

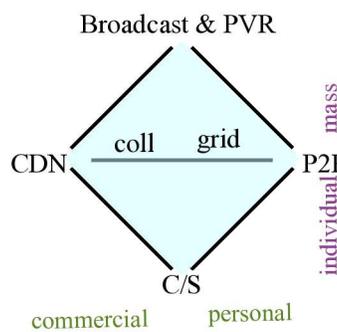
STREAMING FOR THE MASSES

Wolfgang Leister

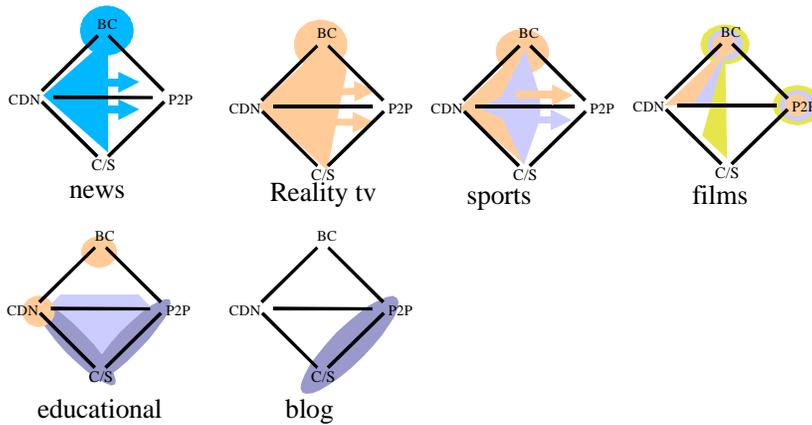
Outrageous Opinions
Dagstuhl Seminar on CDN
May, 12th 2004

Streaming for the Masses

- ▶ We like to be individualists – but not so much!
- ▶ Daily we consume content tailored for the mass market.
- ▶ Personalization:
 - Different time, maybe some pauses ...
 - Different language, sub titles, ...
 - Different view angle
 - Additional materials
 - Some local interaction (else it would be gaming)
 - Some global interaction (SMS messages ...)

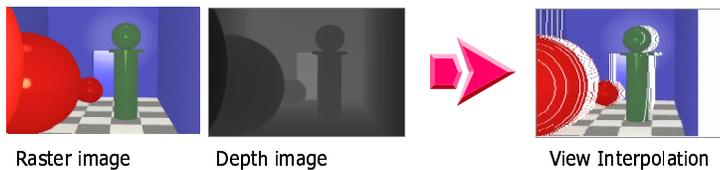


A map for streaming technologies

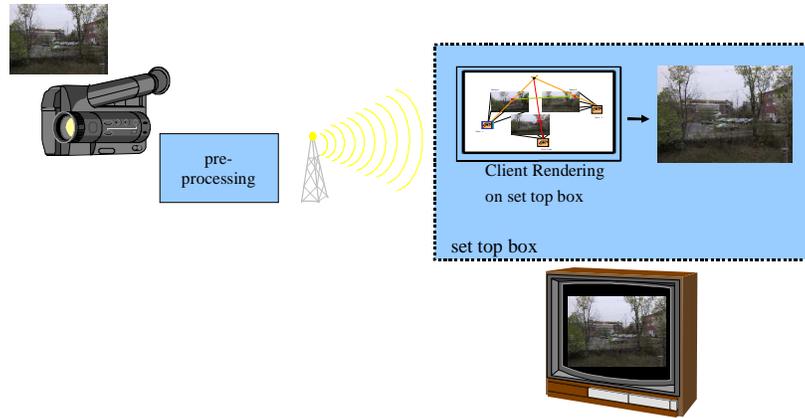


How to Personalize Broadcast?

DVB platform MHP supports local interaction
Broadcast of multiple streams, same content to all
Client side rendering (e.g., IBR)
Method by Chen (publ. Siggraph 1994)
Extensions of MHP with fast and advanced graphics
API are necessary.



Client-side rendering: Image Based Rendering for Digital TV



Some Thoughts



Broadcast is more than just sending films, news, and commercials.

Client side rendering also suitable for P2P, CDE, C/S.

Combine gaming consoles with TV and streaming?

Towards a unified framework for all technologies?