



SMIL: Multimedia on the Web

Michael Wilson

CLRC Rutherford Appleton Laboratory

M.D.Wilson@rl.ac.uk



Talk Outline



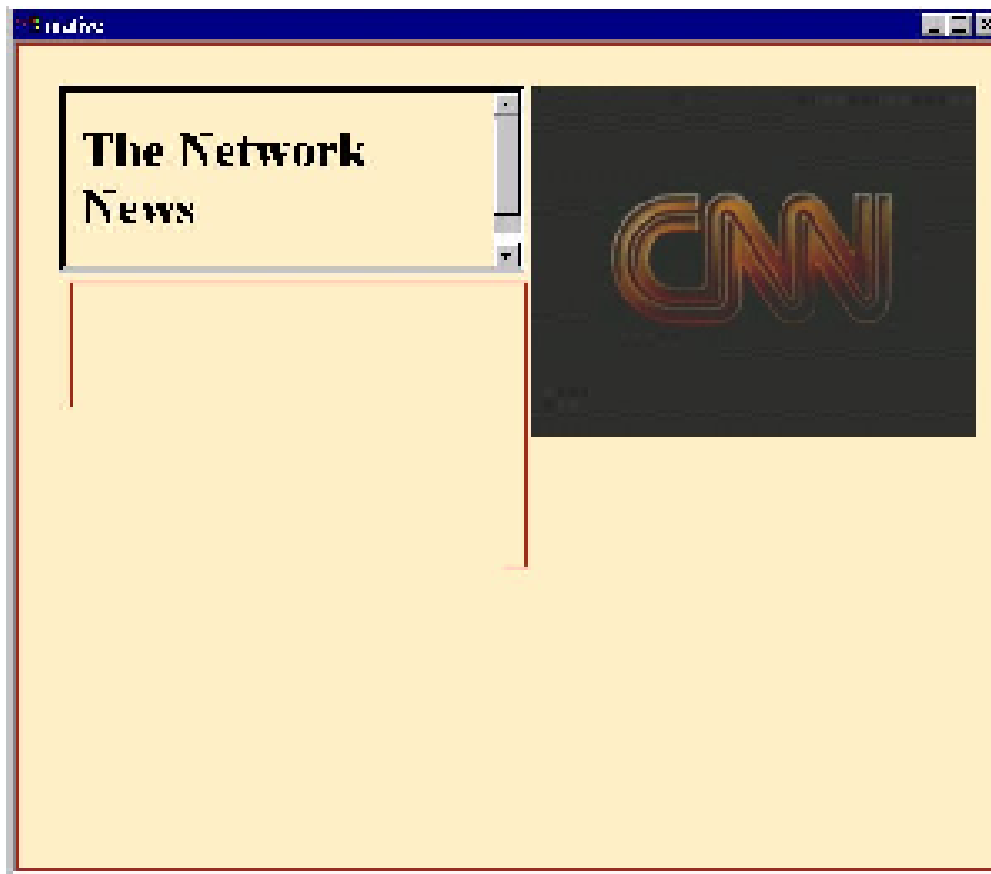
-
- Example SMIL Presentation
 - The SMIL Language
 - SMIL Tools
 - SMIL take-up
-



