



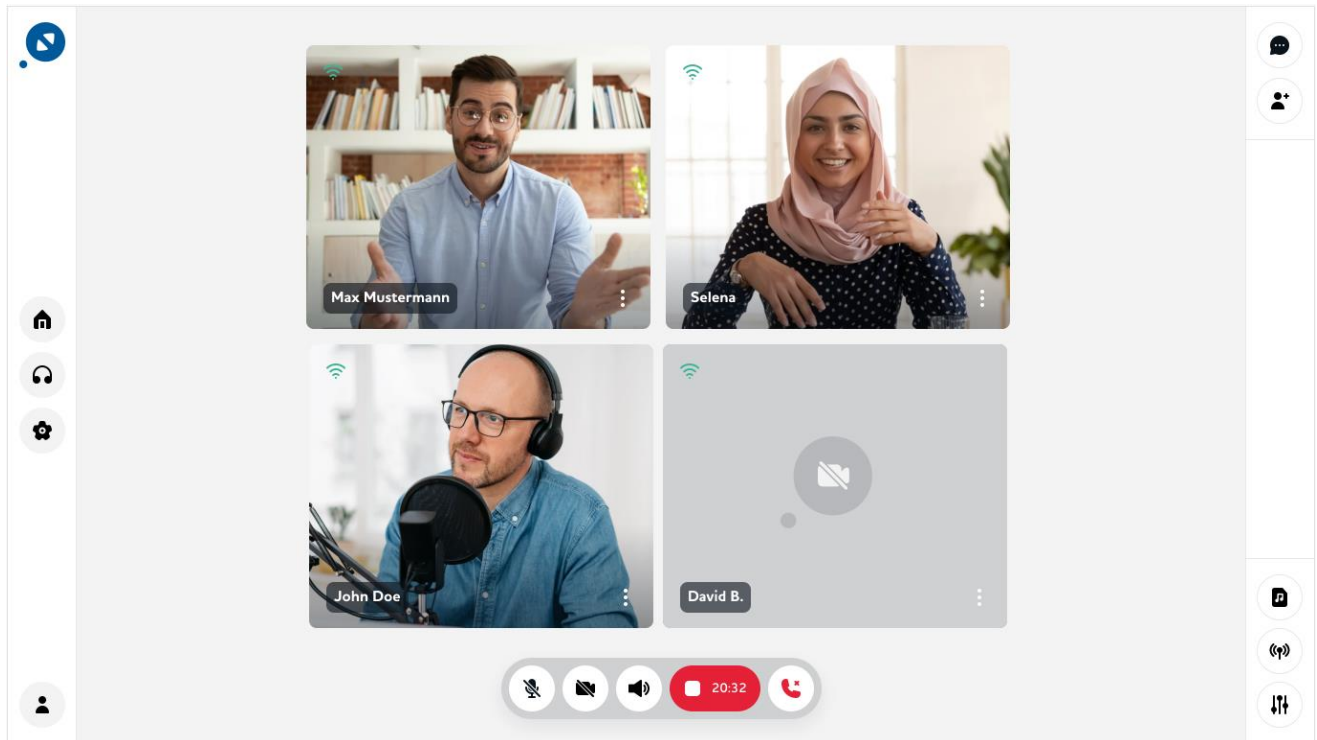
up2talk

Remote Production Software

Your audio. Our solution.

2wcom[®]

up2talk Remote Production Software



easy2connect

- ▶ Collaborate, conference and connect people with an easy browser-based solution
- ▶ Join the virtual studio only by one link
- ▶ Connect2studio with a pre-configured real studio just by one click

Audio first

- ▶ Use Opus in the highest possible settings or use the WebRTC Codec of your choice
- ▶ Broadcast quality audio with quality control features such as gain adjustment and monitoring

Remote production

- ▶ Invite guests to a virtual studio for a face2face interview
- ▶ Record your session for content production with each audio track individually
- ▶ Connect a virtual studio to a real studio by one click
- ▶ Host the software yourself or use our 2wcom service for a cloud-based software usage

