



## Features

Clustering: you can cluster Compression Engines using headless nodes; automatic load distribution between nodes

Multiprocessor support

Watchfolders: used for automatic processing

Scalability: both vertical and horizontal

Native YCbCr (YUV) and RGB processing

Metadata: support for metadata input, exporting of metadata

Automatic and configurable naming convention of output files

Automatic optimizing of color conversion

Hinting (streaming) according to IETF, ISMA, and 3GPP

Automatic input format detection: video codec, audio codec, color sampling, frame rate, pixel aspect, audio sampling

2-pass encoding

Support for Time Code

Popwire Monitor: GUI tool for monitoring and managing Compression Engine locally on OS X

## Filters

Time filter - In and out points.

Frame rate conversion: 3:2 pulldown, 2:3 pull-down, interleave, NTSC to/from PAL

Deinterlace: adaptive, manual, edge detection interpolation

Resize: scale, crop, save crop area, pixel aspect ratio detection

Time Code: read TC track, burn TC in picture, create TC track

Noise reduction: median, average, temporal, support for multiple runs

Black and White Restoration

Contrast

Smoothing

Gamma Correction

HSV: Hue, Saturation, Brightness (value)

Audio: balance, channels, high/low pass, fade in and out

Audio volume: normalize, manual adjust  
Sharpening

Watermark: PiP (Picture in Picture), apply a movie as watermark, GIF, TIFF, BMP, JPEG, alpha channel, opacity, positioning, scaling and cropping of watermark source

Fade: video in/out, audio in/out

## Minimum System Requirements

### SUN Platform

SUN Ultrasparc III  
Solaris 8 or 9  
1 GB RAM (2 GB recommended)  
2 GB Swap Disc

### Apple Platform

XServe G4 or better  
1 GB RAM ( 2 GB recommended)  
OS X 10.2.x  
QuickTime 6.5

## Input Formats

### Windows Media 9

**MPEG1** (muxed)  
**MPEG2** (transport, program, elementary)  
**MPEG4** (.mp4)

### DV (.dv Stream)

- DV 25
- DVCPPro 25
- DVCPPro 50

### QuickTime

- MJPEG
- RAW(none)
- Targa Cine YUV
- AVID\*\*\*
- DV
- DVCPPro
- MPEG4
- Sorenson Video 1,2,3 \*
- Pixlet \*\*
- Blackmagic 8-bit, 10-bit
- Animation \*
- Graphics \*
- Apple Video \*
- Apple Component \*
- PCM
- IMA
- AAC
- AMR NB
- Qdesign \*

### AVI

- DV
- MJPEG
- PCM
- wRAW (RGB)

### 3GPP and 3GPP2

- MPEG4
- AAC
- AMR NB
- H.263

### WAV

### MP3

### GXF

New input formats are added on a regular basis.

\* Only on Apple platform with QuickTime 6.5

\*\* Only on Apple platform with QuickTime 6.5 and OS 10.3.x

\*\*\* Only on Apple platform with QuickTime 6.5 and AVID codecs

## Output formats

### Windows Media 9

**MPEG1** (.mpg)  
**MPEG2** (.mpg, .m2v)  
**MPEG4** (.mp4)

### QuickTime

- MJPEG
- YCbCr (YUV)
- MPEG-4
- Targa Cine YUV
- H.263
- Blackmagic 8-bit, 10-bit
- DV
- DVCPRO
- AAC
- AMR NB
- MP3
- PCM

### RealMedia

- Real Audio 8, 9, 10 1)
- Real Video 8, 9, 10 1)
- Real Surestream

### DV (.dv Stream)

- DV 25
- DVCPPro 25
- DVCPPro 50

### AVI

- DV
- MJPEG A/B
- PCM
- wRAW (RGB)

### 3GPP and 3GPP2

- AAC
- AMR NB
- H.263
- MPEG4

### WAV

New output formats are added on a regular basis.

## Media Coding Systems

Media Coding Systems are catch-all

systems that decode, encode and transcode between formats, depending on the input you provide and the desired output.

## About Popwire

Popwire delivers Industrial Strength Media Coding solutions to the professional media industry. Popwire's Media Coding Suite simplifies the process of multiple format encoding and transcoding. Our customer include TV production companies, content aggregators, internet service providers and wireless operators.

Popwire is able to deliver state-of-the-art coding systems that save time and money for digital media producers.