Rendering advertisement and selection

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EFINITION

› media signals using a specific composition algorithm, often
Rendering
according to a specific spatial model/layout.

›
algorithm used to perform central rendering
Rendering Type: A unique tag associated with a specific

›

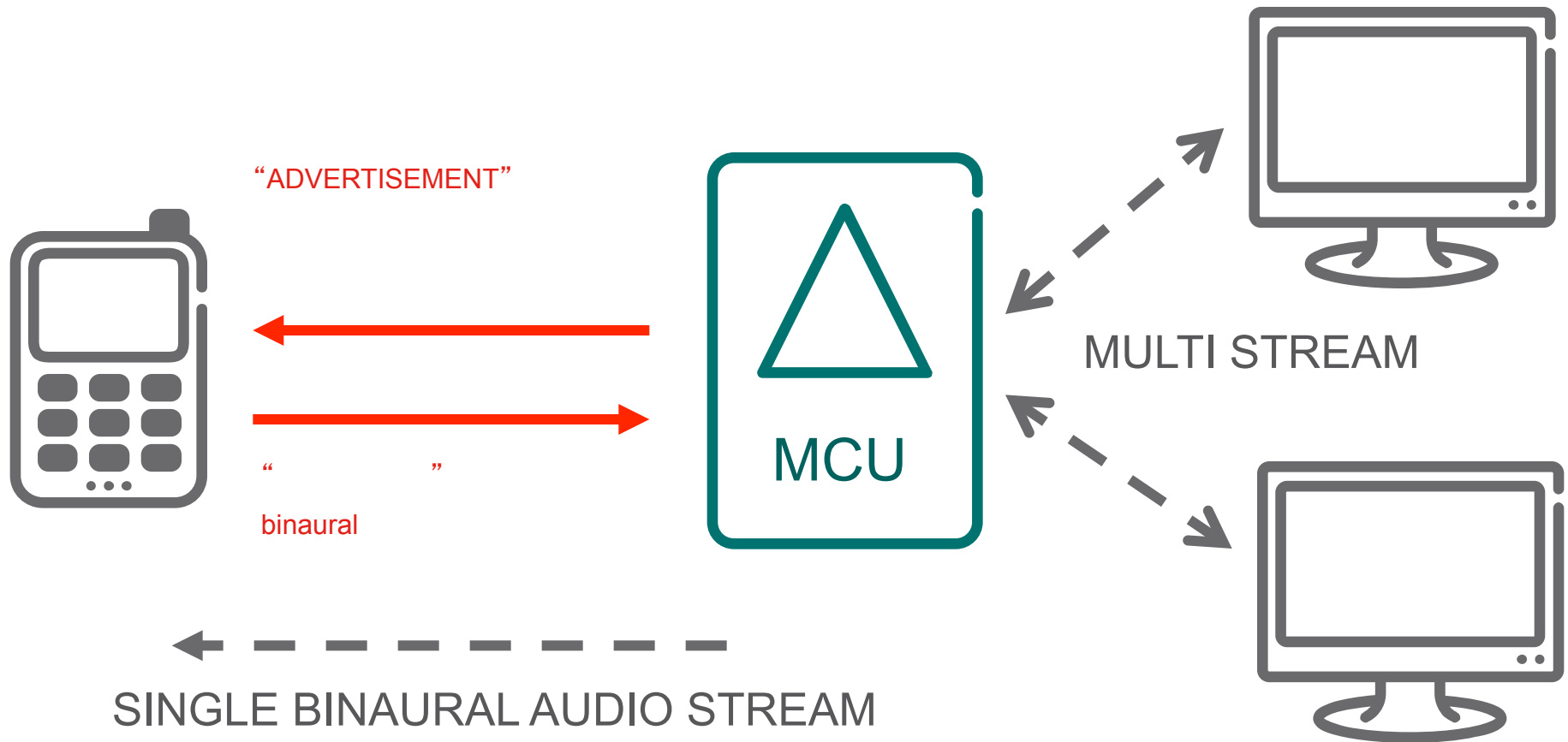(http://en.wikipedia.org/wiki/Render)

USAGE

– "An entity **selects** rendering types, based on the advertised ones.

