

Programma

- I concetti di streaming video e audio
- I protocolli di streaming (RTP/RTSP, RTMP, HLS, HDS, DASH)
- Container e codec per il Web
- Bitrate e banda: requisiti
- Le tecnologie IP Unicast e IP Multicast
- Encoding e transcoding in tecnologia Client/Server
- NVR e Time shifting
- Authentication Authorization ed Accounting
- Playout: iOS, Android, PC, STB
- Software di streaming (Adobe FMS, Wowza e Helix)