

Telepresence Multi-Streams

DISPATCH WG

IETF 78

Tuesday, July 27, 2010

Allyn Romanow

Telepresence conference

Telepresence conference



Oops

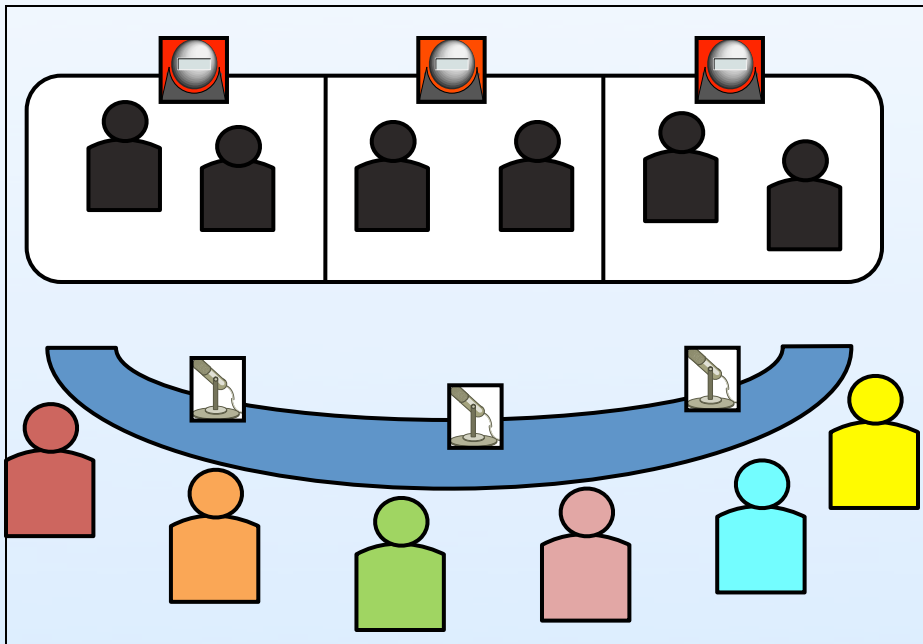
Vendor One



