# Agile Media Blueprint

Dr Richard Cartwright

CTO – Streampunk Media Ltd

YANA March 2018

spark@streampunk.media @StrmPunkd
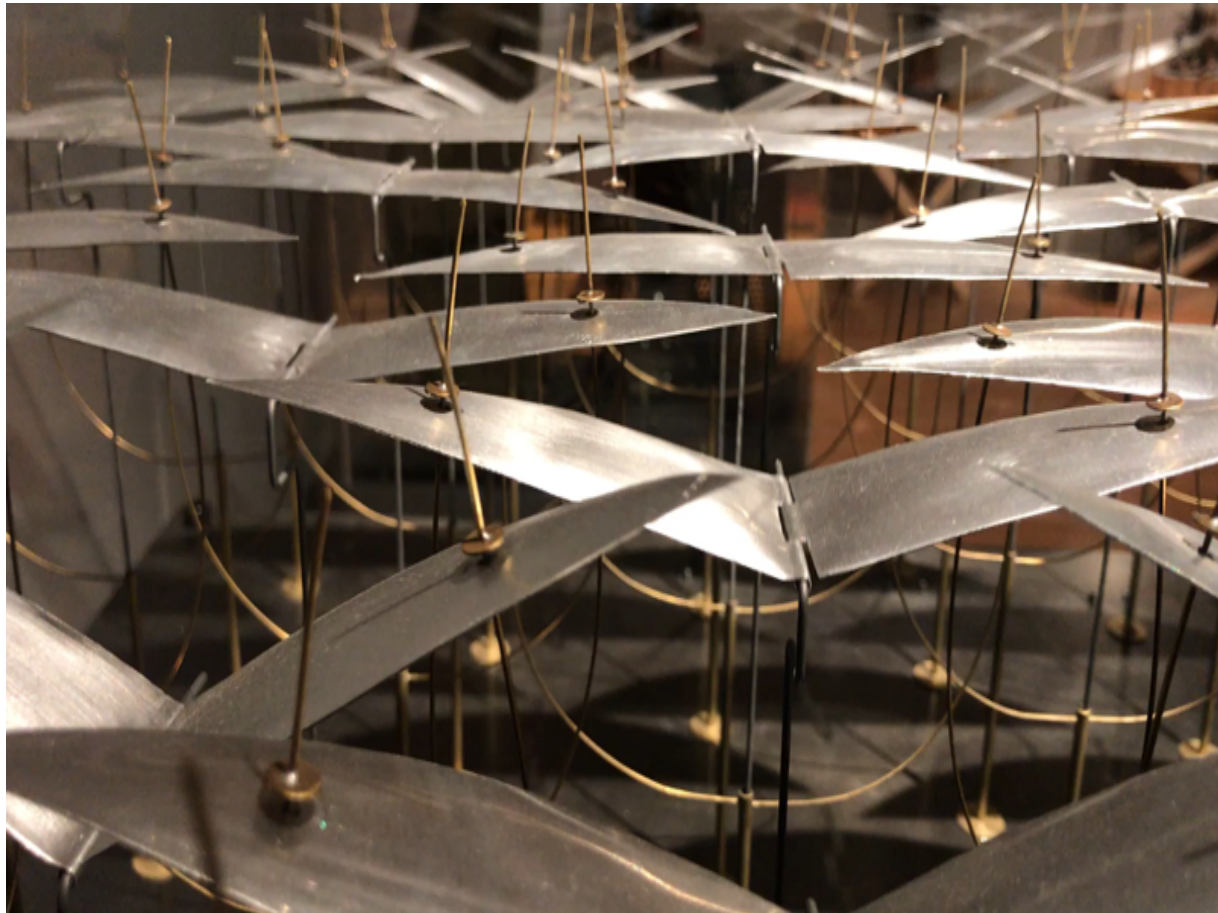https://www.streampunk.media

# The problem – trainsets!



CC 2.0 Attribution License – Magnus Manske

# Internet mindset - concurrency

https://twitter.com/twitter/statuses/969501852151709696

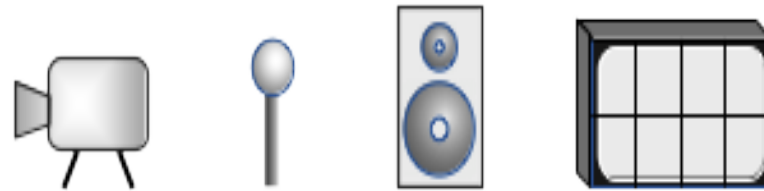# To the rescue – the #AgileMediaBlueprint

