

# DESIGN OF MULTIMEDIA APPLICATIONS



### <u>OVERVIEW</u>

- Assignment 1: GStreamer command line
- Assignment 2: GStreamer application development
   Video mixer application
- Assignment 3: GStreamer application development
   Security camera
- Assignment 4: Video quality





### DESIGN OF MULTIMEDIA APPLICATIONS

Assignment 2: GStreamer! application development



# GSTREAMER



- Buffer data
- Start new thread
- Insert when source and sink elements process data at different speed.
- Audio/video comes in through HDMI
  - Video: 60 fps
  - Audio: 41kHz = 41000 samples per second



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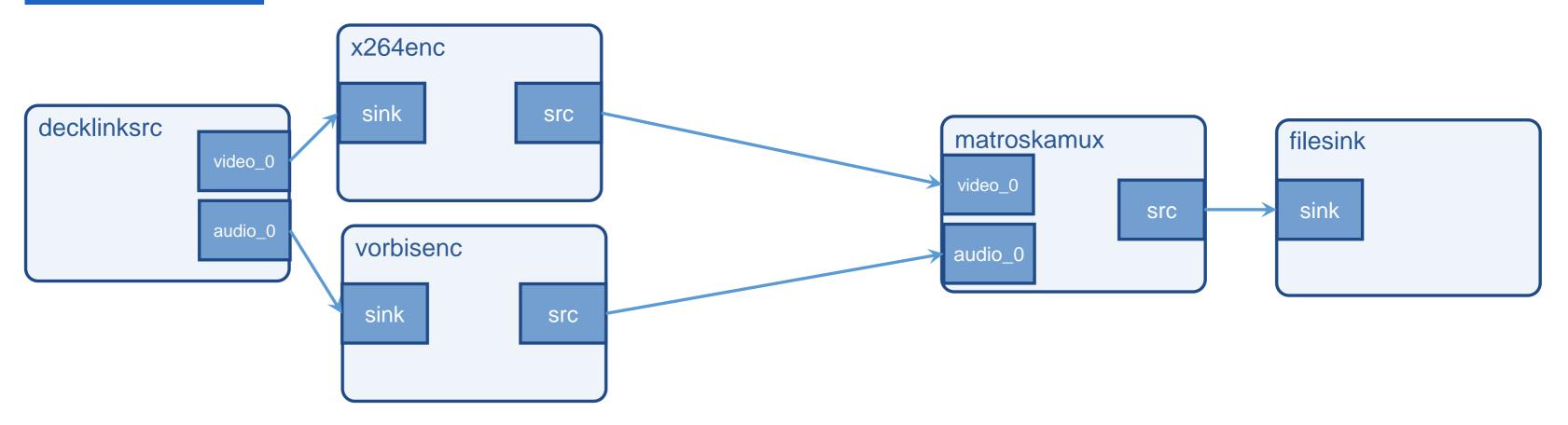