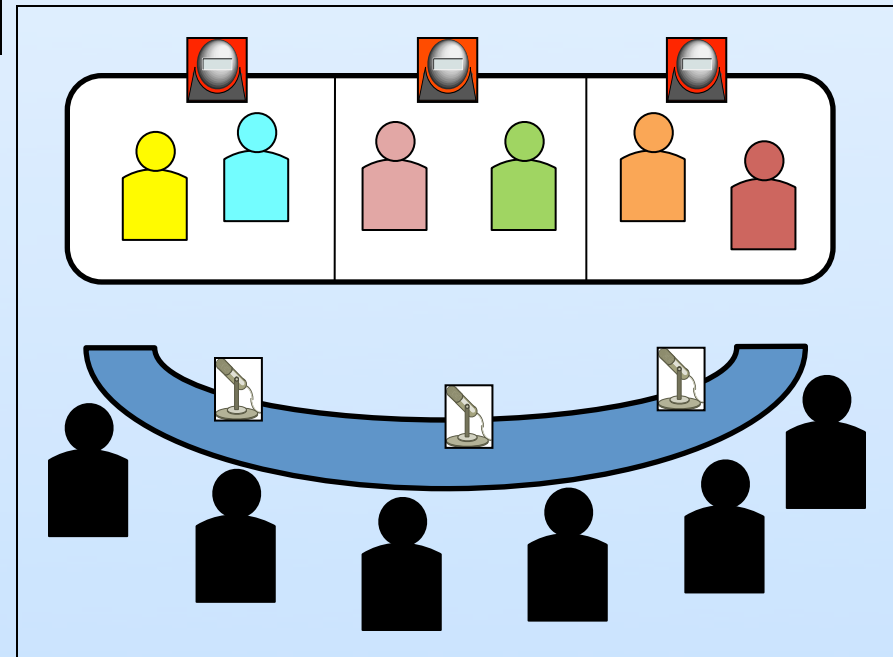
Vendor Two

Agenda

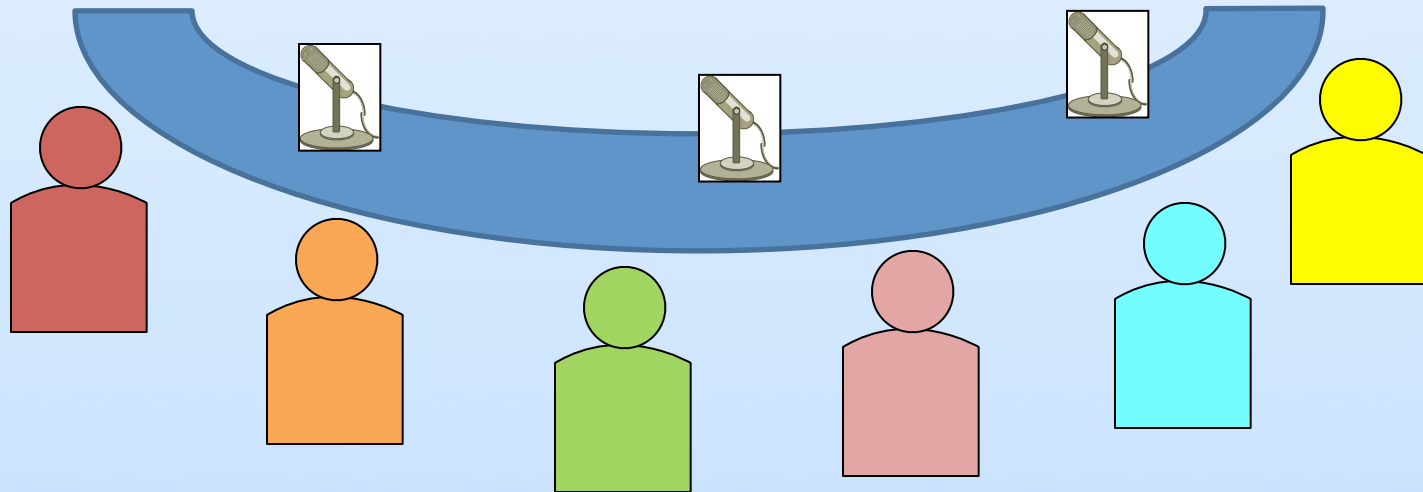
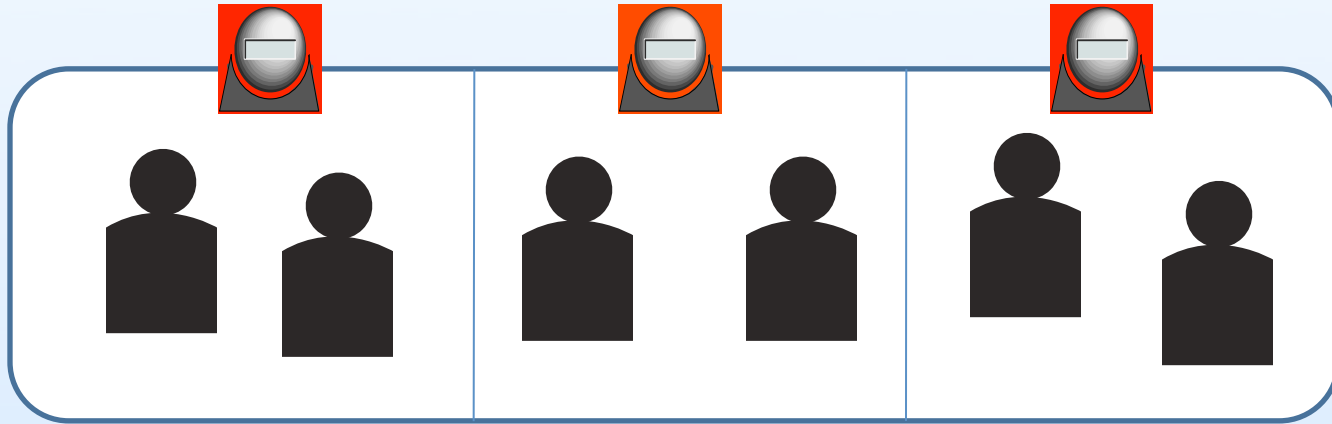
- **Examples -- show typical case, issues, solution**
- **Proposed work – charter**
- **Next steps**

