

Konstrukt Launches Omakase Player 1.0, Bringing Professional Open-Source Video Playback to Media Supply Chains

Empowering Media Supply Chains and Professional Video Applications with Enterprise-Grade Framework and Accelerated Time-To-Market without Complexity and Cost

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/EINPresswire.com/ -- [Konstrukt](#), a technology and engineering firm specializing in media supply chain solutions, today announced the 1.0 release of its [Omakase Player](#). The

professional browser-native player is a

JavaScript framework built specifically for frame-accurate playback, rich time-based metadata visualization, quick-turn editing, and complex quality control (QC) and media markup workflows.

“

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Chris Brähler, Chief Product Officer at SDVI

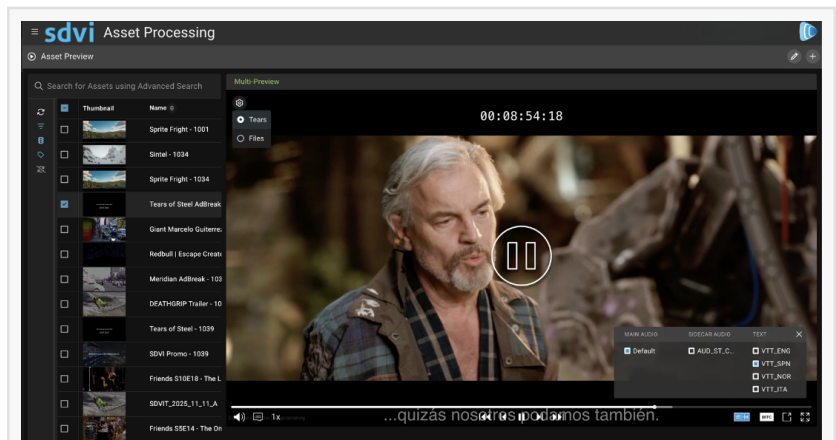


Omakase Player 1.0, the open-source, browser-native player is a JavaScript framework, is now available

The media industry faces a growing gap when building and operating cloud media workflows as web applications. Standard open-source browser players designed for consumer streaming lack frame-accurate precision, temporal metadata rendering, and support for industry-standard text formats. Conversely, commercial SDKs lock product and engineering teams into usage-based licensing models with stagnant roadmaps. Distributed under the Apache 2.0 license, Omakase Player closes this gap by delivering an enterprise-grade solution with zero licensing fees, complete code ownership, and easy integration

“After more than two decades in media technology, we know how much more innovative and faster teams can be when they control their solution architecture and technology stack,” said [Tim](#)

[Aron](#), Co-Founder at Konstrukt. “We built Omakase Player to give the industry a reliable, easy-to-use framework for building professional video experiences. With an open-source model, product and engineering teams own architecture and design, and can quickly deliver applications that integrate into their operations platforms. Teams can also partner with Konstrukt to advance player capabilities, architect cloud solutions, and engineer tailored media applications. It is great to see Omakase Player already at work across multiple enterprise solutions, enabling teams to deliver complex video applications without compromise.”



The SDVI Rally Player is based on the Omakase Player 1.0

konstrukt

Konstrukt, a technology and engineering firm specializing in media supply chain solutions

Built for Enterprise Media Supply Chains

Omakase Player decouples core frame-accurate navigation and multi-lane timeline rendering from application-specific UI, enabling rapid development and deployment of custom review, editorial, QC, and annotation applications.

Key capabilities of Omakase Player 1.0 include:

- Unified Live and VOD: Player architecture that supports both real-time live feeds and file-based sources. It delivers frame-accurate playback, a sliding-window timeline, and thumbnail navigation out of the box.

- Comprehensive Format Support: In-browser support for H.264/H.265 streams across HLS, Progressive MP4, and TAMS, alongside FairPlay, Widevine, and PlayReady DRM. Support includes 2.0 and 5.1 audio and directly handles sidecar audio, text, and data tracks as additional media elements, including support for AAC, AC-3, MP3, WAV, IMSC, SRT, SCC, VTT, and JSON formats.

- Extensible Multi-Lane Timeline and Markers: Renders media analysis, user markup, and AI/ML data across an interactive canvas. Connects temporal metadata to video playback for operational workflows such as semantic search, ad/promo insertion, frame annotation, quick editing, review and approval, and QC.

- QC Room-Ready: Unifies variable-speed playback, frame-stepping, jog/shuttle control, custom keyboard shortcuts, audio routing and soloing, VU metering, track visualization, safe area overlays, technical metadata inspection, and dual-screen display management into a single

framework for broadcast-accurate quality control entirely in the browser.

Proven Industry Integration: SDVI Rally Platform

Omakase Player 1.0 is already in production across major cloud-native products, including SDVI's Rally media supply chain platform.

"We selected Omakase Player for Rally because our customers needed more than basic playback: they needed frame-accurate review, multi-channel audio control, and support for the temporal metadata in a player that integrates our Rally Access panel in a browser," said Chris Brähler, Chief Product Officer at SDVI. "Omakase gave us all of that in a player built specifically for professional media use cases. Its open-source foundation reflects the same commitment to open, interoperable workflows that we've built into Rally from the start. We're excited to see that maturity and stability extend even further with Omakase 1.0, and we look forward to continuing to build on what's already been a great partnership with Konstrukt."

Omakase Player 1.0 is available today on GitHub and via npm. To learn more about Omakase Player and get access to its documentation, online demos, and ready-to-use components, visit player.byomakase.org.

About Konstrukt

Konstrukt is a technology and engineering firm specializing in media supply chain solutions for distribution and monetization. Our team solves the industry's most difficult technical and operational challenges, from global direct-to-consumer (D2C) streaming launches and cloud-native media supply chains to Omakase Player, an open-source, frame-accurate professional video player. Since 2011, we have partnered with global media companies to provide actionable technology strategy and the hands-on engineering required to launch and scale complex video services. For more information, visit: www.bykonstrukt.com and <https://player.byomakase.org>, and follow us on LinkedIn.

Frequently Asked Questions (FAQ)

Q: What is Omakase Player 1.0 by Konstrukt?

A: Omakase Player 1.0, powered by Konstrukt, is an open-source, browser-native JavaScript player framework designed for professional media supply chains. Distributed under an Apache 2.0 license, it provides frame-accurate playback with comprehensive native format support, an included timeline canvas, multi-track audio routing, keyboard shortcuts with jog/shuttle control, detached multi-screen setups, and visual markup for both AI/ML temporal metadata and human annotations.

Q: Why do media companies choose Omakase Player over commercial video SDKs?

A: Omakase Player fills a critical industry gap by combining broadcast-grade capabilities, like frame-accurate playback, audio routing, support for professional text formats, and an extensible

timeline, with a free, open-source Apache 2.0 license. Designed with a clean, componentized architecture and integration-ready code, it enables teams to deploy custom review and QC tools in days rather than months. Most importantly, it gives product and engineering leaders complete control over their solution architecture and workflow implementations, bypassing usage-based fee models and rigid vendor roadmaps.

Q: Which major platforms integrate with Omakase Player?

A: Omakase Player is integrated into production workflows across industry-leading media management solutions, including the SDVI Rally, AWS MediaLake, TAMS ecosystem, Burnlab's Cevio, and VIDA Studio.

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