DESCRIPTION

- GPAC is a multimedia framework oriented towards interactive media delivery and consumption and distributed under the LGPL license

- GPAC supports many multimedia formats, from simple audiovisual containers (avi, mov, mpg) to complex presentation formats (MPEG-4 Systems, SVG Tiny 1.2, VRML/X3D) and 360 videos. GPAC supports presentation scripting for MPEG4/VRML/X3D through JavaScript.

- GPAC supports local playback, http progressive download, Adaptive HTTP Streaming (MPEG-DASH, HLS), RTP/RTSP streaming over UDP (unicast or multicast) or TCP and TS demuxing (from file, IP or DVB4Linux).

- GPAC also features content production and streaming tools, including MP4Box, a multimedia swiss-army knife for MP4 and DASH, and MP42TS, a fast TS multiplexer from MP4 and RTP sources.

- For more info on GPAC features, check : https://www.gpac-licensing.com/wp-content/uploads/2014/11/GPAC_feature.pdf

COMPETITIVE ADVANTAGES

- GPAC is cross-platform. It is written in C for portability reasons, attempting to keep the memory footprint as low as possible. It is currently running under Windows, Linux, MacOSX, Android, iOS (iPhone and iPad) and Embedded Linux.

APPLICATIONS

- GPAC can be integrated in a large spectrum of systems :
- Interactive video, video with metadata, multiscreen video
- HEVC Streaming with DASH
- Low latency
- Hybrid broadcast + DASH (IBC demo)
- 4K Contents

DEVELOPMENT STAGE

- TRL 6 to 8 according to the modules–

- Demonstration of the system / subsystem model or prototype in a significant environment
- Demonstration of the prototype system in an operational environment
- Complete real system qualified through tests and demonstrations

INTELLECTUAL PROPERTY

- 3 softwares registered at the Agence pour la Protection des Programmes in 2006, 2012 and 2013