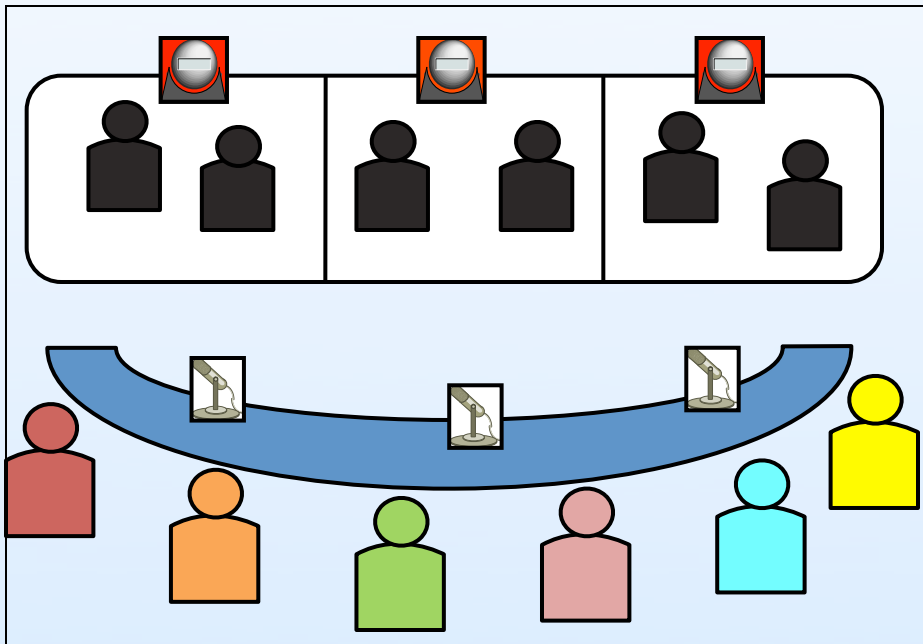


Point –to-Point Symmetric 3-Screens

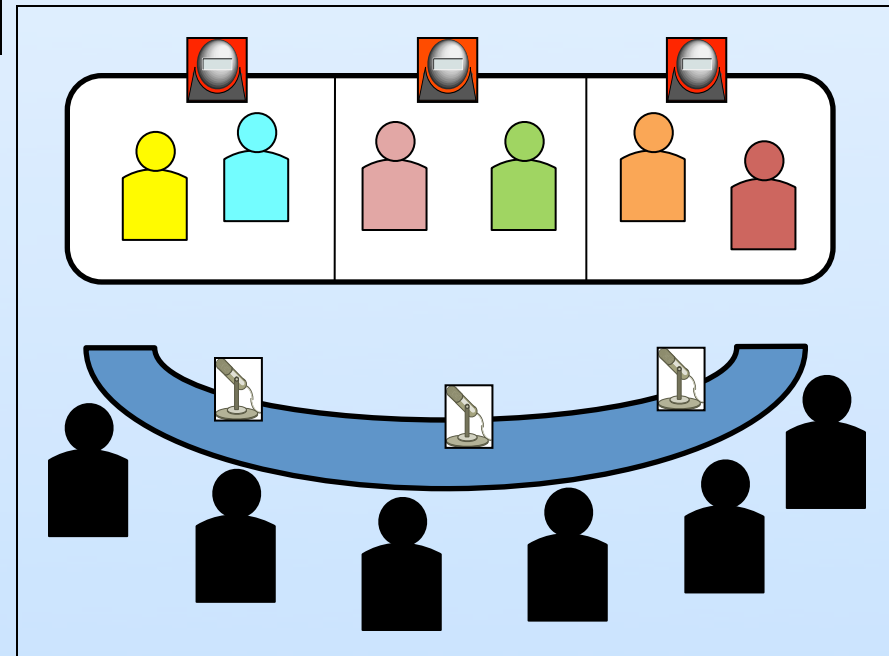


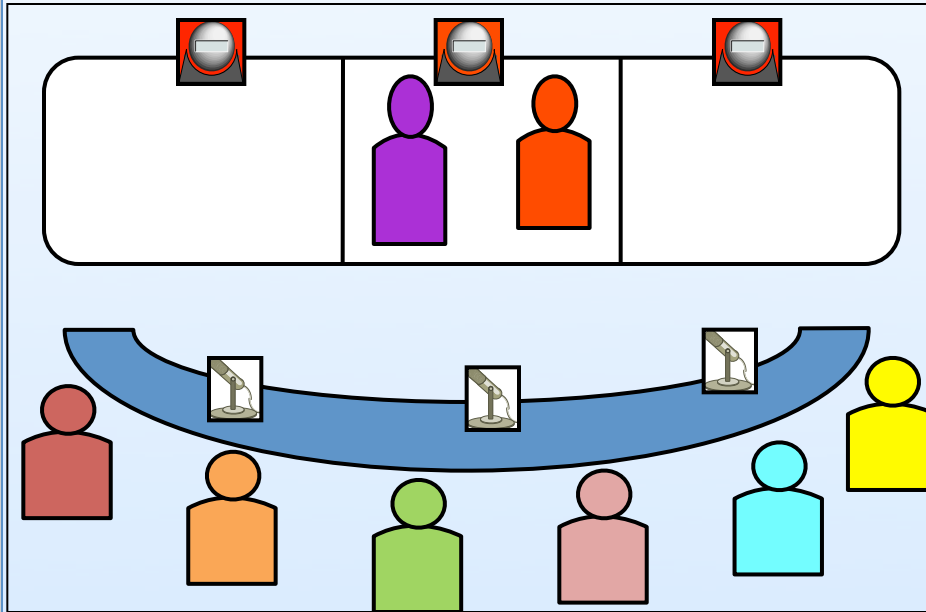
