WeVideo demonstrates support for HTML5 at Google IO
Company showing commitment to open standards at Google IO

Palo Alto, Calif. (May 15, 2013) – WeVideo, Inc. today presented the next step of making online collaborative video creation widely accessible at the Google IO Developer Conference in San Francisco. WeVideo's Chrome Packaged App, written entirely in HTML5 and WebGL, will run on Windows, Mac, Linux, and Chrome OS.

The app enables easy video creation using the WeVideo "Storyboard" editing mode, complete with video editing functions, transitions and effects, much like the existing WeVideo online product.

The browser-based version of this app will run on any smart-phone and tablet browsers that support HTML5 and WebGL.

"Working with WeVideo on HTML5, without any need for plug-in technologies like Adobe Flash, is a huge step forward to realizing our vision of being available anytime, anywhere on any device," said Jostein Svendsen, CEO and Co-founder of WeVideo.

Google has been pioneering the use of HTML5 for web application development because of the benefits it brings to developers and consumers alike. Apps created in HTML5 are readily available for use across multiple devices and environments, both online and on the devices themselves. By helping developers to bridge between cloud-based apps and desktop-packaged software, Google provides a platform for applications to seamlessly integrate online and offline working capabilities.

"Google has taken a huge step forward in developing the operating system of the future," added Svendsen. "Traditional desktop OS's are losing their importance as applications are starting to move from traditional desktop OS to cloud-based operating systems."

Working closely with the Google Chrome team also enables WeVideo customers to work "offline," the concept of making web-based applications available when users are not actually connected to the internet. These offline apps enable customers to use web-based apps whenever they want. A key advantage of the Chrome-packaged version of WeVideo is that users can start editing footage "offline," without needing to upload media to the cloud first. Once customers have access to internet, WeVideo seamlessly synchronizes your editing projects with your online WeVideo account.

"We've received some great feedback from the developers here, as well as some early beta customers," explained Krishna Menon, CTO of WeVideo. "The ability to continue using WeVideo wherever you are, on any device -- with or without internet access -- solves many issues for our customers. Whether they are travelling, located in areas with poor coverage, or just want to manage their bandwidth consumption, WeVideo projects can always be accessed."

The WeVideo Chrome-packaged app will be available in the third quarter, as an App in the Chrome Web Store. The online version of [WeVideo](#) is already [available here](#).

About WeVideo
WeVideo (http://www.wevideo.com) is a unique cloud-based collaborative video editing service that helps people all over the world simply create and share great looking videos. The WeVideo editor is easy enough for

first-time editors, and sophisticated enough to help anyone create a professional-looking video. WeVideo works through any browser and as an integrated video editor on Google Drive. The company's headquarters are in Palo Alto, California and its services are based on technologies that originated in Scandinavia.

Media Inquiries, please contact:
Edelman Public Relations
Michael Ramirez
Email: michael.ramirez@edelman.com
Phone: 323-202-1057