

MAKING OF SEIP

Software Engineering in der industriellen Praxis (SEIP)

*Multimedia is not
just for gaming... ;-)*

HARDWARE: Lecturer

- **One.de Gaming PC**
Video/Audio Production
- **Apple iPad Pro**
Content Presentation
- **Logitech BRIO 4K (5x)**
Cameras (1x Lecturer, 4x Room)
- **Beyerdynamic M 90 Pro X**
Microphone
- **Beyerdynamic DT 770 Pro**
Headphone
- **Elgato Greenscreen**
Virtual Background Effect
- **Elgato Key Light (4x)**
Greenscreen Lightning
- **Elgato Key Light Air (2x)**
Lecturer Lightning
- **Elgato StreamDeck**
Production Control

SOFTWARE: Lecturer/Video

- **OBS Studio**
Video/Audio Mixing
- **Head-Up Display Server (HUDS)**
Head-Up Display Server
- **HUDS-HUD-Training**
Head-Up Display for Training
- **ManyCam**
Video/Audio Mixing (Room Cameras)

SOFTWARE: Lecturer/Audio

- **Cantabile**
Audio Processing (VST Host)
- **Acon Digital DeVerbate**
Audio VST Plugins (Reverberation Reduction)
- **Waves NS1/WMS**
Audio VST Plugins (Noise Suppression)
- **Waves Sibilance**
Audio VST Plugins (De-Esser)
- **Waves F6**
Audio VST Plugins (Equalizer)
- **BlueCat Dynamics**
Audio VST Plugin (Expander, Compressor)
- **Tokyo Dawn Records Limiter**
Audio VST Plugins (Limiter)

SOFTWARE: Cloud/Server

- **YouTube Live Event**
Video-Stream Broadcasting
- **Mosquitto**
MQTT Message Queue
- **HUDS-HUD-Training**
Head-Up Display for Training

SOFTWARE: Website/Client

- **Vue.js**
Webpage Rendering Engine
- **YouTube Player**
Video-Stream Player
- **HUDS Pad**
Head-Up-Display Client

NETWORK: Protocols

- **RTMP**
Video/Audio Ingest
- **HLS (YouTube-Variant)**
Video/Audio Playout
- **MQTT**
Attendee Feedback/Control