Three Screens





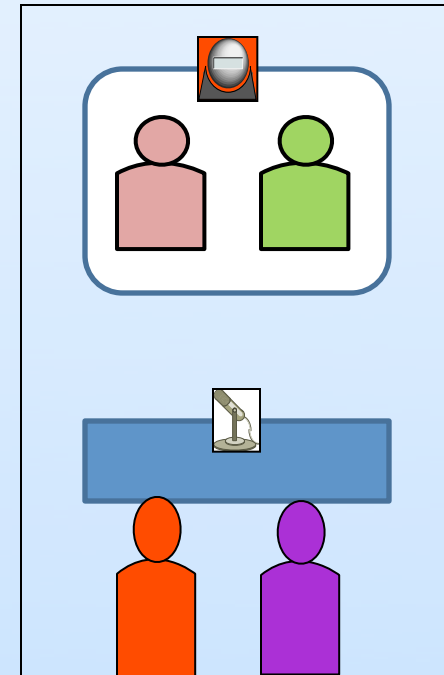
Point-to-Point Symmetric 3-Screens





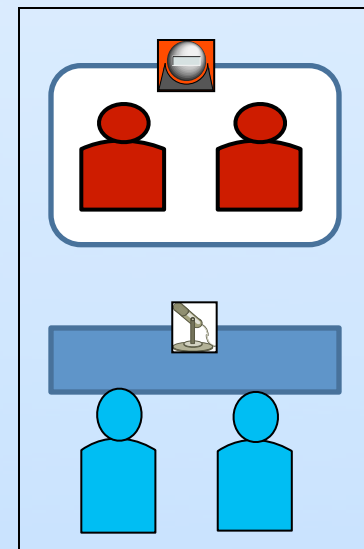
