Whatever can be done will be done

<u>chrisguttandin.github.io/</u> <u>media-production-workshop-2021</u>

About me

Christoph Guttandin

- self employed at Media Codings
- working for <u>Source Elements</u> and <u>InVideo</u>
- usually named <u>chrisguttandin</u>

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- CUSTOM CODECS
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Custom codecs

- sending custom data with a DataChannel
- using a Canvas, an AudioWorklet and WebAssembly

Custom codecs

- sending custom data with a DataChannel
- using a Canvas, an AudioWorklet and WebAssembly
- using WebCodecs

- CUSTOM CODECS
- PARTIAL DECODING
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- _

Partial decoding

hacking decodeAudioData()

using seekToNextFrame()

Partial decoding

hacking decodeAudioData()

using seekToNextFrame()

using WebCodecs

- CUSTOM CODECS
- PARTIAL DECODING
- OFFLOADING WORK
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Offloading work

using an AudioWorklet

using an OffscreenCanvas

using transferable streams

- CUSTOM CODECS
- PARTIAL DECODING
- OFFLOADING WORK
- SYNCHRONISING MEDIA

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Synchronising media

baseLatency

outputLatency

- CUSTOM CODECS
- PARTIAL DECODING
- OFFLOADING WORK
- SYNCHRONISING MEDIA
- OUTPUT SELECTION

Output selection

setSinkId()

selectAudioOutput()

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- CUSTOM CODECS
- PARTIAL DECODING
- OFFLOADING WORK
- SYNCHRONISING MEDIA
- OUTPUT SELECTION

releases should be boring

nightlyC v97, F v95

- nightlyC v98, F v96
- betaC v97, F v95

- nightlyC v99, F v97
- betaC v98, F v96
- stableC v97, F v95

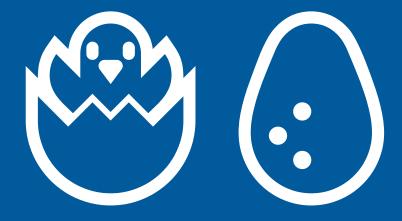
- technology preview
 S v133
- stable S v15

regressions should be fixed as soon as possible

more power to the users

more power to the users and developers

it looks so easy but turns out to be very hard



"A fundamental rule in technology says whatever can be done will be done."

Andrew Grove former CEO of Intel

Thank you

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Slides

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Me

media-codings.com