

# Qantas.com Video encoding and delivery

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# 1. Purpose

This document outlines the recommended approach for creating video's to be delivered on Qantas.com in a manner that will work across most our customer's browsers/devices including **Android**, **iOS**, **Windows 7 Phone OS**, **Flash**, **HTML 5** and, potentially, **Microsoft Silverlight** based devices. Feel to share this document with any 3<sup>rd</sup> parties who plan to create any video asset for Qantas.com.

Few key things to point out:

- There is no single approach solution and this is unlikely to change in the short term.
- To make your video watchable across most devices and platforms, you are going to need to encode your video more than once.
- h.264 and AAC are patent encumbered therefore policies may change, but is necessary for delivering on Apple based products.

### 2. Codec's and File Containers

For maximum cross platform/device compatibility you should encode in the following:

- 1. WebM file container
  - VP8 video codec
  - Vorbis audio codec
- 2. MP4 file container
  - H.264 video codec
  - AAC audio codec
- OGG file container
  - Theora video codec
  - Vorbis audio codec



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# 3. Recommended Settings/Profiles

## 3.1 High Definition

- Resolution: 1280x720

Video Bitrates: 2.0-2.9mbits\*Audio Bitrates: 152.kbits

Estimated average size per minute: 15mb

#### 3.2 Standard Definition

- Resolution: **854x480** 

Video Bitrates: 0.8-1.0mbits\*Audio Bitrates: 128kbits

Estimated average size per minute: 6mb

#### **Fallback**

o Resolution: 640x360

Video Bitrates: 0.4-0.6mbits\*Audio Bitrates: 128kbits

o Estimated average size per minute: 4mb

## 3.3 Baseline

Resolution: 640x360

Video Bitrates: 0.3-0.5mbits\*Audio Bitrates: 96kbits

Estimated average size per minute: 4mb

#### **Fallback**

o Resolution: 400x224

Video Bitrates: 0.15-0.25mbits\*

Audio Bitrates: 64kbits

o Estimated average size per minute: 2mb

# 4. Video Integration and Delivery

The best approach for video integration and delivery on Qantas.com that will support most common browsers and its devices is through the following 3 part approach:

- 1. Using HTML 5 **<video>** element to deliver to most modern browsers.
- 2. Falling back onto Flash based delivery
- Falling back onto downloading the video file or as a zipped video file onto the device.

<sup>\*</sup> These values can be reduced further if file size is a problem.



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# 4.1 HTML 5 Integration and Delivery

Delivery via HTML 5 will cover most modern browsers including those on iOS, Android and Windows 7 Phone devices. The HTML 5 markup is as follows:

```
<video width="640" height="360" controls>
<source src="video.mp4" type='video/mp4; codecs="avc1.42E01E, mp4a.40.2"'>
<source src="video.webm" type='video/webm; codecs="vp8, vorbis"'>
<source src="video.ogv" type='video/ogg; codecs="theora, vorbis"'>
</video>
```

For the above to work you need to ensure the video is served with the proper mime type from the server. The mime types are:

File Type	Mime Type
.ogv	video/ogg
.mp4	video/mp4
.webm	video/webm

# 4.2 Flash Integration and Delivery

Delivery via flash is the most common scenario. It will cover up most scenarios except iOS devices and Windows 7 Phone devices.

Refer to section 1.9 in http://www.qantas.com.au/styleguide\_redesign/rd\_flash\_guidelines.html

If you have any queries regarding this document then feel free to contact Paul Tea <a href="mailto:pte21@qantas.com.au">pte21@qantas.com.au</a>