- New plan for how to use *The Platform* end-to-end
  - Object stores, fast networks (>10Gbps), uber-caches, microservices
- A continuum from production through to delivery
  - New creative opportunities – break down the walls of the facility
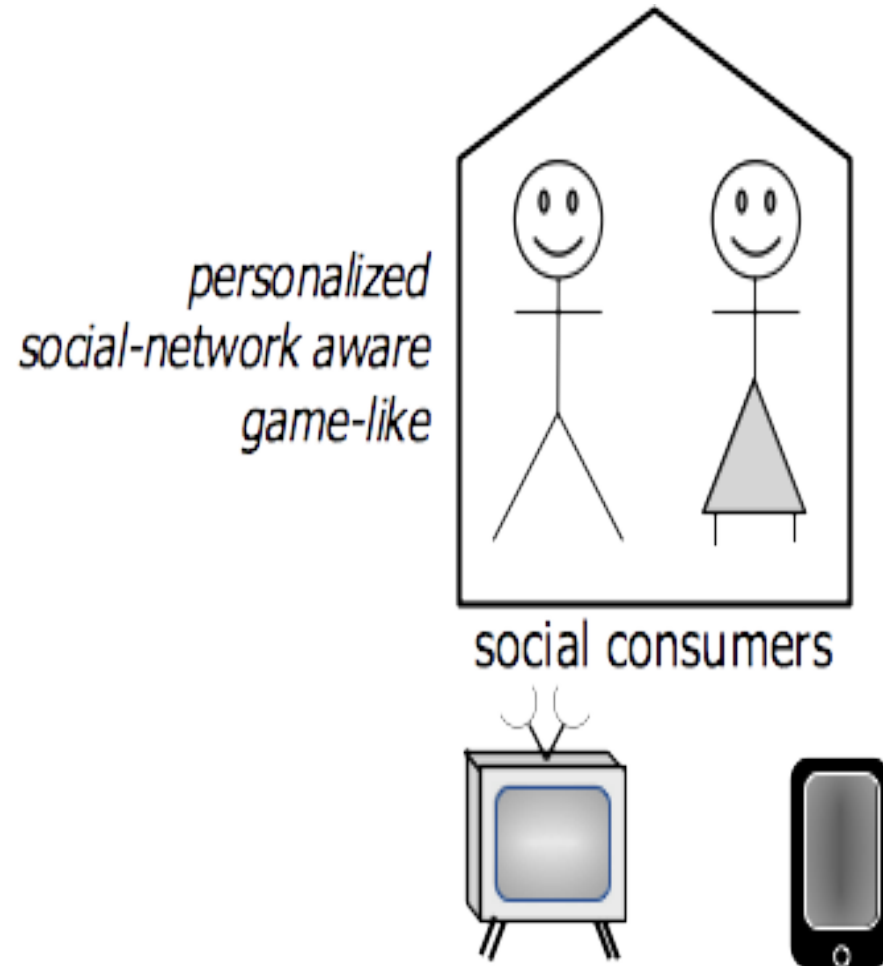  - Go beyond file-based = tape-based workflow with files!
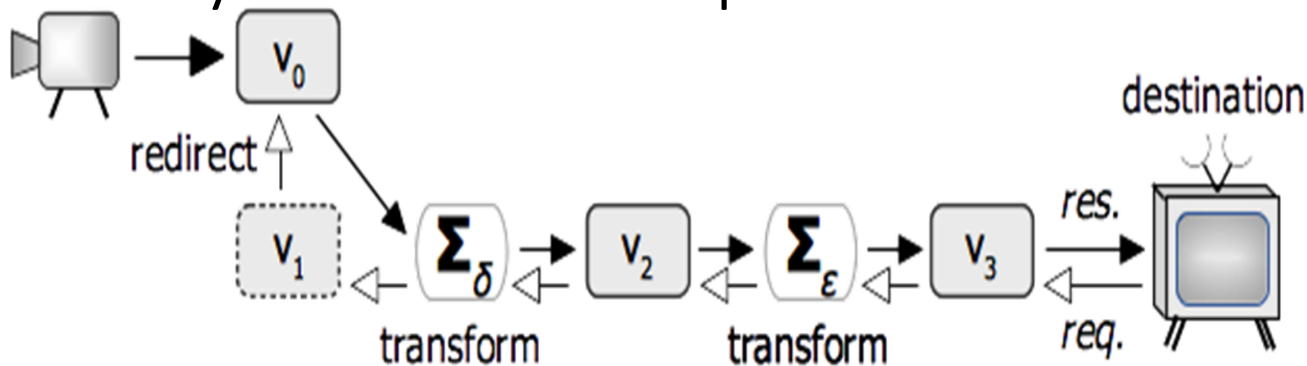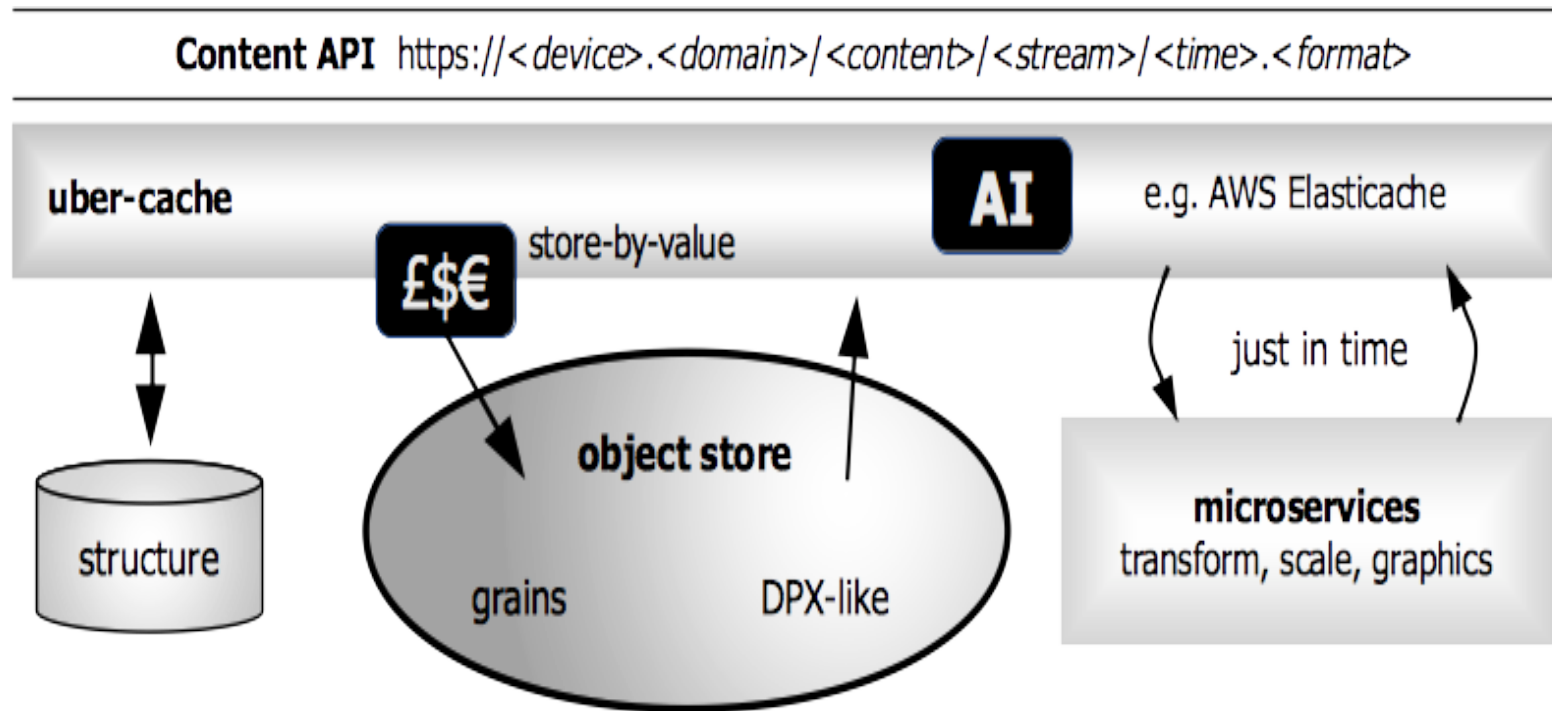
