Multimedia Communications Term Project Due June 30, 2018

In this project, you need to implement media streaming based on the off-the-shelf tools. You have to setup a media server which should be able to accept the request and send out the requested media using HTTP protocol, in other worlds, you are doing HTTP streaming. There are several free systems that support HTTP media streaming, these include VLC Media Player, PeerCast, and Windows Media Services, etc. You may also find a long list of media servers on the following web pages:
http://en.wikipedia.org/wiki/List_of_streaming_media_systems
http://en.wikipedia.org/wiki/Comparison_of_streaming_media_systems

Your task is to find a media (video) server on the Internet, set it up on your machine, upload video files and encode it with proper format, and try to playback the media on a remote machine, such as a smart phone. You may also playback the media file on Windows if you are not familiar with programming on Android systems.

You should prepare a handout that describe your work, including the system configuration (i.e. the name and version of the media server such as Windows Media Encoder 9 and the machines used in your system such as PC(Note Book) running Windows 7 (or Windows 10) and the steps in setting up the system, as well as how to encode the video for streaming. You could use any kind of video source, as long as it is legal. You may have to demo your project to the TA, so he could test your system. The detail will be announced on the course web site.
The grading criteria are basically based on the following:

1. Functional correctness and smoothness in streaming.
2. Clearness of your report.
3. Bonus would be given to those with additional functions such as stereo sound and specific audio features.