"ADVERTISING"

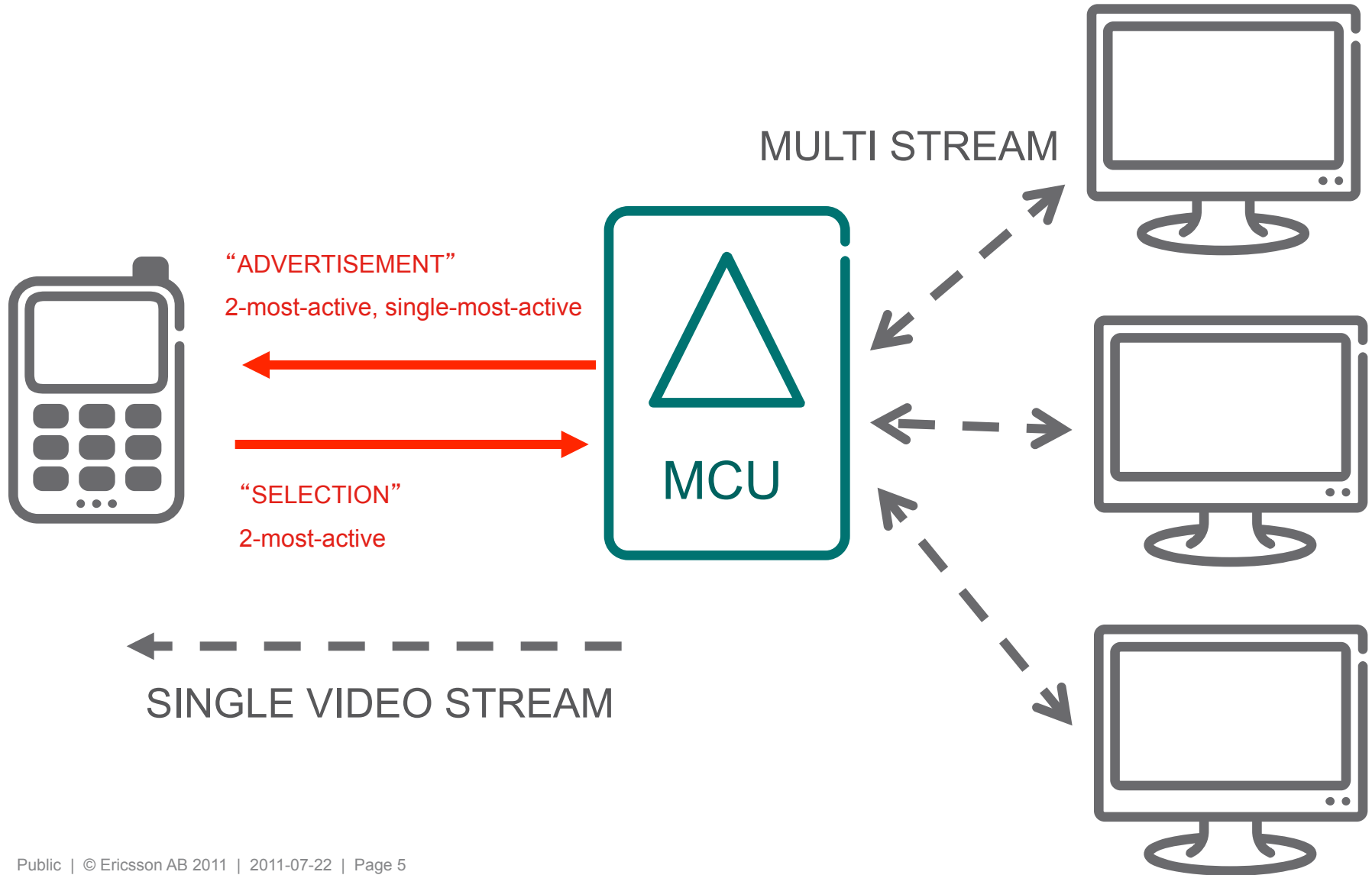– An entity **indicates**, per media stream, which rendering type(s) the entity is able to provide.

› **"SELECTING"**

– An entity **selects** rendering types, based on the advertised ones.

XAMPLE: Binaural audio

"ADVERTISEMENT"

" "

binaural

MCU

MULTI STREAM

SINGLE BINAURAL AUDIO STREAM

EXAMPLE: 2 most active speakers

MULTI STREAM

"ADVERTISEMENT"

2-most-active, single-most-active

MCU

"SELECTION"

2-most-active

SINGLE VIDEO STREAM

U

should the other entity have the possibility to provide its capabilities, so that the advertisement can be based on those?

– In the case an entity (e.g. an MCU) is going to advertise rendering types to multiple entities, it may need to know what entities support in order to ensure that it has the CPU power etc in order to provide the advertised rendering types.the advertised rendering types. CPU power etc in order to provide the advertised rendering types.

RETRIEVED REQUIREMENTS

REQ-y: It MUST be possible for an entity to select, per media stream, a rendering type that it is willing to receive (based on the advertised rendering type(s) for that stream).

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THANK YOU FOR LISTENING!