

Decoder for Apple ProRes

Native ingest of Apple ProRes video

Cross-platform SDK enabling native ingest of Apple ProRes video from MOV or MXF containers into professional editing, transcoding or asset management applications.



Apple ProRes is a well-established and widely used intermediate format throughout the broadcast industry. Its high-resolution capabilities and wide chroma sampling support have made it the codec of choice for many video production facilities worldwide. Apple ProRes is natively supported on macOS computers. It used to be available to Windows users via QuickTime.

Apple ProRes was recently converted from a proprietary Apple format to an official SMPTE approved document (RDD-36). To support this change, MainConcept has introduced a Decoder SDK which allows adding Apple ProRes native ingest and decoding to any transcoding, editing and playback application.

While Apple ProRes video is typically wrapped into a QuickTime (MOV) container, another recent SMPTE release (RDD-44) allows embedding this format into MXF, making it perfectly suited for professional production workflows. The MainConcept Decoder SDK for Apple ProRes supports both file formats, as well as Elementary Streams, for a seamless integration and widest possible support of all Apple ProRes flavors.

For HDR (High Dynamic Range) support, the MainConcept Decoder for Apple ProRes fills dedicated HDR-10, HLG and PQ-10 data structures. As an optional feature, the decoder offers several HDR processing algorithms that allow real-time PQ / HDR-10 to HLG, HLG to PQ / HDR-10 and PQ / HDR-10 to SDR conversion.

Like all of the MainConcept SDKs, the Decoder SDK for Apple ProRes is available on Windows, macOS and Linux to enable efficient workflows on premise and in the cloud.

MAINCONCEPT DECODER SDK FOR APPLE PRORES PACKAGES

DECODER SDK FOR APPLE PRORES

Standalone Decoder for Apple ProRes with supported demultiplexers and audio decoders.

HDR CONVERSION FOR THE DECODER FOR APPLE PRORES

Add-on feature enabling PQ / HDR-10 to HLG, HLG to PQ / HDR-10 and PQ / HDR-10 to SDR conversion.

STREAM TYPES & FORMATS

MOV / MP4:

RDD-36 compliant Apple ProRes streams in MOV container

MXF:

Apple ProRes streams in MXF container, compliant with RDD-44

Elementary Streams:

Generic Apple ProRes ES

FEATURES

Native Apple ProRes Decoding:

Precise Apple ProRes decoding in accordance with SMPTE RDD-36. Multi-threaded and optimized decoder delivering amazing speed on any operating system.

High Dynamic Range:

PQ-10 (SMPTE ST.2084) and HLG (ITU-R BT.2100-0) HDR awareness.

Multiple Formats Support:

MP4 / MOV and MXF (RDD-44) container support.

Proxy Preview Mode:

Special acceleration mode for proxy and preview playback of high-res and high-bitrate Apple ProRes content.

Cross Platform Coverage:

Available for all platforms: Windows, macOS and Linux (64-bit). No requirement for QuickTime or any other 3rd party tools.

HDR Conversion:

Several HDR conversion routines like PQ / HDR-10 to HLG, HLG to PQ / HDR-10 & PQ / HDR-10 to SDR (optional license required).

COMPONENTS

DECODER SDK FOR APPLE PRORES

Video Decoder for Apple ProRes
MP4 Demultiplexer
MXF Demultiplexer
Media File Importer

HDR CONVERSION FOR THE DECODER FOR APPLE PRORES

Video Decoder for Apple ProRes
HDR Conversion License File
MP4 Demultiplexer
MXF Demultiplexer
Media File Importer

TECH SPECS

- Microsoft® Windows® 7, Windows 8, Windows 10 (64-bit)
- Apple macOS 10.7 and newer (64-bit, Intel® CPU only)
- Linux Ubuntu 14.04 LTS or CentOS 7.2 and newer (64-bit)

For Windows, macOS and Linux, the codec package consists of a Low Level API (in the C programming language). Under Windows, it additionally includes DirectShow® filters for decoding and encoding.

MORE INFORMATION:
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WWW.MAINCONCEPT.COM/LICENSING-FORM.HTML