RAYV LIVE

RayV Live provides a complete managed solution for streaming live events, backed by years of experience in encoding, streaming and delivering hundreds of live events.

Whether you are producing a product launch or broadcasting hundreds of live games as part of a sports league to millions of viewers around the world, RayV will deliver the quality, performance and reliability you expect.

RayV is uniquely positioned to support you needs, as it combines unique cutting edge streaming technologies, the world's most advanced HDTV IP based Delivery Network, and a core pro services team with years of experience managing some of the world largest live streaming events

Every event is Unique

Because every event is unique we work closely with you to tailor a solution that fits your needs. We work closely with you, understand your technical requirements, geographic targets and come up with a solution aligned to your needs.

RayV Live includes:

• Flexible content sourcing capabilities: satellite, fiber, physical media, or on-site event capture
• Content acquisition for a variety of sources
• On the fly encoding and transcoding to all formats for all screens.
• 3-screen streaming – Mobile, Web and TV. All formats anywhere, anytime.
• Web site and mobile application design support the event.
• 24/7 on site support and monitoring services
• RayV Global HDTV delivery network – Global HD quality delivery to 150 countries
• "Five Nines" production reliability
• Full ecommerce and packaging capabilities including PPV, subscription and advertising.

RayV Live Case Studies

Blizzcon
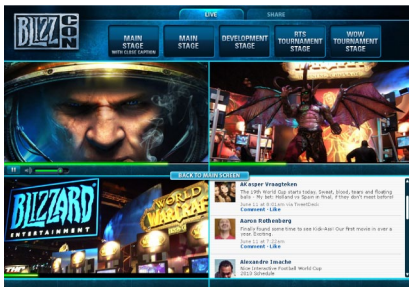
The annual event held by Blizzard attracts tens of thousands fans every year to Anaheim. Blizzard and DirecTV partnered with RayV to provide a live broadcast of the event to the hundreds of thousands of fans in 150 countries who wanted to be part of the event but could not physically attend. The event included five stages covering tournaments, shows, Q&A's sessions, competitions, announcementand more. It is considered the prime event of the gaming world every year.Blizzcon 2010 served over 550,000 unique viewers watching over 100,000,000 minutes of online streaming in a single weekend, The premium package subscription cost $40 and included HD streaming of the entire event plus a special "pet code".

America's Cup
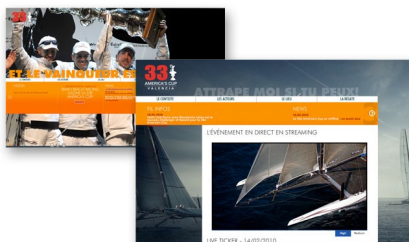
The city of Valencia, Spain was the host city for the 32nd Americas Cup held in 2007. With little time to organize traditional broadcast distribution, the organizers decided to implement a broadband-led strategy, offering live streaming of the races to audiences worldwide for free. Valencia's mission was to set-up an infrastructure capable of managing a global broadband transmission in a very short time frame while having as many users as possible watching the live coverage of the race to serve as marketing and promotion vehicles for the next edition of the event.RayV responded within a two-week period to the requests of the city of Valencia. RayV Set up a real-time fully redundant VHO within the city's media center, and coverage of the two live races as well as press conferences and other ancillary content were streamed to over 500,000 users worldwide via the Americas Cup website and its syndication partners (including YouTube).