Cloudinary is a future-ready visual media solution that simplifies and consolidates visual media management, automation, optimization, and delivery.

Cloudinary supports emerging formats and new file types including video, AR, 3D, and 360. For captivating, Al-driven experiences that engage and convert, Cloudinary is the clear choice.

	Cloudinary	Outdated Dynamic Media Solution	Leading CDN Solution	All-In-One Commerce Platform
Automatic Media Quality and Format Improve Google Core Web Vitals with auto-delivery of cutting-edge image and video formats which can be quality-optimized on the fly to ensure media is delivered at highest quality with the smallest size.	•	•	*	*
Advanced Al Cropping with Object Detection Automatic detection of objects beyond just faces for intelligent cropping of images and video.	•			*
<b>Multi-CDN Support</b> Optimize global content delivery with dynamic switching between three CDN solutions to ensure the fastest possible routing of content.	•			
<b>AI-Based Tagging and Moderation</b> Use native and add-on AI solutions to streamline metadata generation and UGC workflow moderation.	•			•
<b>Asset Management and Content Velocity</b> Store, preview, tag, and manage digital assets at scale (DAM). Create asset variations with AI assistance and/or predefined presets.	•	*		*
Immersive Experience Capabilities Create impressive video content from your image media via API commands, Native 3D and AR tools for image/video creation, 360 spin sets and advanced overlays for product customization.	•	*	*	*
Adaptive Bitrate Video Included Serve videos over adaptive bitrate streams like HBR to ensure videos start faster and adjust to device and connection speed.	•	•		
<b>Advanced Video Transformations</b> Automatic quality and format delivery for progressive download as well as API-based transformations.	•			
<b>Headless DAM Capabilities</b> Automate workflows with API-based digital asset management.	٠			•

## \* Partial features

The visual media features and capabilities of the anonymized companies listed here were taken from publicly available sources including their websites and documentation.

