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coordination center

What is streaming?
What is right for you?

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Transmission latencies are significant for your sender/receiver relationship!

Streaming: →

- **Source/sender:** not live; audio-visual data recorded in the past – send now 24/7

- **Intended applications:** working with audio-visual recordings in order to reach your audiences wherever and whenever (e.g. theatre closed);

- **Technical specification:** low;

- **Importance of dealing with transmission latencies**: low;

- **Importance of using advanced networks:** low;

- **Sender-receiver relationship:** low; video on demand;

Live streaming: ↔

- **Source/sender:** live;

- **Intended applications:** lectures; instructions for rehearsals; live event streaming (e.g. concerts, theatre, dance, readings);

- **Importance of minimizing latencies:** middle to high (ms);

- **Importance of using advanced networks:** middle to high; depending on the content/signals; quality standards;

- **Sender-receiver relationship**: middle to high (artists/performances – audience); opportunities of responding: yes (professor – students); the individual specifications defined by acceptable latencies;

The livestream itself is temporary!

Interactive live streaming: ⇆

- **Source /sender:** live and interactive;

- **Intended applications: multi-site performances** – on stage and in the World Wide Web;

- **Importance of minimizing latencies:** high to mandatory (ms);

- **Importance of using advanced networks:** significant to mandatory;

- **Importance of implementing low latency technologies:** mandatory, e.g. LOLA, UltraGrid, MVTP;

- **Sender-receiver relationship (artists – artists)**: high; within a performance the dispersed artists are sender and receiver at the same time; simultaneous;

- **Sender-receiver relationship (artists – audience):** high; audiences have access on- and offline; an intensive experience requires very high audio-visual quality standards;

Multi-site performances: ⇆↔→

Interactive livestreams, livestreams and streams – we need them all!

- Each venue is connected via high-speed networks, the signals of the artists are processed with low latency technologies (interactive live streaming);

- Artists at locations with low-bandwidth connection are integrated via livestream. The signals are integrated in the artistic concept, but no real-time interaction is possible with the rest of the ensemble;

- Our audiences have access by visiting real venues and also via livestream in the World Wide Web

- Afterwards we use the recordings for documentation and for streaming (on demand).
  Circle closed.

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Take a look:

www.netart.cc

Thank you!

renate kreil
arts & culture | on behalf of ACOnet