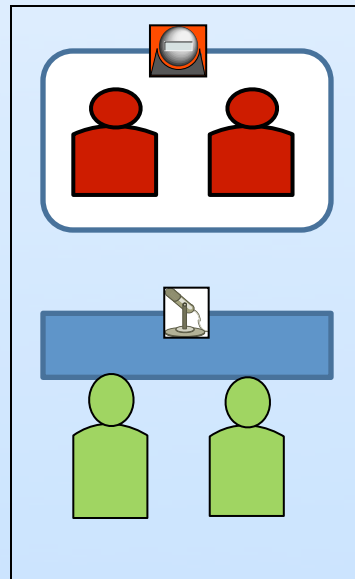
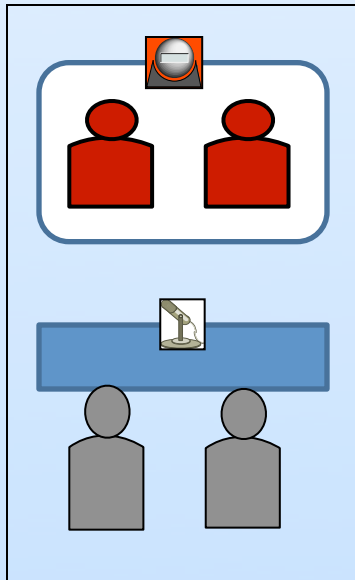
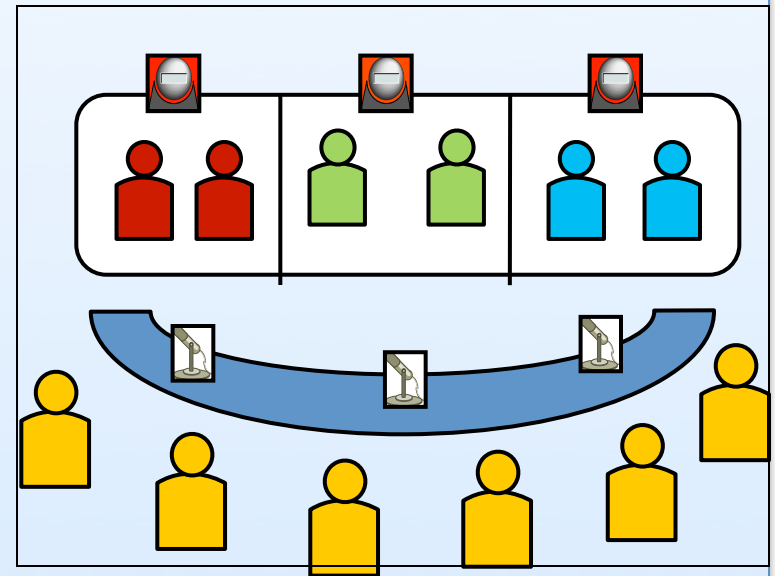
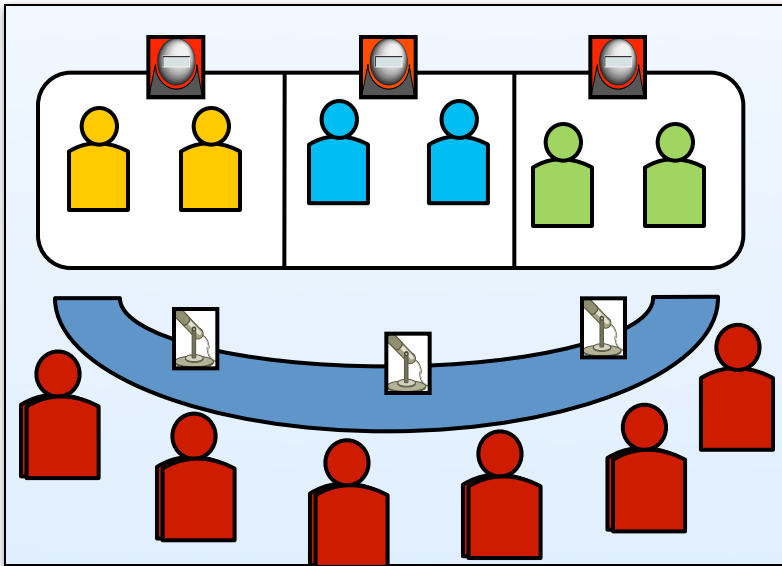
Triple Display

