

Wowza Streaming Engine[™]: Cloud Hosting Deployment Examples

Cloud Deployment: Stream your content from high-performance virtual machines hosted remotely. Works with virtually all cloud hosting services.

	Few Inputs, Few Viewers	Many Inputs, More Viewers	Many Inputs, Many Viewers	Lots of Inputs, Lots of Viewers	Other Cloud Providers
	•== 1				
Cloud Provider and Instance Type	Google Cloud Platform g1-small	Google Cloud Platform n1-standard-2	Google Cloud Platform n1-standard-4	Google Cloud Platform We recommend you run performance tests to best match business requirements	Wowza Streaming Engine can also be deployed on the following hosts: Microsoft Azure
Approx. Input Count (# of live streams)	 Fewer than 10 inputs per Google Compute Engine (GCI) instance* Larger instance sizes recommended for transcoding 	 Fewer than 30 inputs per GCI* Larger instance sizes recommended for transcoding 	 Fewer than 50 inputs per GCI* Larger instance sizes recommended for transcoding 	 Test input size and transcoding performance View best practices at www.wowza.com/forums/content.php?296 	Google Cloud Platform
Approx. Reach (Estimated number of concurrent viewers on a public network)	Up to 120 viewers per Google Compute Engine instance [†]	Up to 300 viewers per Google Compute Engine instance [†]	Up to 550 viewers per Google Compute Engine instance [†]	Use our free client simulator at www.wowza.com/forums/content.php?122	C rackspace. the open cloud company
Additional Information and Suggestions	For multiple instances, deploy a load-balancing solution	For multiple instances, deploy a load-balancing solution	For multiple instances, deploy a load-balancing solution	Scaling to use multiple instances available at www.wowza.com/forums/content.php? 666-scaling-and-load-balancing	webservices
Purchase Information	Buy a Wowza Streaming Engine license -AND- Choose a prebuilt Wowza® software image within Google Compute Engine to run on your Google Compute Engine instance.				
Notes	* Virtual system transcoder performance is limited by CPU resource limits † Virtual system output performance is limited by max. I/O Set up information at www.wowza.com/forums/content.php?560. For technical questions, contact us at compute_engine@wowza.com				

Wowza and related marks are trademarks or registered trademarks of Wowza Media Systems, LLC. Third-party product names and related marks are trademarks or registered trademarks of such third parties. Use of third-party product names and marks does not imply any affiliation with or endorsement by such third-parties.