Excite Points!!!] M₂ Opacity [Horn Comp] hosition lotation [Horn Dash] HEARD Mask Path Position Sound Wave 3 Position Mr. Scale Sound Wave 2 Scale Sound Wave GD 3 🤭 🗠 Scale 🗠 Mask Path TEveball Position 🗠 Rotation E [Eye Dash] + black ring 12 Scale black ring 2





8-19 November 2021 Opening Remarks

https://www.w3.org/2021/03/media-production-workshop/

Logistics

- Thanks for adding your affiliation next to your name in Zoom: e.g. François Daoust (W3C) (he/him)
- Live English Captioning
- No recording Transcript and report will be published
- Use "Raise hand" feature on Zoom to queue
- Sealar Please mute yourself when you're not speaking!
 - Side live channels:
 - Slido to collect questions: https://app.sli.do/event/yzxwp4gt
 - #media-production channel in W3C Community Slack



Code of Ethics and Professional Conduct

The workshop operates under **W3C's Code of Ethics and Professional Conduct**: *https://www.w3.org/Consortium/cepc/*

- Respect, professionalism, fairness, and sensitivity.
- No harassment, no bullying.
- No discrimination on any basis.
- Constructive dialog. No insult.

We all share responsibility for our work environment.

About W3C & SMPTE

W3C[®]

- Standards setting body for the Web
- 420+ **members**, incl. most key players in ICT, Web
- Key foundational principles:
 - Interoperability
 - Openness
 - Royalty-free patent policy



- Standards setting body for motion-imaging content consumed by billions of viewers worldwide.
- Global society of media professionals, technologists and engineers collaborating for the advancement of all things technical in the motion picture, television and digital media industries

Workshop Goals

- Connect web platform and professional media production communities
- Explore evolutions of the Web platform to address professional media production requirements
 - Using Web technologies for professional media production use cases
 - Understand the unique performance and format requirements of professional media production workflows
 - Identify gaps in the web platform and standardization opportunities

Standardization

Option 1: Do nothing

- No concrete work item or no agreement
- Already addressed in a Working Group

Option 2: Refine scope in an Interest Group

- Requirements still need to be clarified
- Roadmap still needs discussion
- Effort needs coordination of different groups

Option 3: Provide input to a Working Group

- Clear need, in scope of an existing group
- Input will help prioritize features

Option 4: Incubate idea, e.g. in a Community Group

- Technical problem is understood but solution space still needs to be explored
- No general agreement in the room to go beyond that for now

Option 5: Create a Working Group or Add spec to a Working Group

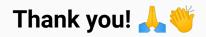
- Technical problem is understood, solution space has been explored
- There is agreement in the room to develop a W3C or a SMPTE standard

Workshop Chairs & Program Committee

- Pierre-Anthony Lemieux (Sandflow Consulting, supported by MovieLabs)
- Chris Needham (BBC)
- Paul Adenot (Mozilla)
- James Cain (Grass Valley)
- Hongchan Choi (Google)

- Steve Cronan (5th Kind)
- Chris Cunningham (Google)
- François Daoust
- Bruce Devlin (SMPTE)
- Qiang Fu (Bilibili)
- Jim Helman (MovieLabs)

- Paul Randall (AVID)
- Steve Shapiro (The Walt Disney Studios)
- Kevin Streeter
- Ke Wu (Tencent Video)
- Song Xu
 (China Mobile Migu)

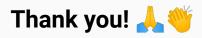


Workshop Speakers

- Paul Adenot (Mozilla)
- Soeren Balko (Clipchamp)
- Patrick Brosset (Microsoft)
- Junyue Cao (ByteDance)
- Hongchan Choi (Google)
- Steve Cronan (5th Kind)
- Chris Cunningham (Google)

- Bruce Devlin
 (SMPTE)
- Julian Fernandez-Campon (Tedial)
- Qiang Fu (Bilibili)
- Sergio Garcia Murillo
 (Cosmo Software)
- Ed Gray (AVID)
- Max Grosse (Disney Research)
- Sacha Guddoy (Grabyo)
- Christoph Guttandin

- Ulf Hammarqvist (Soundtrap/Spotify)
- Pierre-Anthony Lemieux (Sandflow Consulting, MovieLabs)
- James Pearce (Grass Valley)
- Peter Salomonsen
- Oleg Sidorkin (Bluescape)
- Kevin Streeter (Adobe)
- He Zhi (MIGU - China Mobile)



Overall schedule

Live session 1

What WebCodecs Web Audio Media synchronization

When Monday 15 November 4pm UTC - 90mn

Live session 2

What WebRTC WebAssembly File system integration

When Tuesday 16 November 11pm UTC - 90mn Live session 3

What

Metadata Architecture (privacy, accessibility, etc.) Standardization roadmap

When

Friday 19 November 3pm UTC - **90mn**

Workshop Sponsor