# 1. Content creators
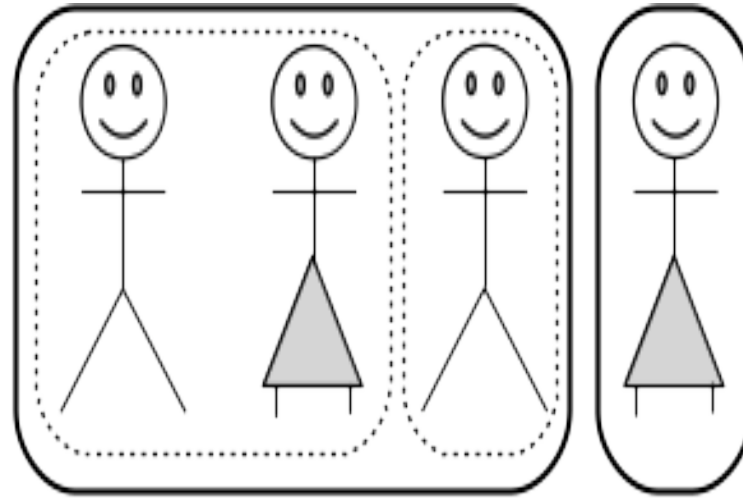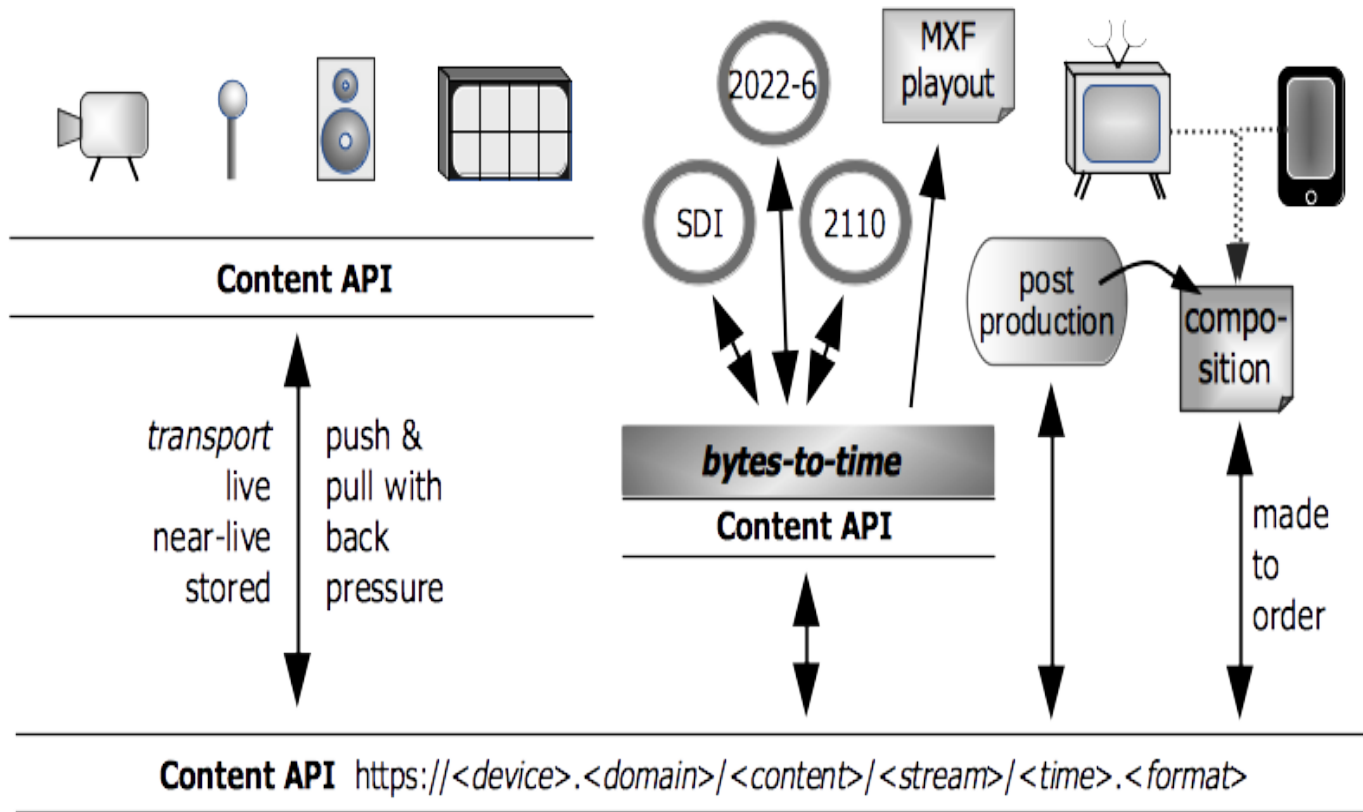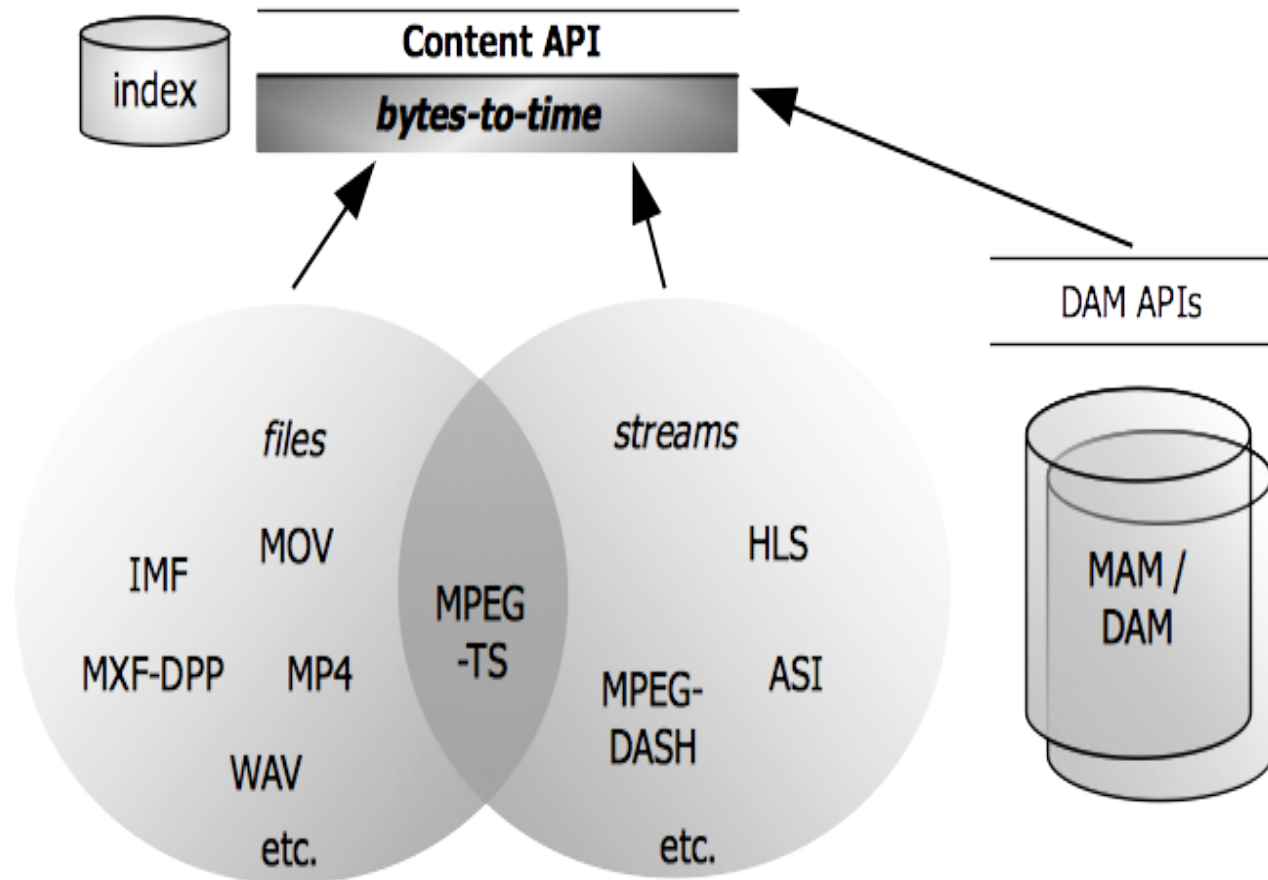


