

PRESS RELEASE

Nokia OZO VR Camera Integrates Comprimato JPEG2000 Codec Technology

*-- Eight-lens OZO camera uses high-resilience JPEG2000 wavelet compression for dynamic rendering and real-time view --*

**BRNO, Czech Republic, April 6, 2016** – Comprimato, a JPEG2000 software codec toolkit provider today announced it is providing its JPEG2000 software codec for Nokia’s revolutionary 360˚ virtual reality camera OZO. The output of the eight 2k x 2k sensors is lightly compressed and packaged into a single stream which Comprimato decodes in software for live monitoring and responsive post production to enable dynamic rendering and real-time views of videos shot.

“Hardware-accelerated decoding was an absolutely critical part of our design specification,” said Guido Voltolina, Head of Presence Capture at Nokia Technologies. “We knew that in the real world directors and cinematographers would want a realtime view of what they had shot. Comprimato was the codec vendor that could deliver the performance we knew we needed. Their software designers provided valuable support through the development of the product and the interface which allows the software to access the streams together.”

The eight output streams from the OZO are rendered together to create a complete immersive virtual environment. The decoder uses Comprimato’s GPU accelerated processing, meaning that directors and cinematographers can see what is being shot. In post-production the consistency of the JPEG2000 encoding ensures that stitching is seamless.

“JPEG2000 offers a number of big advantages in virtual reality video production applications,” said Jiri Matela, CEO of Comprimato. “First, it is a wavelet compression scheme which means it is very gentle and produces predictable results. Second, the way that wavelet compression works means that you can extract lower resolution versions – proxies – directly from the stream without any additional processing.

“Finally, JPEG2000 is an, open standard, that was designed with a focus on interactive and high-quality applications,” he added. “The Comprimato approach to JPEG2000 is to deliver very fast, very high quality encoding and decoding in software running on standard GPU and CPU hardware. For the OZO this means we can deliver high performance, practical tools running on standard computers, even for parallel processing of eight streams – no other codec vendor can achieve that.”

To learn more about Comprimato come and visit us at NAB, booth #SU13305 or visit our [website](http://www.comprimato.com) and view our video.

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**About Comprimato**

Comprimato is a JPEG2000 Ultra HD software codec toolkit provider, offering media & entertainment and geospatial imagery technology company’s life-like viewing experience for better enjoyment and more accurate decision-making. The JPEG2000 standard compliant software codec leverages the power of NVidia, Intel and AMD GPUs and CPUs to speed up real-time Ultra HD video and image compression 4X in video processing devices. Because of its unique GPU acceleration, Comprimato also powers interactive video editing workflows based on the JPEG2000 mezzanine format. Comprimato’s codecs significantly increase transcoding from IMF and MXF master files to distribution formats like H.264 and H.265 (HEVC), saving infrastructure costs by 70%, reducing development cycles by 50% and enabling new revenue streams such as 4K, High Dynamic Range (HDR) and High Frame Rate (HFR) video. Founded in 2013 and headquartered in Brno, Czech Republic, Comprimato’s codecs are trusted by several leading global media and entertainment and geospatial maging companies, including BAE Systems, Telestream, Technicolor and Vizrt. For more information about how Comprimato can speed up your video and image compression to transform your business, please visit [www.comprimato.com](http://www.comprimato.com)

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