MEDIA HOSTING

Media

■ We often want to use images, sound, and video in our app.

■ The question is where to keep them?

■ Images can be kept as part of the server under a directory typically called **imgs**.

Media

■ While you could put the media in your back end database, this can affect the performance and standard mongo/SQL databases are not set up to stream.

■ A typical solution is to host the media elsewhere and keep URL links in the database.

Media

- Use a hosting companies
  - *Example: Flickr*

- Use a CDN (content delivery network). Content is distributed across multiple servers which can help eliminate bottlenecks for providing the content on a page.
  - *Static webpages can be cached for faster delivery*
  - *Usually want to keep the images on a cloud storage and distribute through a CDN for cost effectiveness.*
  - *Example: Amazon S3 to store the content with a CloudFront CDN*

Media

- Audio is intermediate in size between images.

- Can add an audio element which will play mp3, wav and OGG.
  - *Include a controls property*

- Can use a streaming service to provide the audio.
  - *Example: SoundCloud*

Media

- Video is trickier. If you don't have much and it isn't very long you can use a live stream platform
  - *Example: YouTube, Vimeo*
  - *Installation usually involves a chunk of HTML that you copy to your page and provides the streamed content.*

- Paid Streaming services. Faster with better bandwidth to allow sharing.
  - *Example: Livestream*

- Live Stream with encoders
  - *Streaming can encounter variability in the bandwidth it is being delivered over including breaks or poor connections. Convert from consistent output from a device (video camera) to a form that is better able to handle problems using a hardware or software encoder. Compression and buffering are standard tools.*