WebNews Demo - 1



HTML Text
News Title



Video of Logo
and Audio
Music Track



WebNews Demo -2



Opening Title
Disappears

Chart appears
when mentioned
in speech

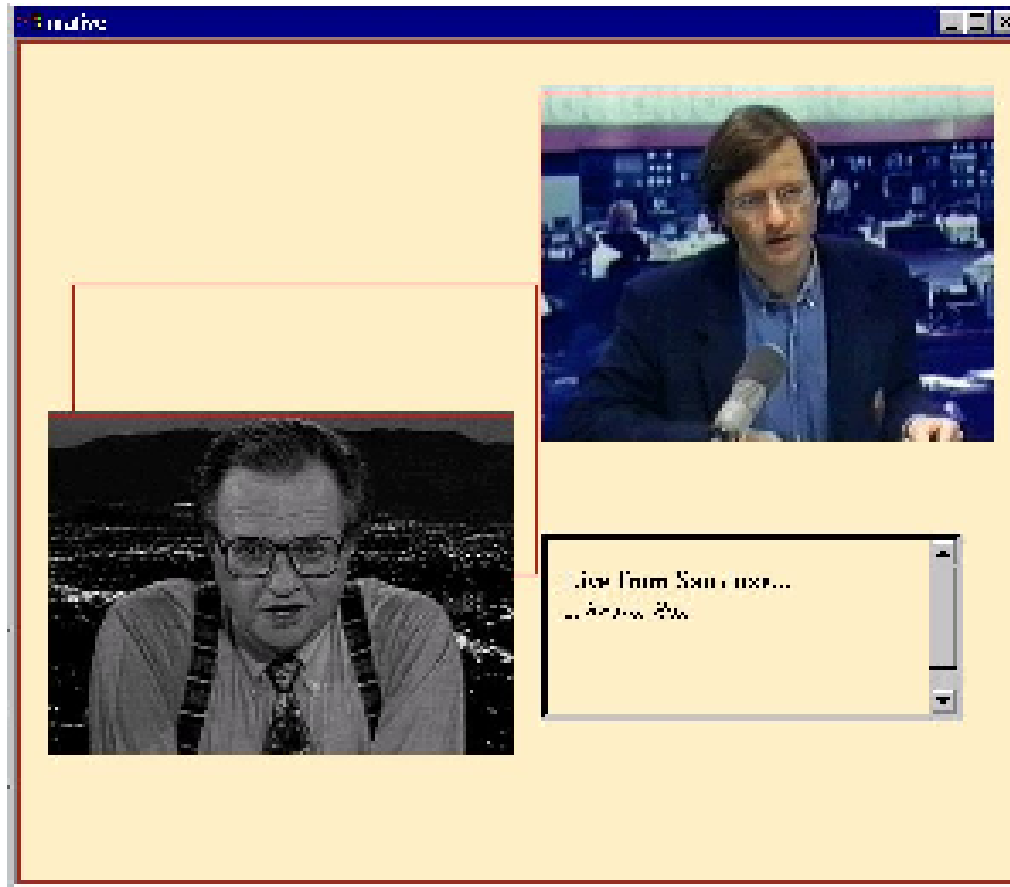
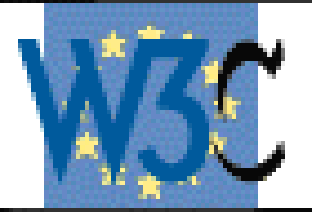
A screenshot of a web browser window titled "radio". The main content area is a light yellow background. On the right side, there is a video player showing a man with glasses speaking into a microphone. On the left side, a chart is displayed. The chart has a vertical axis on the left with numerical values from 0 to 100. The chart area is divided into three colored regions: a blue region at the bottom, a red region in the middle, and a grey region at the top. The red region is the largest and appears to be expanding. The chart is titled "radio" and has a legend with "radio" and "radio" labels.

