RENDERING TYPE NEGOTIATION

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DEFINITION

 › **Rendering**: Composing a media signal from one or more media signals using a specific composition composition algorithm, often according to a specific spatial model/layout.

 › **Rendering Type**: A unique tag associated with a specific algorithm used to perform central rendering.

**USAGE**

› “OFFER”
   – A client *indicates*, per media stream, which rendering type(s) the client requests.

› “ANSWER”
   – A client is *informed*, per media stream, which rendering type(s) has been applied.
EXAMPLE: Binaural audio

"OFFER"
m=audio
a=rendering-type: binaural, stereo

"ANSWER"
m=audio
a=rendering-type: binaural

MULTI STREAM

SINGLE STREAM
EXAMPLE: 2 most active speakers

“OFFER”
m=audio
a=rendering-type: 2-most-active

“ANSWER”
m=audio
a=rendering-type: 2-most-active

SINGLE STREAM

MULTI STREAM
RETRIEVED REQUIREMENTS

› REQ-x: It MUST be possible for a client to indicate, per media stream, supported rendering type(s).

› REQ-y: It MUST be possible to inform a client, per media stream, the rendering type(s) applied to the stream.