Use cases

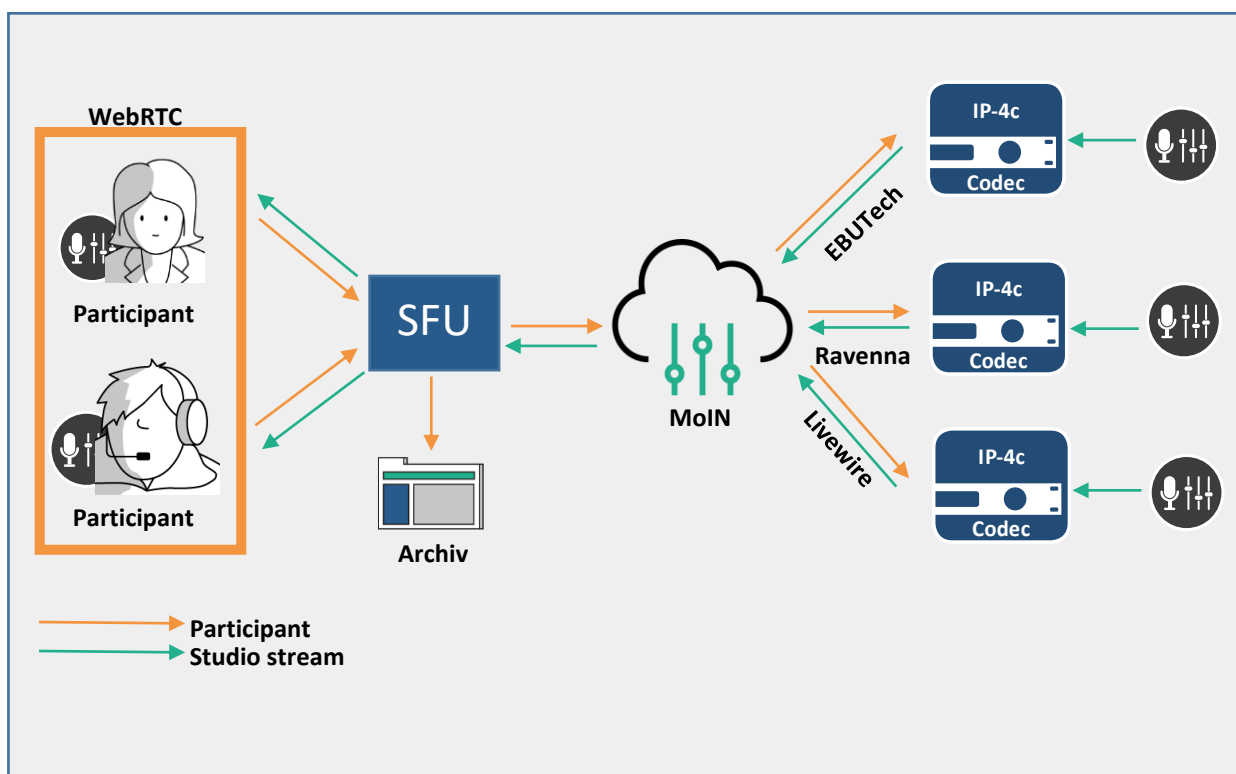
- ▶ Connect participants of an interview to a virtual or real studio via an invitation link
- ▶ Connect a moderator to a studio from home or on the go
- ▶ Get a speaker into a live radio show via browser

Remote Production Software

Studio Quality powered by MoIN Audio over IP Software

- ▶ Integrates with custom SIP infrastructures
- ▶ Integrates with studio networks AES67, Dante, Livewire+, RAVENNA, Wheatnet etc.
- ▶ Can be integrated into broadcast production networks.
- ▶ Can be integrated into orchestrating systems.
- ▶ Direct connection to mobile and stationary equipment.

The MoIN audio over IP software solution brings the flexibility to connect everyone from the virtual studio to a real studio.



up2talk – Specifications

WebRTC

WebRTC is a real-time communication standard from Google, which is supported in all major browsers.

Opus is chosen, with the highest settings, for the best available audio quality. The video codec is chosen by the browser compatibility.

Supported Browsers

- ▶ Chrome
- ▶ Firefox
- ▶ Edge
- ▶ Opera
- ▶ Safari (Some functions of WebRTC are limited)

Audio

Beside Opus there are more Audio Codecs supported by WebRTC.

Codecs

- ▶ Opus (Chrome, Firefox, Edge, Opera, Safari)
- ▶ G722(Chrome, Firefox, Edge, Opera, Safari)
- ▶ PCMU (Chrome, Firefox, Edge, Opera, Safari)
- ▶ PCMA (Chrome, Firefox, Edge, Opera, Safari)
- ▶ ISAC16 (Chrome, Safari)
- ▶ ISAC32 (Chrome, Safari)

MoIN

With the MoIN audio over IP Software, the Audio can be transmitted to a real Studio. A SIP infrastructure can be integrated as well as AES67, Dante, Livewire+, RAVENNA, Wheatnet and more.

Video

By default, up2talk uses the best Video Codec for each browser and device. The H264 codec for example is best for IOS Devices. As of right now, the video-transmission is only for the user experience. In the future there will be the option to also stream the video to a real studio.

Codecs

- ▶ VP8 (Chrome, Firefox, Edge, Opera, Safari)
- ▶ VP9 (Chrome, Firefox, Edge, Opera)
- ▶ H264 (Chrome, Firefox, Edge, Opera, Safari)

Recording

In up2talk all participants audios can be recorded, each in its own audio track. In parallel there is a downmix recording with all participants, the connection to MoIN and the live played sounds.

Sounds

Sounds can be uploaded by a moderator of a virtual studio. Accepted formats are WAV and MP3. These sounds can be played back live to the participants and are recorded synchronous to each participant audio track.



up2talk – Specifications

Performance

Studio

Up to 20 participants can join a session in a virtual studio and use all functionality.

Scalability

By using Kubernetes, you can scale up to the count of virtual studios you need.

Recommendations

Hardware

up2talk is a browser-based solution and can be used from any device with a browser and internet access. Therefore, an external microphone is recommended.

Hosting:

The hosting can be done by the customer or as a service by 2wcom.