Asymmetric Screens

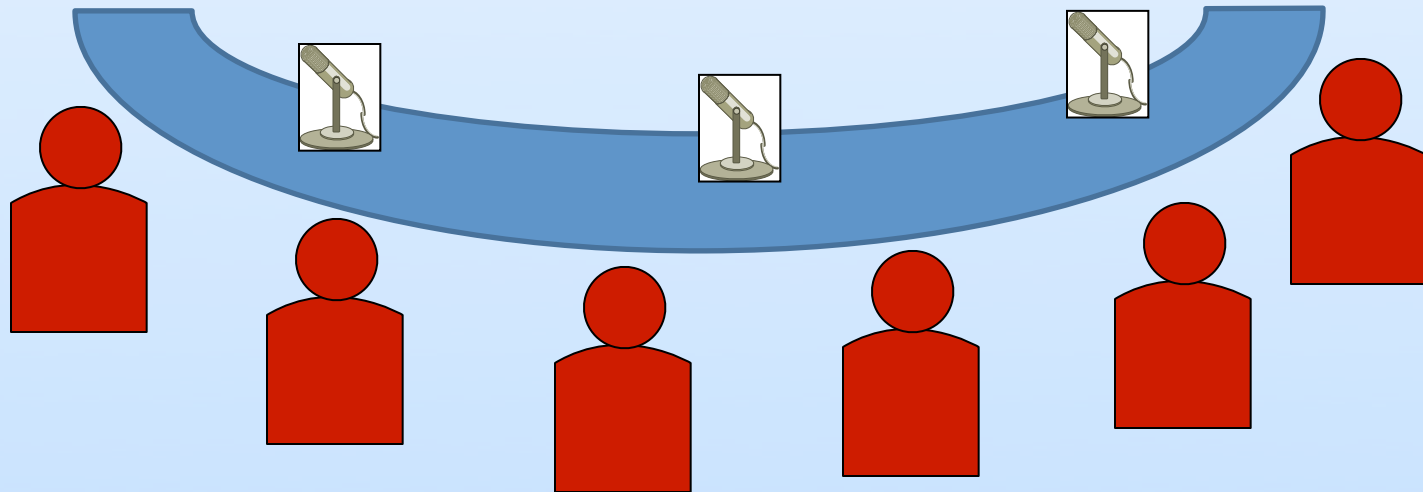
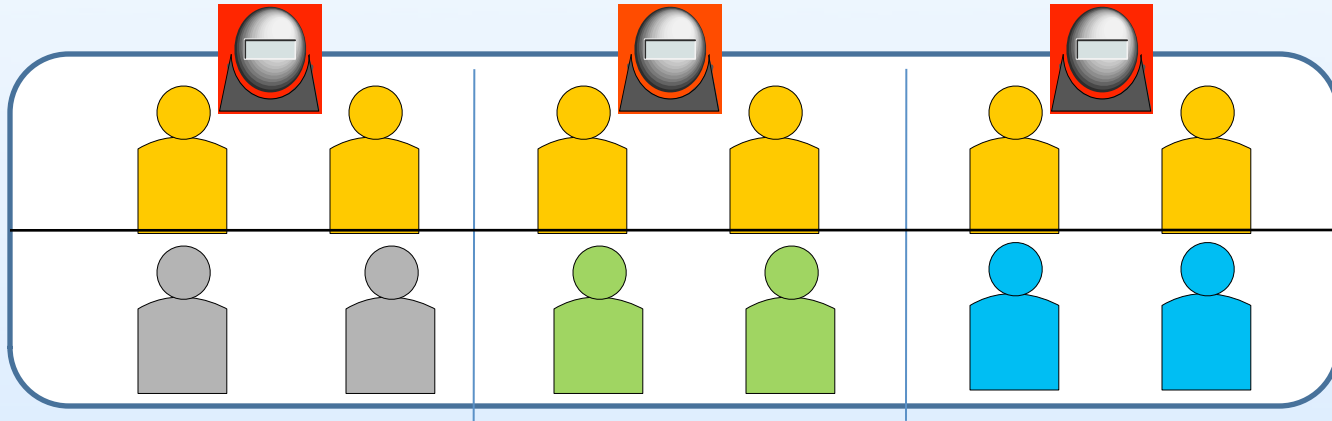