Video of
Speaker

Audio of
Speaker



WebNews Demo -3



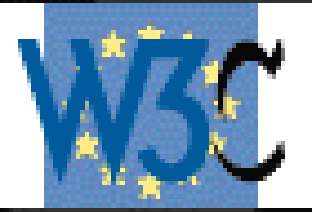
Reporter
Video &
Audio
Appears

Anchor
Audio &
Video

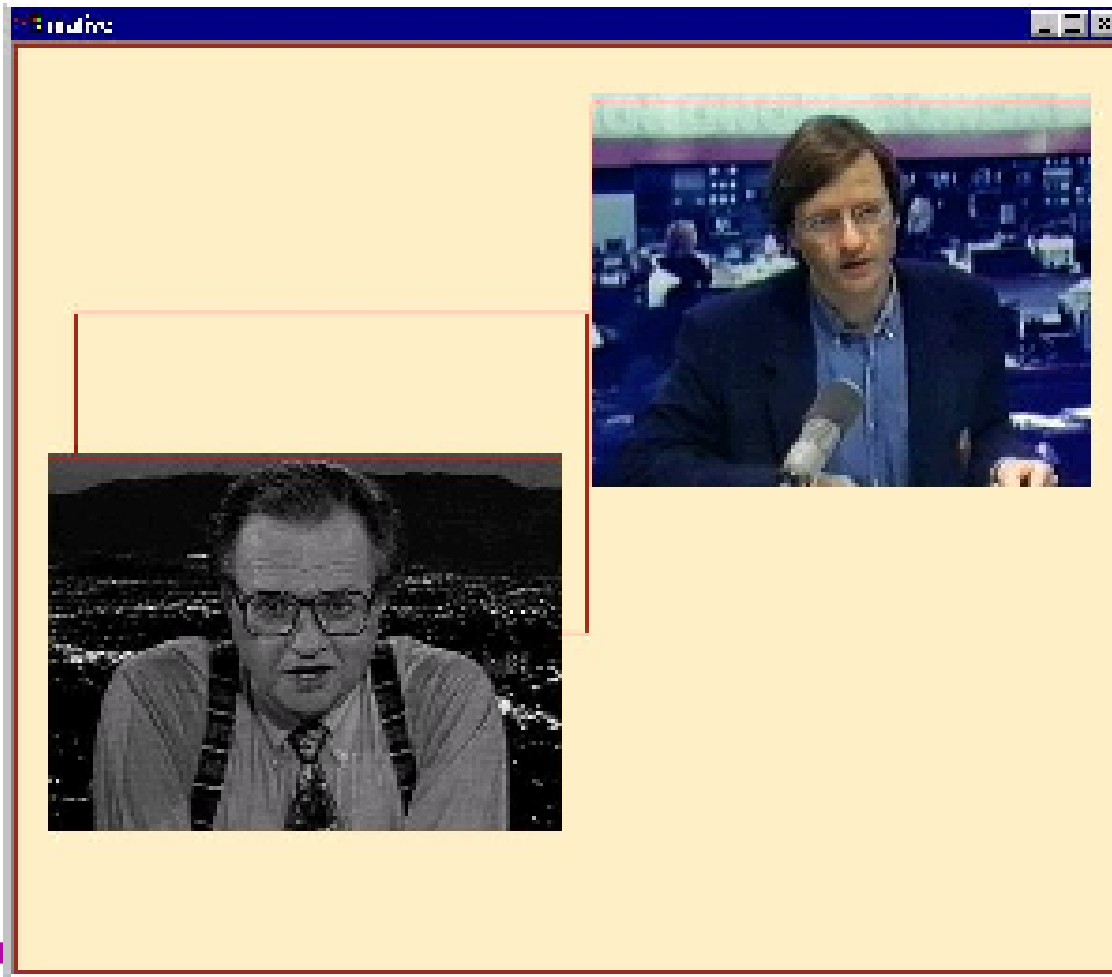
HTML Title for
Reporter
appears
at handover
then
disappears



