Distributed Media Engine (DME) - Video Conference Streaming Gateway Module

The H.264 Distributed Media Engine's Video Conference Streaming Gateway Module creates a powerful new way to stream conferences to large audiences. In many organizations video conferences are limited to a few large sites; employees in those larger offices get a rich user experience but remote or mobile users are left with just an audio connection. The Video Conferencing Streaming Gateway makes it easy to deliver a rich experience to thousands of users across thousands of locations. The module becomes a participant in a video conference and then transforms the video so it can be streamed out to smartphones, tablets, PCs, MACs and TVs. Now, employees, partners and customers can watch a conference from virtually any device, anywhere.

The Video Conferencing Streaming Gateway Module integrates with popular video conferencing products using standards-based SIP and H.264; there's no need to worry about expensive proprietary solutions, especially if your organization has several brands of equipment. The Video Conferencing Streaming Gateway is an optional software module that is deployed on VBrick's H.264 DME. Once enabled, the software module runs in conjunction with the DME's existing capabilities. That means that the DME's inherent ability to transform and redistribute live media is always available, allowing the DME to ingest content from the video conference and dynamically transform it to meet the unique needs of large numbers of different endpoints. The DME can deliver video to multiple sites, each with TVs and set-top boxes, iPhones, PCs and more.

All of the DME's services are delivered transparently to end users; there are no complicated steps to get connected to a meeting, training class or marketing launch. All a user needs is a browser; there is no need to download any special software. IT staff will appreciate the solution's intuitive web browser interface for management. The DME integrates as a distributed element within the VBrick Enterprise Video Architecture (VEVA). Permissions and reports on content access are managed centrally; whether users are in headquarters, across campus or an ocean away.

Applications

The DME's Video Conferencing Streaming Gateway Module can be invited into a video call by an individual video conference camera & codec or a multipoint control unit (MCU). Conversely, the Gateway Module can initiate a call into a conference. The DME ingests the video from the video conference system, converts the formats for streaming and delivers it across the VBrick ecosystem. As noted, The DME will continue to offer all of its core functions including media redistribution, media transformation and video-on-demand content serving and storage.

Live Meeting and Event Broadcasting Enables organizations to use their conference room as a broadcast studio. Hold a multi-site conference and share the stream with thousands of users. Connect the stream to VBrick's Online Streaming Service (VBOSS) to push the content to mobile workers, telecommuters or customers.

On-demand Content Creation, Management & Distribution Delivers content to the VBrick ecosystem, simplifying recording, management and reporting with the VBrick Enterprise Media Systems (VEMS).

Training and Lecture Capture Use video conferences to capture training and then deliver that content live to thousands of staff, partners or customers. Content can be easily recorded for on-demand playback.

Product at a Glance

Video Conference Integration

Operates as a software module in the VBrick DME. Integrates with video conference cameras and codecs as well as MCUs from popular from popular vendors[1] including Avaya, Cisco, LifeSize, Polycom, Radvision and Tandberg. The Video Conferencing Streaming Gateway is standards-based; it requires SIP and H.264 support on the video conference equipment.

MODELS

7500-0248 Video Conference Streaming Gateway Module

PLAYER SUPPORT

- Adobe Flash Player (including applicable Android® and Blackberry® Mobile devices)
- Apple Adaptive Player on iPhone and iPad
- Windows® Media Player 12 or VBrick plug-in
- QuickTime Player (Windows & Mac)

PROTOCOLS

Incoming

- SIP
- H.264
- G.711
- G.722
- AAC

Outgoing

- RTP - unicast & multicast
- RTMP - unicast
- MPEG2TS with KLV - unicast & multicast
- HLS - unicast
- HTTP (Progressive Download) unicast
- Smooth Stream
- Stored Windows Media via Progressive Download
- AAC

Management

- HTTP/HTTPS for management
- IGMPv3

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Features and Benefits

Standards-based Connects using industry standard protocols and codecs; eliminates the need to buy expensive, proprietary solutions from video conference vendors. Ideal for multi-vendor deployments. A browser is all that is required; no special software download needed.

Cloud Integration Integrates with VBrick's Online Streaming Service (VBOSS) to simplify content distribution across the Internet to partners, customers, mobile users and remote employees.