content creators

Content API

# 2. Social consumers



personalized
social-network aware
game-like

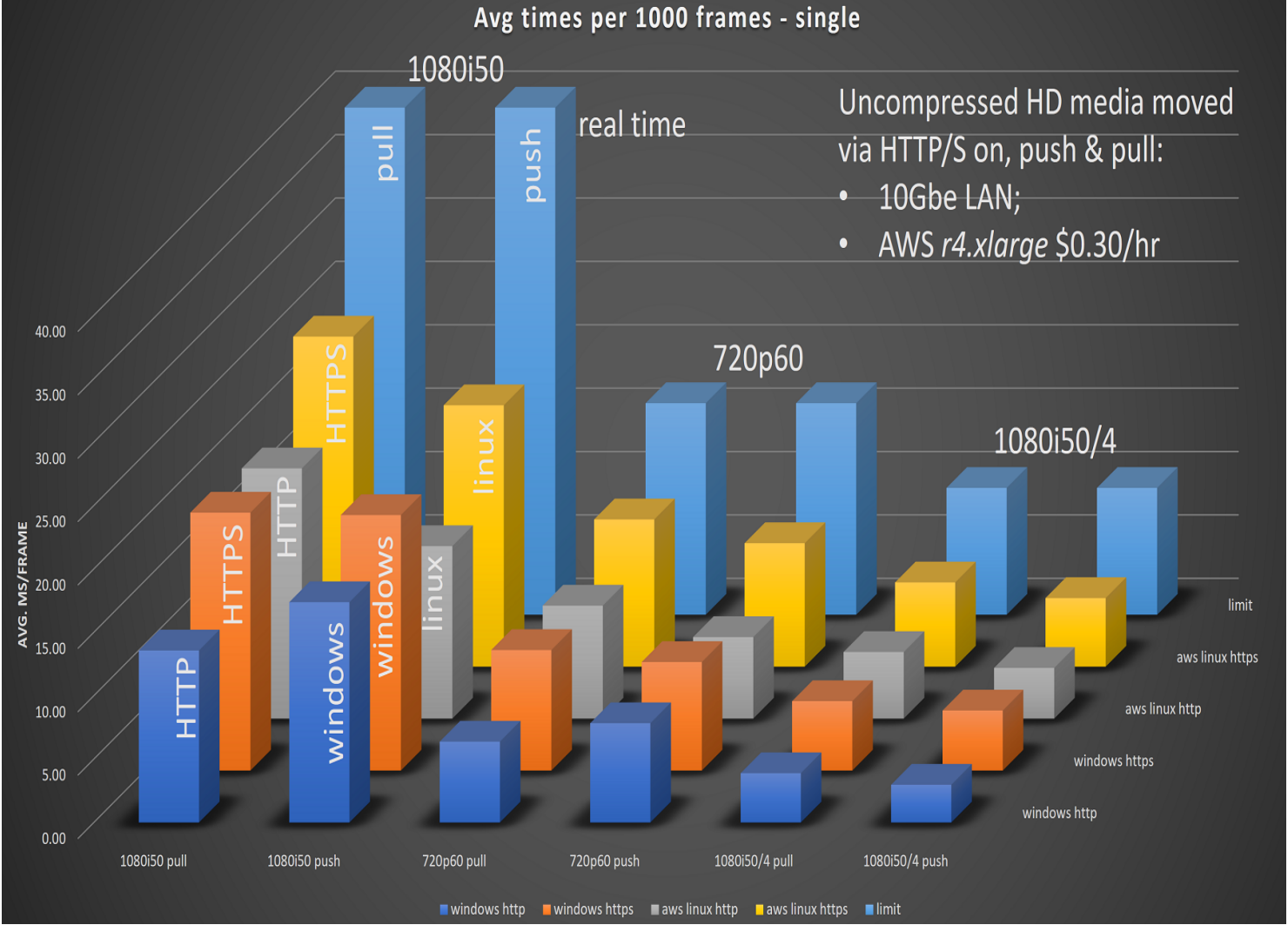social consumers

# 3. At its core – Content API

# 4. Media transport
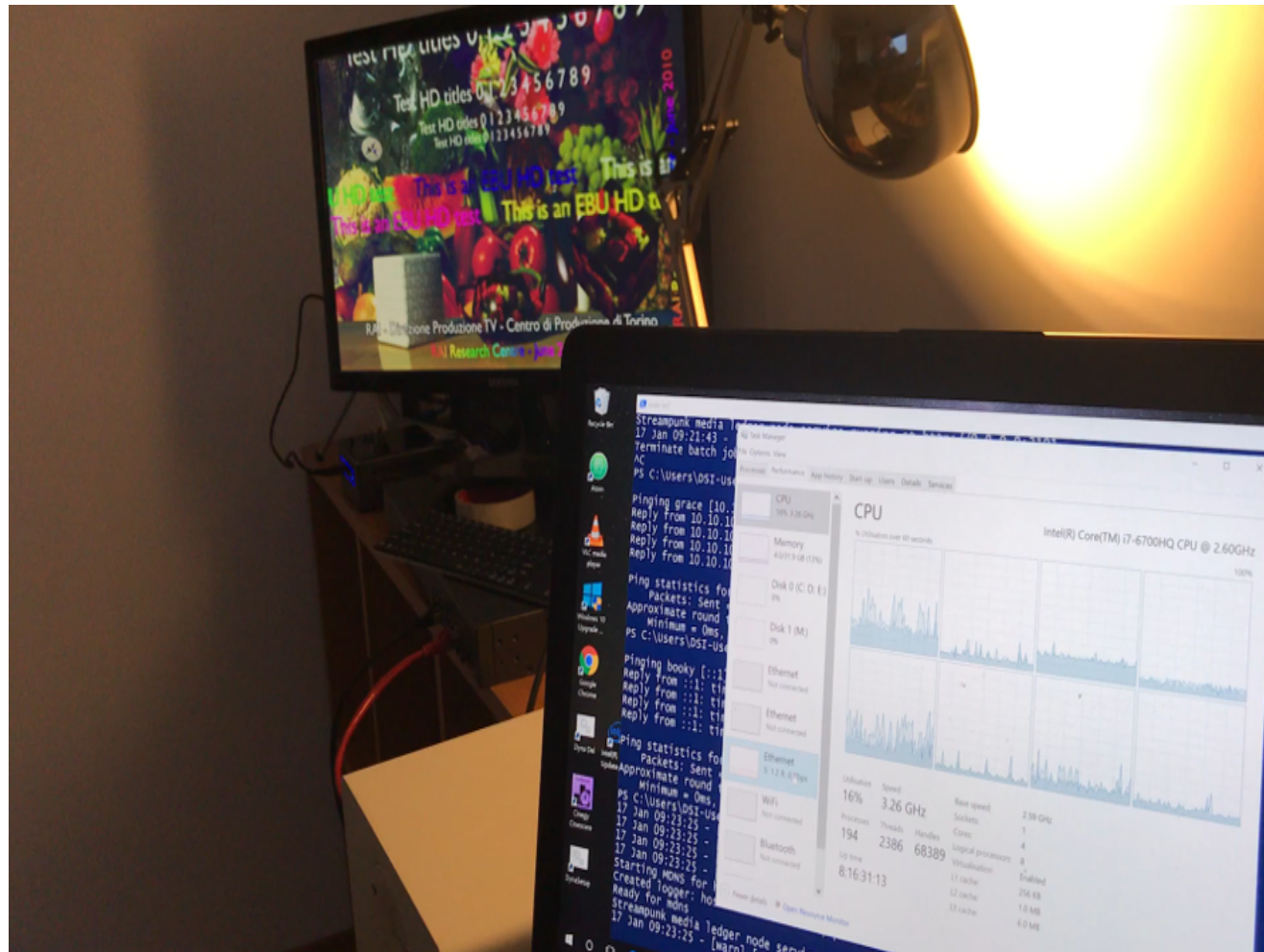
# 5. Seamless migration

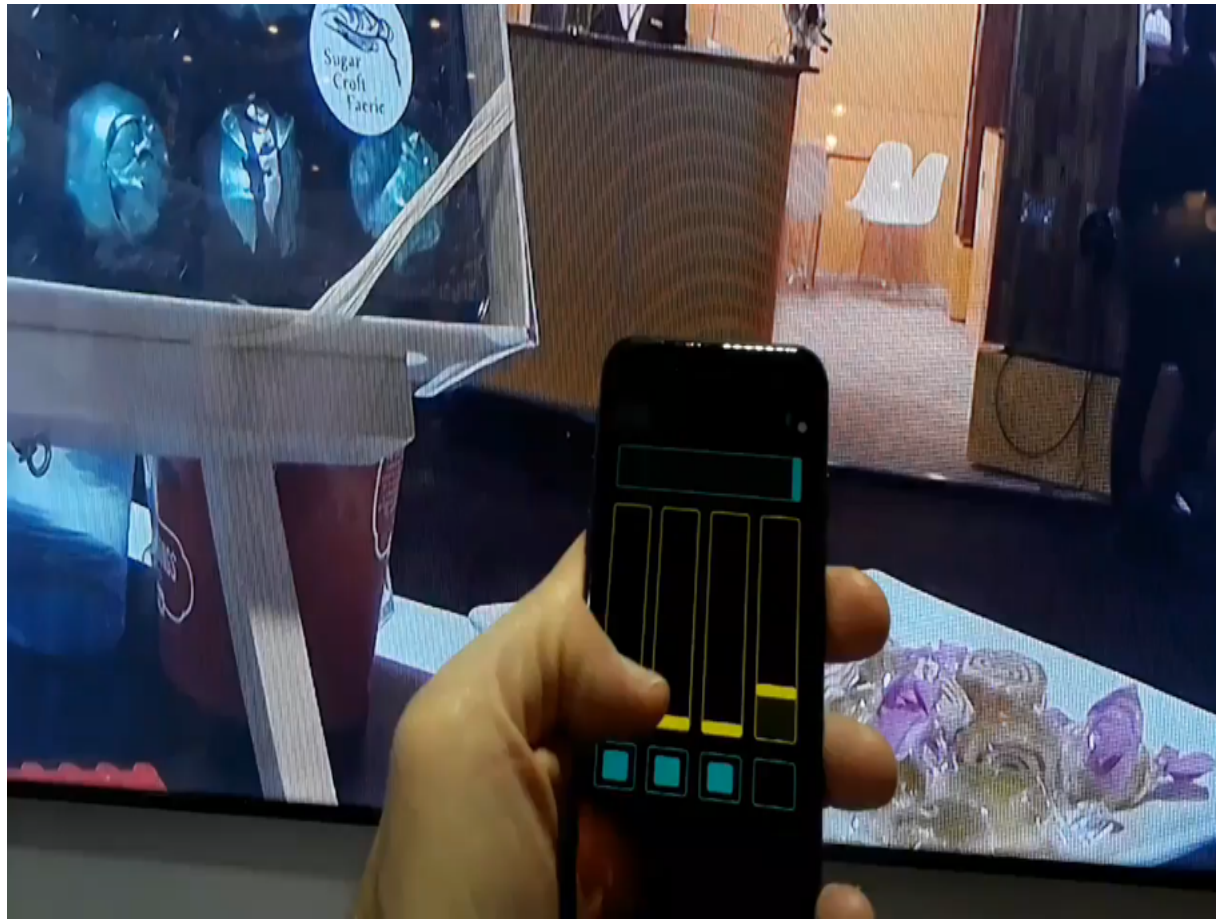# HTTPS & uncompressed video ...
# measured

# … demonstrated

# Smartphone-controlled vision mixing

# Summary

- Crossed a threshold for uncompressed video
  - Software-only with Internet-like chunking
  - Live and near live – faster than real time
  - Tangible on cloud networks, storage, compute
- *IF* you adopt IT patterns
  - Asynchronous, non-blocking
  - Backpressure rather than clocks
- Enabling new creative opportunities
  - More personalised – inputs and outputs
  - Beyond material constraints
    - Wherever, whenever, whoever

https://github.com/Streampunk

https://www.npmjs.com/org/streampunk

https://www.streampunk.media/

White paper (to appear):

https://amwa.tv/

NAB 18 – Futures Park / AMWA – N1413FP