Composite Media

A new paradigm for online media

Ingar M. Arntzen, Njål T. Borch
NEM 2013
Linear Media

\[
\text{CONTENT (DATA/RESOURCES)} + \text{CONTROL} = \text{PRESENTATION}
\]
Model A
Model B

CONTENT + CONTROL

[Diagram showing content and control distributed to multiple devices]
Composite Media
Control = Motion
Shared Motion
Some examples
WebTV, two browsers, personal overview/live bookmarks and actual video
3D visualization
3D view, maps, details, multiple devices and Lego!
Lego Airplane and Google Maps
Synchronized concert - 3 artists in separate places
Three artists, Three locations and a metronome/control
Timeline from Android/iPhones, separate activity graph for time navigation
Navigate time by plotting data sets (from UAV)
Locate pattern based on GPS heading + visualization in map
**UAV - search plot, map, details and bookmarks, 4 browsers**
Virtual ship tour, map and boat controls
3D HTML5 presentation with three synchronized iframes
Interactive, timed voting, two iframes
Shared Motion is easy

Initialize:
```javascript
ctx = new MCorp.Context(onSuccess, onError);
```

Poll:
```javascript
ctx.msvs.private.poll();
```

Events:
```javascript
ctx.msvs.shared.add_update_handler(function() {...});
```
Some Opportunities
Simplify Interfaces

Broadcasters
Multi-device solutions
Make on-demand a first grade citizen
Modularize services
• Shared Motion as a service
• Javascript, Python and C++ clients
• Scalable, accurate sync across Internet