MOTOROLA MOBILITY
Audio/Video Streaming Solution
COLIN EVANS
MOTOROLA’S STREAMING HISTORY

- Started in 2001
- Windows Media based
- PC and Windows only environment initially
- Home-grown solution
- Purpose-built studio
- Remote rig
- Worldwide network of video encoders
- Who is your target audience?
- What is your computer environment like?
- Where will you host your servers?
- Cost Recovery
- Bitrates and Frame rates
- Redundant Systems
- Advertising your service
- What is the structure of your events?
- Recording environment
- Workflows
STREAM SPLITTING

Streaming Server

WAN

Proxy

Proxy

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PEER-ASSIST

Flash Media Server

WAN

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BUILDING YOUR SOLUTION

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