



LiveU Record

Streamline your workflow

**RECORD
TRIM
PUSH**

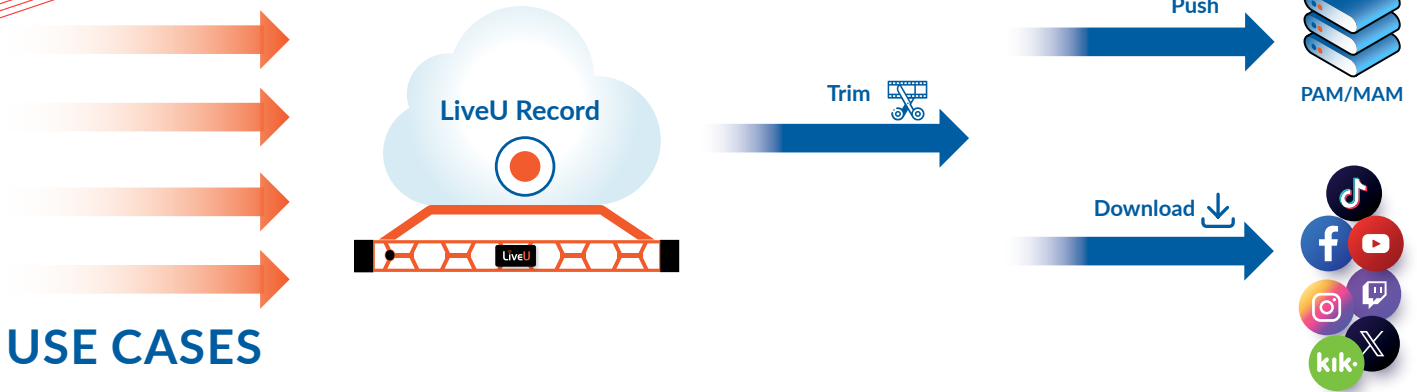


LiveU Record empowers broadcasters to **record, trim,** and **push** content to all their teams faster than ever before. Our solution **offers unlimited flexibility and scalability** to record any event, from breaking news to football games and other live sports.

LiveU Record: Your Automatic Recording Solution

Record-Trim-Push Workflow: Automatically record live content, edit on-the-fly, and push it to your viewers, keeping them engaged with the latest story.

Do everything from your browser from anywhere: Record, trim, and download your recordings directly from the LiveU portal, accessible from your browser for easy access and efficiency accross all your team. If you are working with a Media Asset Management solution, your recording can be automatically pushed into it with all the associated metadata.



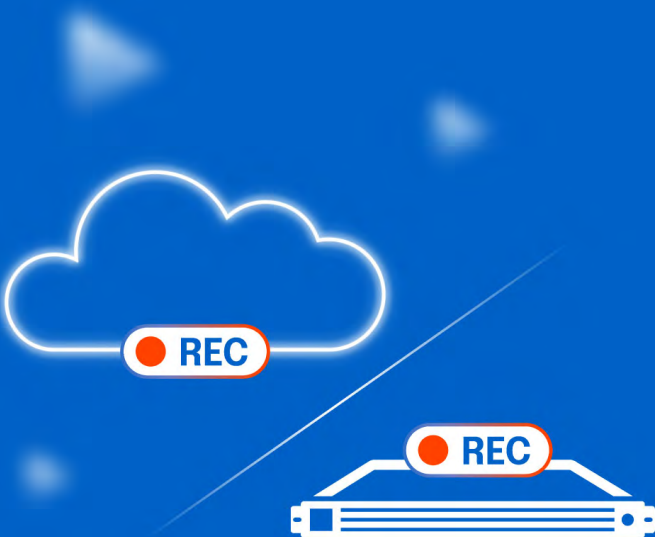
USE CASES

Use case 1: Primary Recording Solution

LiveU Record is a powerful tool that can be your primary recording solution for your everyday recording needs. Whether you're producing live news broadcasts, digital news, or sport matches, LiveU Record has the scalability and flexibility to handle it all.

Use case 2: Event-based Recording Solution

LiveU Record is the perfect solution for handling planned or unexpected surges in recording demands or peak event seasons. Broadcasters often face situations where traditional recording methods struggle to scale with the increased content flow. LiveU Record allows you to scale your content recording capacity to meet the needs of any event, from breaking news to nationwide election coverage.



Flexible deployment methods

as-a-Service

Leverages the power of cloud solutions for unmatched elasticity and unlimited scalability.

Integrates seamlessly with your existing workflow, streamlining content capture to distribution for best-in-class operational efficiency.

On-Prem Deployment

Maintain full control over your infrastructure within your own production environment