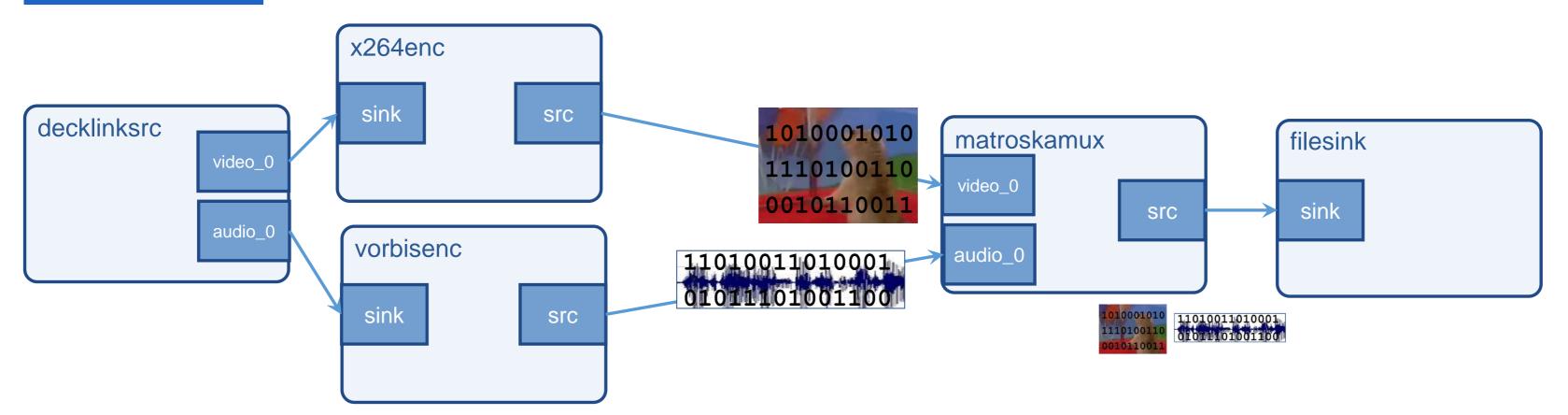














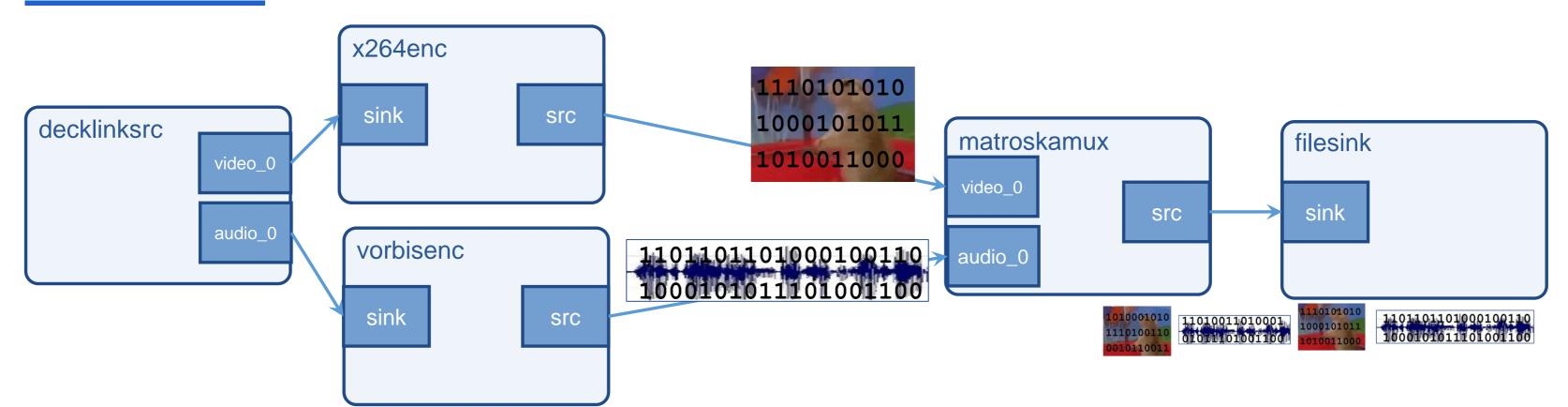








