Whatever can be done will be done

chrisguttandin.github.io/
media-production-workshop-2021

About me

Christoph Guttandin

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

Wishlist

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Wishlist

- 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

  C ✅ , F 👍 , W 🤐

Wishlist

- custom codecs

- partial decoding

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-

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Partial decoding

- hacking decodeAudioData()

  C ☑, F ☑, W 🚧

- using seekToNextFrame()

  C 🚫, F ☑, W 😬

Partial decoding

- ~~hacking decodeAudioData()~~
  ~~C ✔, F ✔, W 🚧~~

- ~~using seekToNextFrame()~~
  ~~C ⊘, F ✔, W 😓~~

- using WebCodecs
  C ✔, F 👍, W 😬

Wishlist

- custom codecs

- partial decoding

- offloading work

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Offloading work

- using an AudioWorklet
  C ☑, F ☑, W ☑

- using an OffscreenCanvas
  C ☑, F 🏁, W 😬

- using transferable streams
  C ☑, F 😬, W 😬

Wishlist

- custom codecs

- partial decoding

- offloading work

- synchronising media

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Synchronising media

- baseLatency

  C ☑, F ☑, W ☑

- outputLatency

  C 👍, F ☑, W 😬

Wishlist

- custom codecs

- partial decoding

- offloading work

- synchronising media

- output selection

Output selection

- setSinkId()

  C ✅, F 🏁, W 😬

- selectAudioOutput()

  C 😬, F 👍, W 😬

~~WISHLIST~~ TODOLIST

- CUSTOM CODECS

- PARTIAL DECODING

- OFFLOADING WORK

- SYNCHRONISING MEDIA

- OUTPUT SELECTION

releases
should be boring

Release cycle

- nightly

  C v97, F v95

Release cycle

- nightly

  C v98, F v96

- beta

  C v97, F v95

Release cycle

- nightly
  C v99, F v97

- beta
  C v98, F v96

- stable
  C v97, F v95

Release cycle
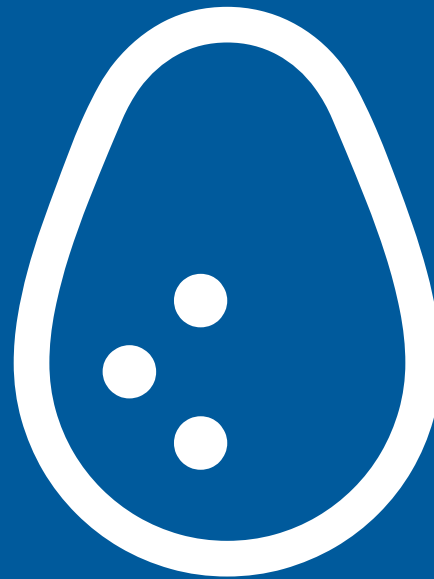
- technology preview

  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