Single Display

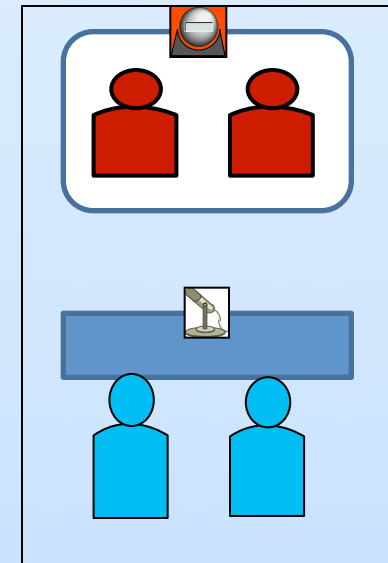
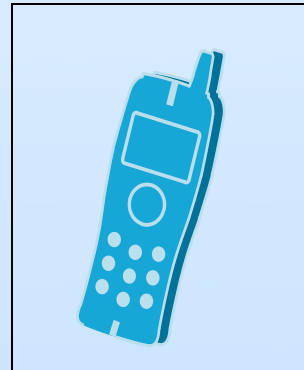
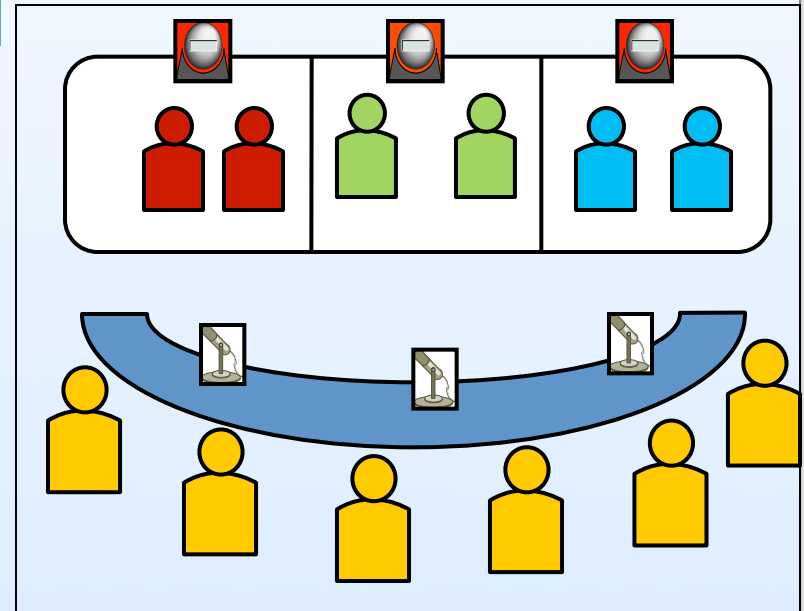
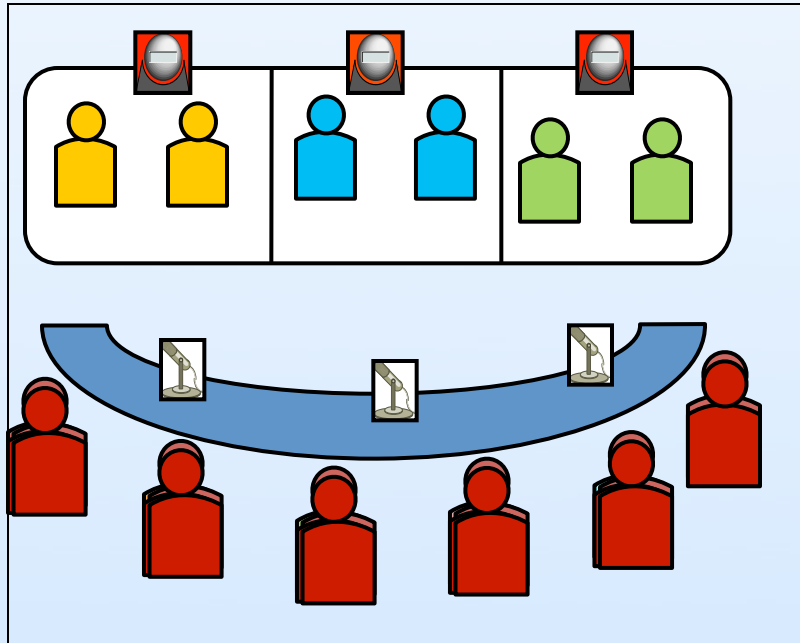
Multipoint



Continuous Presence



Heterogeneous Multipoint



Charter

- **Goal – describe and handle multiple streams**
- **Deliverables**
 - **Use Cases draft as informational 11/2010**
 - **Problem Statement as informational 11/2010**
 - **Requirements as informational 11/2010**
 - **Architectural Framework as info**

Next steps

- **Ad hoc meeting lunch today**
- **Complete use cases and problem statement**
- **Start requirements doc**
- **Start architecture framework doc**
- **Working logistics – mailing list, phone meetings**

QUESTIONS?