WebNews Demo -4



Reporter
Audio &
Video



Anchor
Audio &
Video



WebNews Demo -5

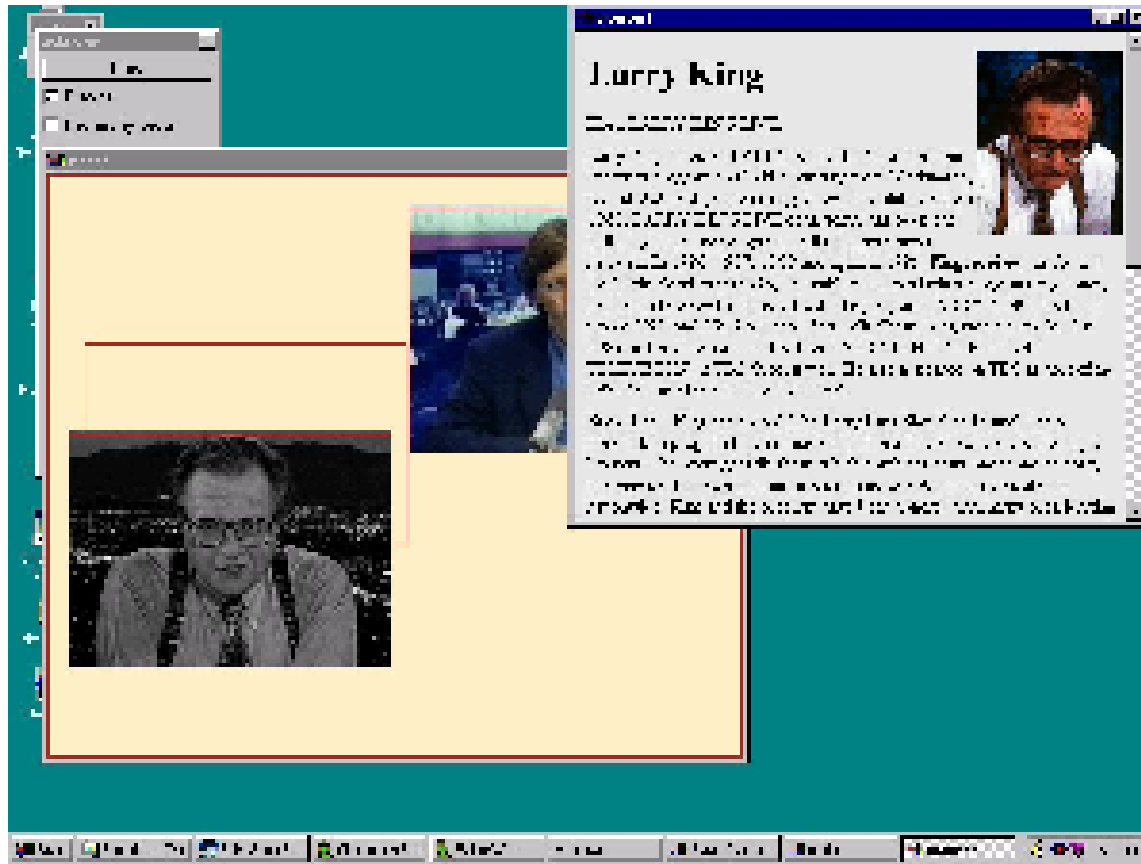


Image is
Anchor to
HyperLink

XML fork
link to
web page
of Reporter



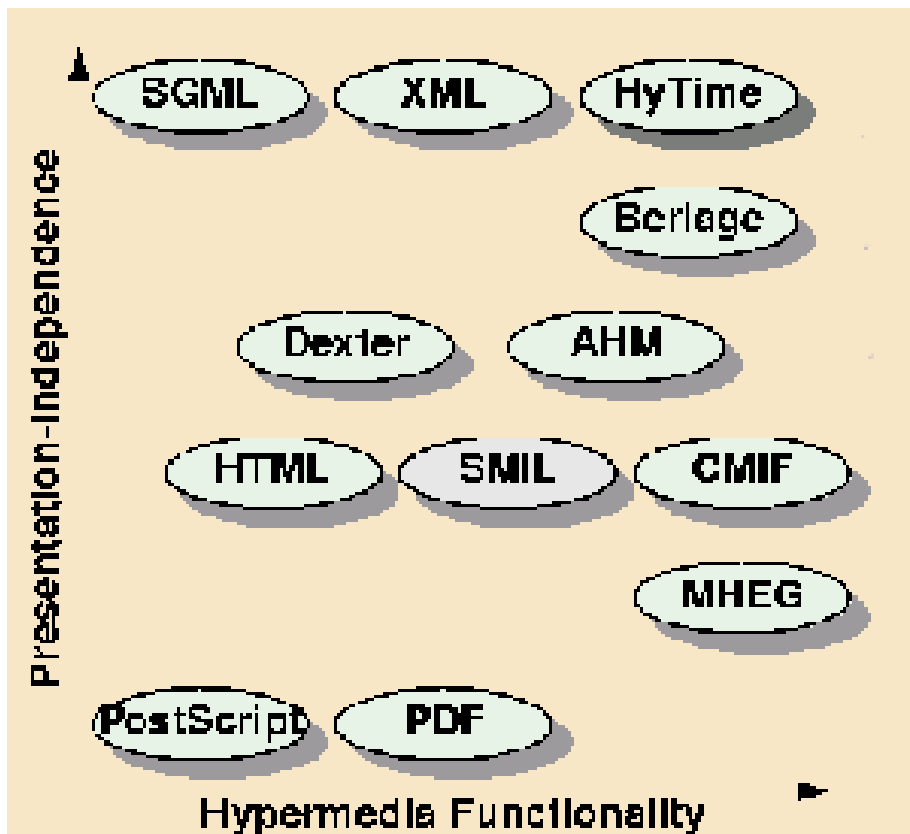
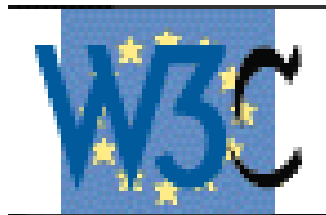
Available Technologies



