Windows Azure Media Services is a scalable media platform for distributing content to any screen, on any network.

Based on REST APIs, you can encode, protect, and stream media to web, Windows, iOS, Android, TVs, game consoles, and other devices.

You can use Microsoft or third-party components for ingestion, encoding, DRM, origin service and CDN when developing media workflows for consumers or the enterprise.

Common Development Scenarios

END-TO-END
Build workflows entirely in Windows Azure

CROSS-PREMISES
Encode onsite and upload to transcode, protect or publish your media

CLOUD SUPPORT
Create and deliver media across multiple devices and platforms

CLIENT APPLICATIONS
Build applications with a great user experience across devices and platforms

Available Support

PLAYER SDKs & FRAMEWORKS
APIs/LIBRARIES
WINDOWS
WINDOS PHONE
IOS DEVICES
ANDROID DEVICES
SILVERLIGHT
XBOX
SET-TOP/CONNECTED TV
FLASH/OMF
HTML5

APIs / LIBRARIES

REST
.NET
JAVA

Supported Video Codecs

H.264 (Baseline, Main, and High Profiles)
MPEG-1
MPEG-2 (Simple and Main Profile)
MPEG-4 v2 (Simple Visual Profile and Advanced Simple Profile)
VC-1 (Simple, Main, and Advanced Profile)
Windows Media Video (Simple, Main, and Advanced Profile)
DV (DV1, DVH2, DV12, DV2)

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