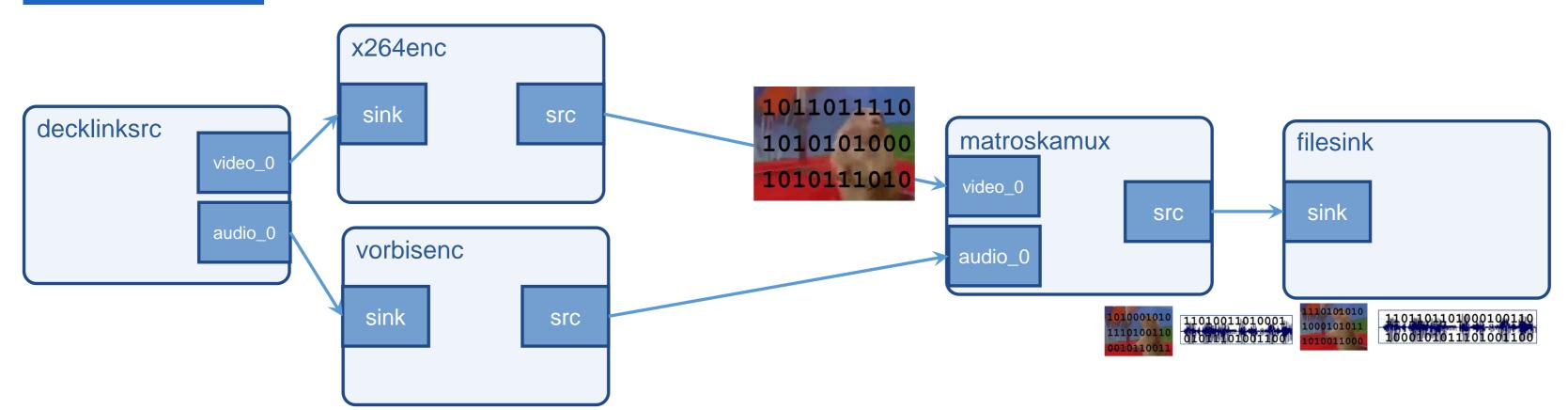








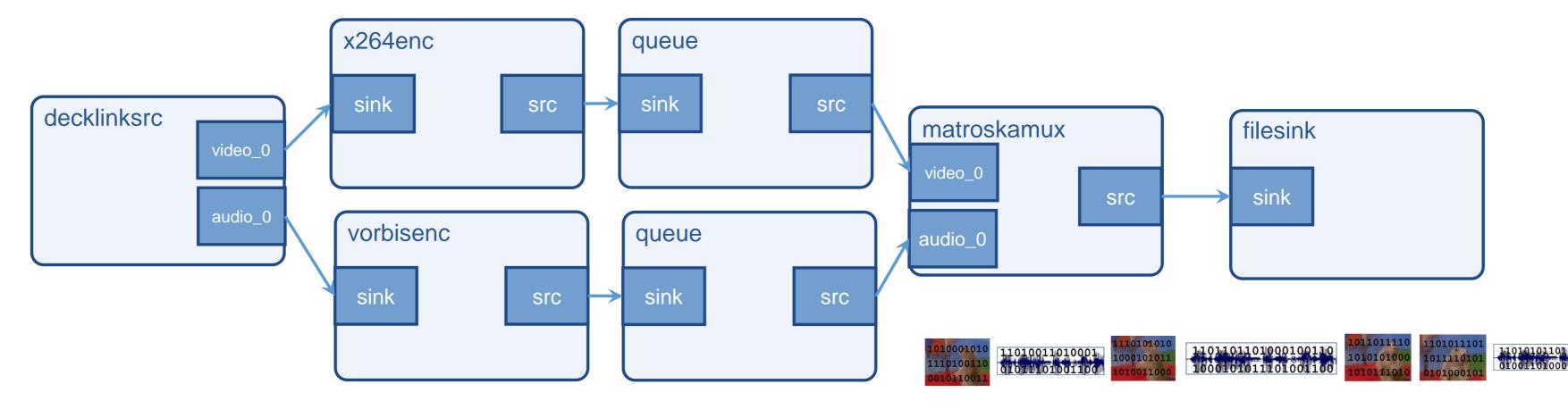












Muxers choose how to interleave data.



