Media and Gaming

**Game Servers**: Game Servers is a managed service that enables game developers to deploy and manage their dedicated game servers across multiple Agones clusters around the world through a single interface.

**Live Stream API**: Live Stream API is a cloud-based live encoder that processes high-quality contribution feeds for 24x7 live linear or live events and prepares the streams for digital distribution. It compresses the video and audio elementary streams with the latest video codecs and packages the streams in standardized container formats to reach all IP connected devices.

**Transcoder API**: Transcoder API can batch convert media files into optimized formats to enable streaming across web, mobile, and living room devices. It provides fast, easy to use, large-scale processing of advanced codecs while utilizing Google’s storage, networking, and delivery infrastructure.

**Video Stitcher API**: Video Stitcher API enables users to dynamically insert content or ads using server-side video insertion technology. Video and ads are conditioned into a single stream for video on demand (VOD) or live streams to deliver flexible and target personalization at scale.