SYLLABUS

5th SEMESTER

SKILL ENHANCEMENT COURSE (SEC-1)

VIDEO STREAMING

Credits: 2

L	T	P
2	0	2

1. What is streaming?

   Streaming Concept

   Streaming vs. Downloading

   Streaming categories

2. Streaming Video

   Use of Streaming technology

   Progressive Streaming, Real time streaming

   Streaming media-its purpose

3. Video and Internet

   Possible applications: Internet Radio, Internet TV, E-commerce website, Training video, video conference, remote presence, Class room setting, Realtime collaboration

   How does streaming work? Streaming media development process, Difference between streaming and broadcasting, Theory of streaming media playback

   Video Capture: Computer hard ware, Capturing from Digital and analogue, Software

4. Internet media streaming

   Transmission Protocols: HTTP, RTP, RTSP, RTMP, MMS Protocols,

   Unicast vs. Multi cast, Multiple Bit-rate encoding

5. Content development

   Narrative, Script and story board,

   Shooting the video: Composition, Timing, Movement, User orientation

   Live broadcasts: Location, Subject (Close shot), Simple Background, Even Lighting, less action, less camera movement, the presenter

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