You.i Engine One

Video Experience Platform

Build high performance video apps for mobile, game consoles, streaming pucks, set top boxes, and smart TVs from a single codebase

You.i Engine One is a multi-screen app platform that delivers fluid user experiences from a single codebase. You.i Engine One was built with TV and media specific features in mind, including a common video player interface, reference application and 3rd party integrations.

CROSS-PLATFORM FRAMEWORK

Leverage a hardware accelerated rendering engine that delivers fluid UI across every screen.

FLEXIBLE DEVELOPER TOOLING

Tooling to consistently build, prototype, test and deploy on every platform.

POWERFUL DESIGN WORKFLOW

Designers build and export the UI directly to the codebase for a pixel perfect app.

PURPOSE BUILT FOR VIDEO

You.i Engine One includes native player integration, video libraries, and DRM support to deliver your streaming service.

Cross Platform Framework

Code with React Native

Harness React Native and its quickly growing ecosystem to develop apps – by offering JS bindings on top of the C++ foundation.

C++ Based Framework

You.i Engine One is a complete application framework that offers maximum code reuse through the use of platform independent controls and libraries.

Hardware Accelerated Rendering

Achieve true native performance through abstracted rendering pipeline that supports OpenGL, OpenGL ES, DirectX, and Custom Graphics APIs to to consistently deliver rich experiences across every screen.

Flexible Native Integrations

Ability to leverage native libraries and user interface controls within your cross-platform application including prebuilt access to common platform capabilities.

Flexible Developer Tooling

Debugging

A powerful application panel for accessing tools for analyzing rendering performance, resource consumption, focus navigation, and user interface behaviors.

Platform Tools

Use the native platform IDEs and tools of your choice for application development, profiling and testing.

Build Environments

A configurable cross-platform build system that integrates with native build tools and enables simple integration of 3rd party tools and libraries.

Automated Testing

Support for automated testing using a cross platform Appium solution.

Powerful Design Workflow

Build the UI in After Effects

We combine the power of Adobe with the You.i Engine AE exporter which allows designers compose layout, skin the screens, add interactivity and animate with ease and control.

Rich Motion Design

Elevate your app to a world class experience with branded animations, beautifully fluid loaders, page transitions, button sequences, swim lanes and promotions.

Responsive Layout

Create responsive screens by setting layout anchors and type breakpoints so your UI adapts perfectly to any device type including, mobile phones, tablets, streaming pucks and TVs.

Lossless Design to Development

All screens and UI elements are exported directly into the application code base creating a user experience without any loss or development effort in the handoff from designer to developer.

Prototype and Preview

No mountain of devices needed. Designers are enabled to simulate real world conditions and devices. Preview animations, layouts, and content without touching a line of code.

Iterate Remotely

Configure your app to retrieve and update UX elements, including layout, styling and motion, dynamically from the cloud.

Purpose Built for Video

Video Players

Native player support including, AVPlayer, ExoPlayer CastLabs, UWP Media Player, AVPlay. Streaming support for MP4, HLS, Smooth and Dash.

DRM

We've bundled in DRM support for iOS / tvOS (via Fairplay), Android and Amazon Fire (via WideVine and PlayReady), Roku (via PlayReady), Xbox and Microsoft Windows support (via PlayReady).

Playback UI

Full support for VOD, and Live Linear streams including playback controls, scrubbing, state based play, volume, bookmarking, subtitles, closed captioning and player surface transformation.

Framework Specifications

Platform Support	iOS | Android | Amazon Fire | tvOS | Android TV Amazon FireTV | Roku | Samsung Tizen | Playstation 4 | xBox One
Playback Type	VOD and Live Linear Video
Video Player Support	VOD, Live and Live Linear streams with support for: State Based Play | Bookmarking | Subtitles | Closed Captioning | Player Surface Transformation* *Support varies by player
Video Formats	MP4 | HLS | Smooth* | Dash* *Support varies by player
Graphics API	OpenGL | OpenGL ES | DirectX
Graphics Authoring and Export	Adobe After Effects with You.i Engine AE Plugin
Video Player	AVPlayer | ExoPlayer | CastLabs | UWP Media Player | AVPlay
Language Support	React Native | C++ 14
Native Platform Interfaces	Objective-C | Swift | Java | C++ | JavaScript
Language Bindings	React Native | JS
3rd party Integration	Connect to any 3rd party via REST, C++ or Native
IDE	Works with any IDE or editor, such as Xcode and App Code
Build Environment	CMake | Gradle | Ruby
Testing	Debug Panel | Debug code using standard native tooling of the platform Unit Testing via Google Test | Automated Testing via Appium

you.i tv