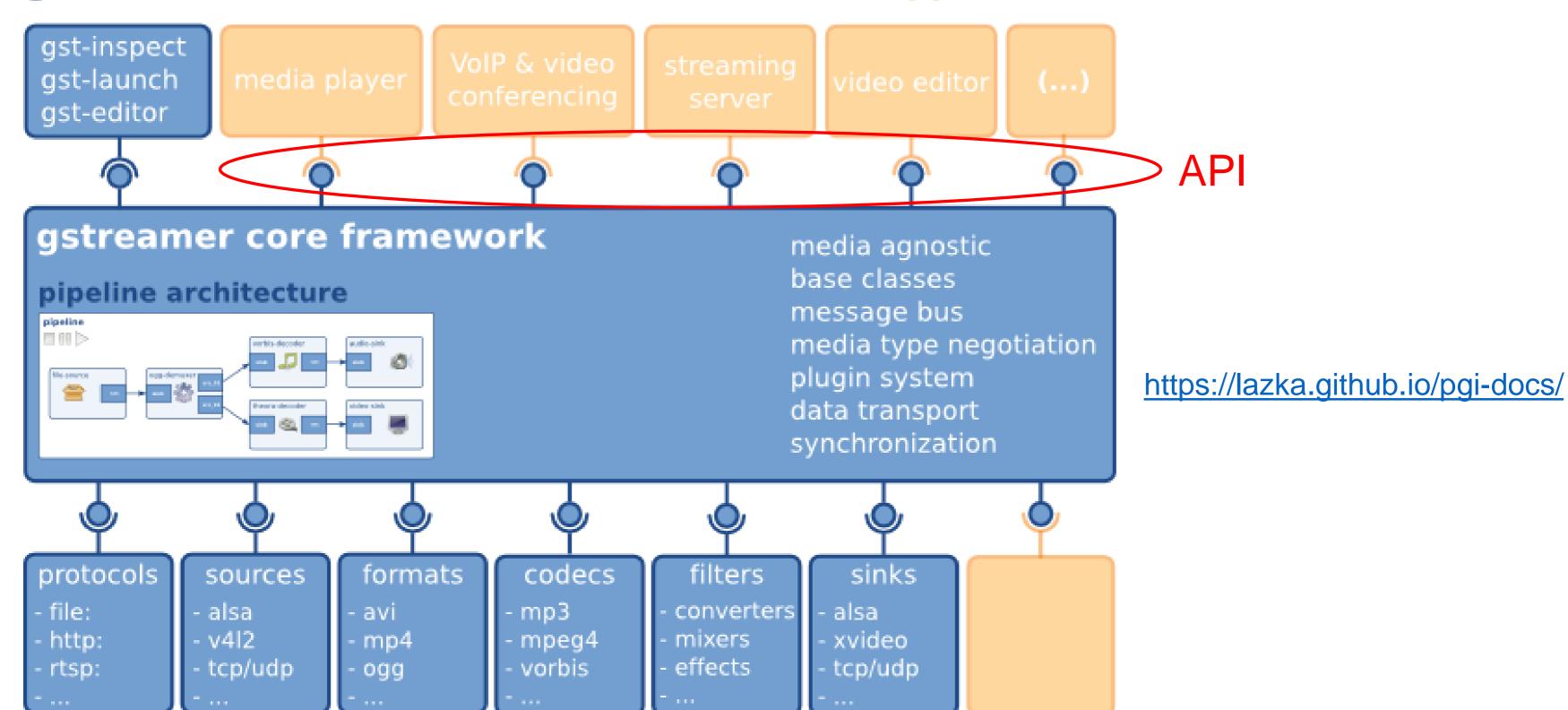


# PYGST



#### gstreamer tools

#### multimedia applications



gstreamer plugins

gstreamer includes over 250 plugins

3rd party plugins

#### **EXAMPLE DOCUMENTATION**

https://gstreamer.freedesktop.org/documentation/tutorials/basic/dynamic-pipelines.html

— GstVideo.VideoFilter:

https://lazka.github.io/pgi-docs/#GstVideo-1.0/classes/VideoFilter.html#GstVideo.VideoFilter.do\_tr ansform frame



## VIDEOMIXER



#### PROFESSIONAL VIDEOMIXER



Roland Corporation
MODEL 1-4 CONTROL
MODEL 1-4 C

- Manually fade between different video channels
- Add effects to the video stream



- Example: Roland V-4EX:
  - 1900 euro
  - 480p/576p Progressive Processing
  - 4 inputs (HDMI/Composite)



#### PROFESSIONAL VIDEOMIXER





- Manually fade between2 video channels
- Add effects to the video stream
- Example: Roland V-02HD:
  - 800 euro
  - 1080p Progressive Processing
  - 2 inputs (HDMI)





#### <u>OUR VIDEOMIXER</u>

- 2 channels
- fixed resolution (640x480)
- Starting from compressed files
  - A DeckLink card can make it a full fledged solution
- Any effects can be added as long as a logo effect is present











#### Head supervisor: Glenn Van Wallendael [Glenn.VanWallendael@UGent.be]

Supervisors:

Vasileios Avramelos Vasileios. Avramelos @ UGent.be

Sven Lieber Sven.Lieber@UGent.be

Baptist Vandersmissen Baptist. Vandersmissen @UGent.be

Niels Van Kets Niels.VanKets@UGent.be

