020
- Funding: European Commission - Horizon 2020
- Budget: 2.5 million €
- [www.immersify.eu](http://www.immersify.eu)
- Partners:



# Deep Space 8K



- Ars Electronica (Linz, Austria) Deep Space 8K
- 8K HEVC SDK for immersive media players
- 8Kx16k projection surface
- Interactive applications



# 8K Player in 8K Video Walls



- PSNC (Poznan, Poland) 8K Media Laboratory
- 8K videowall (12 projectors, back-projection system, ~150 inches)



# PC-Based 8K Media Player: NES



- NHK Engineering Systems (NES) NHK Open House 2016 and 2017
- PC based 8K Media Player for Home Theater applications
- 8K HEVC video + 22.2 audio



# 8K Media Player: Intel

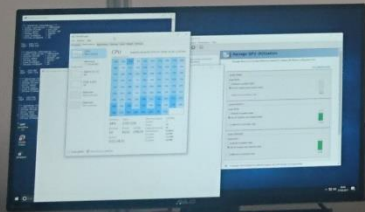


- Demonstrations at NAB and IBC
- 8K PC-based media player using Intel Xeon Processors

# 8K 120 fps High Frame Rate: NAB 2017



# spin digital



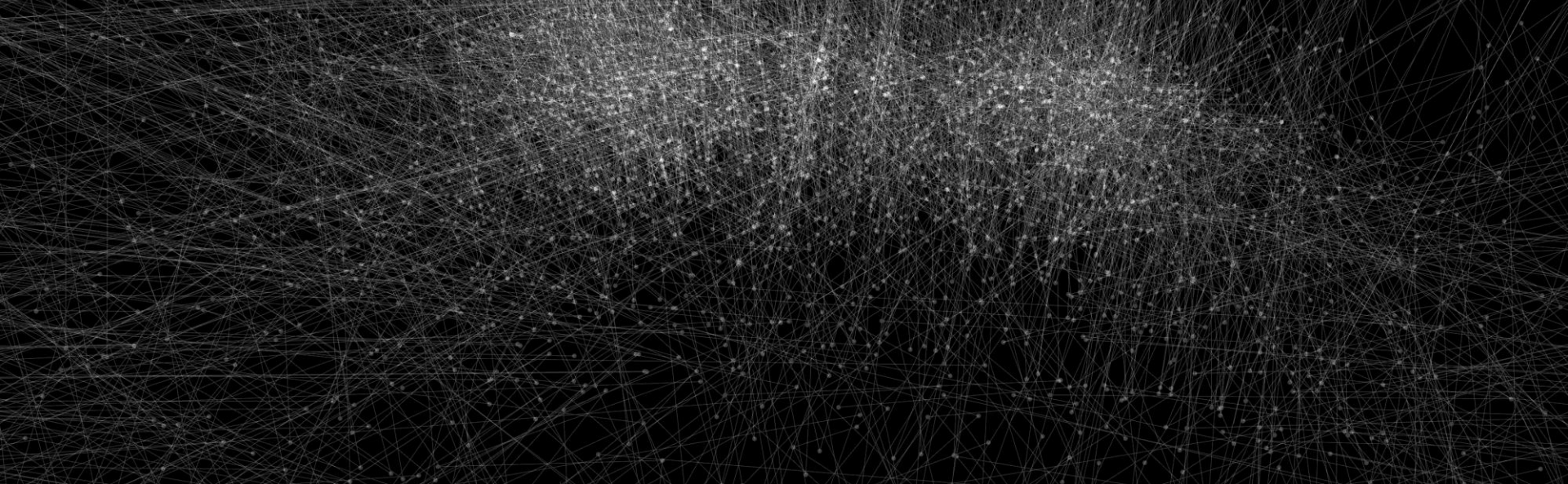
- 8Kp120 PC-based media player
- 4:2:0, 10bit, 120 Hz
- GPU output





# 8K Cloud Streaming: NHK MT

- 8K streaming from AWS servers using HLS
- Development project by NHK MT, AWS Japan, and Spin Digital
- Demonstration performed at InterBEE 2017 (Tokyo)



spin digital



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