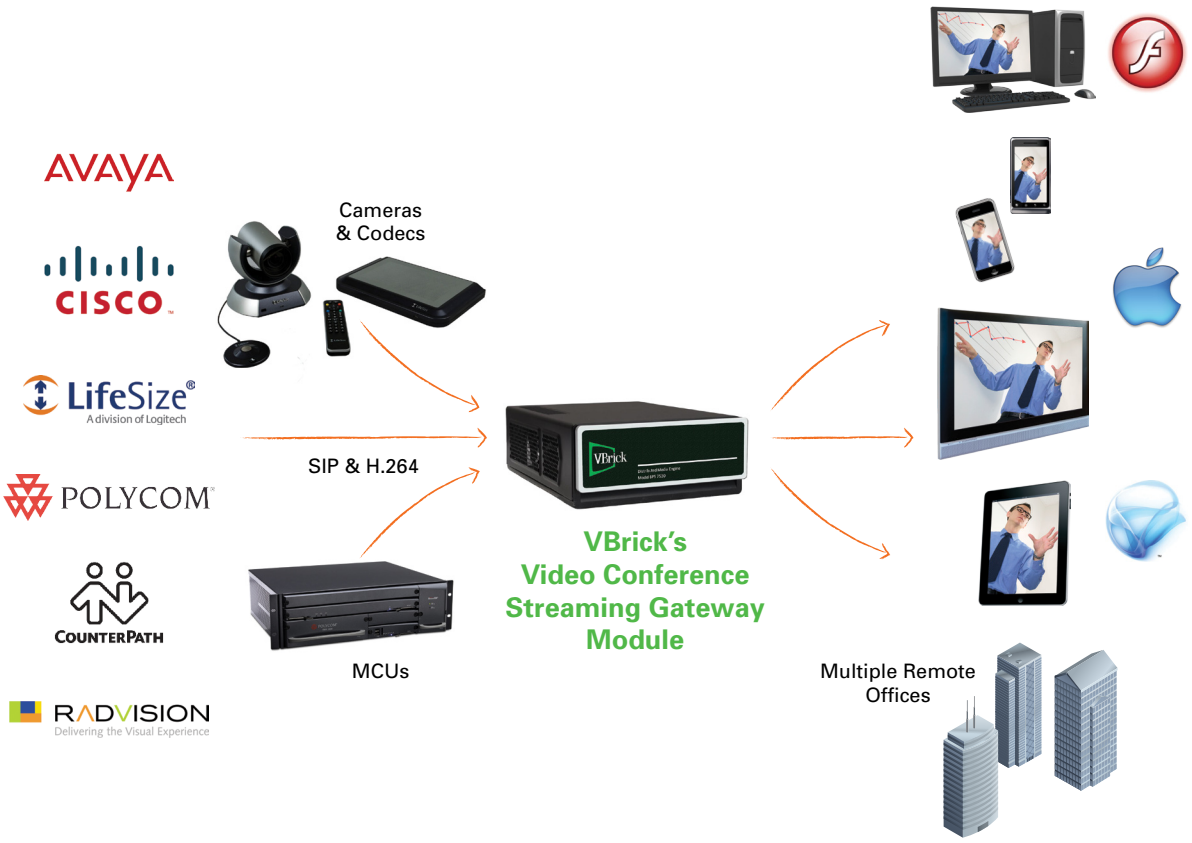
Media Transformation Leverage the DME at distributed locations to deliver multiple formats including Flash, HLS (Apple Adaptive) and Smooth Streaming, as well as Transport Stream and HTTP Progressive Download; DME delivers video to multiple types of endpoints concurrently.

Mobile Device Support Enables delivery of live H.264 content to mobile devices via multiple formats including Flash, Apple Adaptive and Smooth Streaming or supports HTTP progressive download of video-on-demand content.

Intelligent Central Management Content is created once and then intelligently managed by VEMS Mystro™), regardless of the location. Stored content is appropriately distributed to local DMEs so users have faster access to frequently viewed content without the need to contend with constrained WAN or Internet links.

Secure Designed to meet the security requirements of demanding government information assurance policies.

VBrick Delivers Video Conferences to the Masses



[1] While the DME supports industry standard SIP & H.264 it is advisable to contact your VBrick Partner to confirm interoperability with a specific vendor's product based on type, model and software revision. Additional testing may be required.

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