

OZO Live Product Sheet

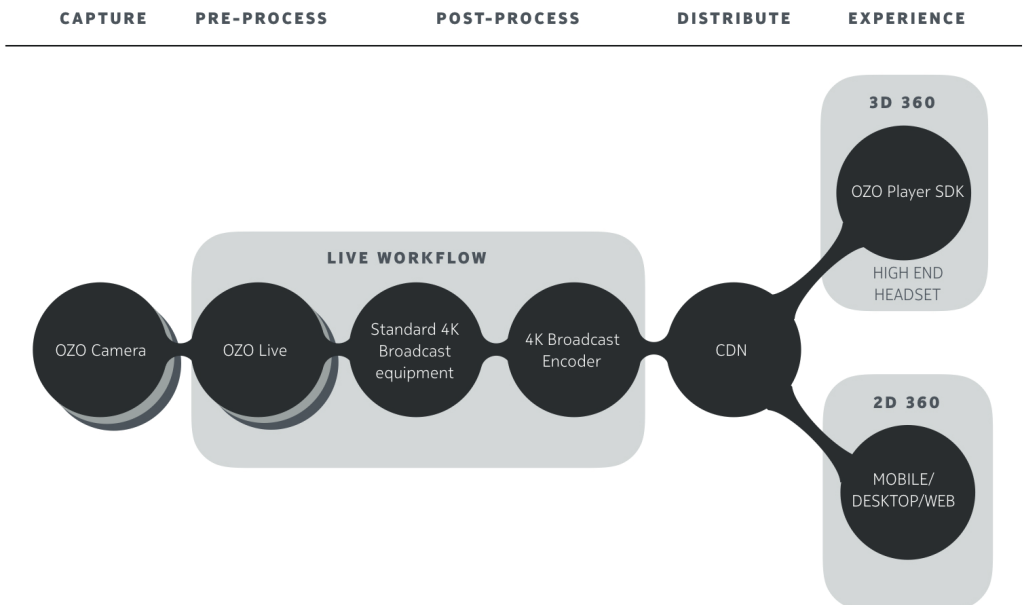
Overview

OZO Live is a real-time broadcast solution that delivers live virtual reality experiences to audiences worldwide. It runs on standard reference hardware, delivers a standard UHD video output that plugs directly into your existing 4K broadcast equipment, and allows you to use your own switchers, color correctors, and other gear for a full production workflow. Quick to set up, easy to use, and highly reliable, OZO Live takes VR to a new level.

Benefits

- Broadcast quality:** Exceptional 3D 360 live stitching video and audio quality
- Multiple production formats:** OZO Live is production format agnostic supporting 2D 360 (such as streaming to YouTube360) as well as 3D 360 delivery
- Real time camera switching:** Use multiple OZOs with standard 4K video switchers
- Fits into how you work:** Standard 4K video output for easy integration into your existing workflow
- Flexible implementation:** Player SDK uses reference architecture as guidance
- Production-grade reliability:** You'll never drop a frame during mission-critical productions
- Capture events large and small:** Scalable multi-camera support via standard 4K workflows to broadcast events of any size

OZO Live workflow



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Key Features

Feature	Description
Video Output Formats	<ul style="list-style-type: none"> UHD (3840x2160) frame over quad-link HD-SDI at 30fps Format options: stereoscopic 360 T/B, stereoscopic 180 L/R, monoscopic 360 Projection options: equirectangular, lambert, cube map (mono only)
Audio Output Formats	<ul style="list-style-type: none"> 5.0 surround, stereo, raw OZO microphone pass-thru Full spatial OZO Audio support coming soon
Stitching Features	<ul style="list-style-type: none"> Real-time automatic and manual per-seam focus depth Real-time seam location, per-seam Real-time variable-width multiband blending
Color Correction Features	<ul style="list-style-type: none"> Convenient clickable UI Global real-time black level, white level, and gamma, per channel Automated white level and black level matching across lenses Per-lens manual offsets of all settings
Video Quality	<ul style="list-style-type: none"> Illumination setting Static and temporal de-noising Devignetting control
Image Control	<ul style="list-style-type: none"> Digital panning Upside-down mount recognized automatically

Hardware requirements

Component	Specification	Note
Motherboard/barebone	nVIDIA Tesla k80/GTX980 Support minimum 3 dual width 16-lane PCIe slots as well as single width 4-lane and 1-lane PCIe slots.	e.g. Tyan FT77C-B7079 platform, ASUS ESC4000G3S platform
CPU	Dual (2X) Xeon Processor	E5-2630 or better.
GPU	2 of nVIDIA GTX980 Ti	or faster nVIDIA GPUs (validated options include GTX980 Titan X, GTX1080, and K80)
Output SDI card	AJA Corvid 88 Video Card or AJA Kona 4	
Input SDI card	BlackMagicDesign DeckLink mini recorder	
Network card	Gigabit ethernet	Usually included in motherboard/barebone
Case	2U recommended. Physical clearance for 3 dual-width, full-length GPU cards strongly recommended; although only 2 are currently required, future features may require more GPU capability.	A specific 1U case, 1028GQ-TR from SuperMicro, has been validated



About Nokia OZO

OZO is the first Virtual Reality camera system and workflow specifically designed for professional production. From master storytellers to makers of professional VR experiences, OZO is being used by the world's top creators to immerse audiences in a sense of presence like never before.

To learn more

Go to ozo.nokia.com

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