-
- HTML/XML - no timing
 - DHTML (Java, CSS, DOM) - considerable programming effort, DOM standard
 - CD authoring tools - plug-in only
 - convert everything to video stream - RealVideo/MS NetShow
 - **New W3C multimedia language - SMIL**
-



SMIL Objectives



- Support 5 Constructs
 - layout
 - content
 - control/links
 - timing/synchronisation
 - tailoring
- Became W3C recommendation June 1998



SMIL Language -1



- Defined as an XML DTD
- declarative language like HTML, easier to learn & use than (DHTML: Java & DOM & CSS)
 - `<smil> <head> ... </body></smil>`
- include all 5 Multimedia Constructs

1 Layout

```
<layout>
```

```
<region id="V-Main" left="3%"
```

```
  top="44%" width="46%" height="40%" />
```

```
</layout>
```



SMIL Language -2



- **2 Media Content** - http, rtsp, etc., local file

```
<video region="R1" src="video.avi" />
```

```
 ,
```

```
<audio src="rtsp://sound.wav"/> ,
```

```
<text src="text.html"/> ,
```

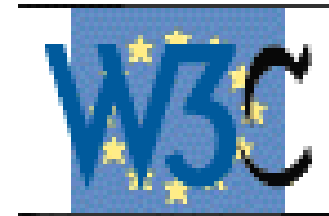
```
<textstream /> e.g. tickers
```

```
<animation />
```

```
<ref /> - other media types
```



SMIL Language - 3



- **3 Media Timing/Synchronisation**

```
<par>
```

```
  <seq>
```

```
    
```

```
    
```

```
  </seq>
```

```
    <audio src="english.wav" />
```

```
</par>
```

- 40+ attributes to set duration, synchronisation etc..



SMIL Language -4



- **4 Control**

WWW, therefore limited to hyperlink navigation

```
<a show="new" href="./file1.smil#1">  
  <video id="Anchor" region="V-Main"  
  src="/mpeg/file2.avi" />  
</a>
```

- also `<anchor>` statement for video anchors that are limited in both time and space
- jump into or out of continuous media anchors
- no anchor for audio - use scrolling text captions



SMIL Language - 5



• 5 Tailorability

- <switch> statement and test attributes

```
<switch>
```

```
<audio src="french.wav" system-language="fr" />
```

```
<audio src="english.wav" system-language="en" />
```

```
</switch>
```

- select media content for different user languages , screen size, screen colour depth, comms bitrate (e.g. GSM vs LAN)
 - optional captions for users with hearing difficulties
 - optional dubbing for users with visual difficulties
 - different layouts for screen size (e.g. GSM phone).
-



SMIL Tools



- Browsers/Players
- Editors/ Authoring Tools



SMIL Browsers



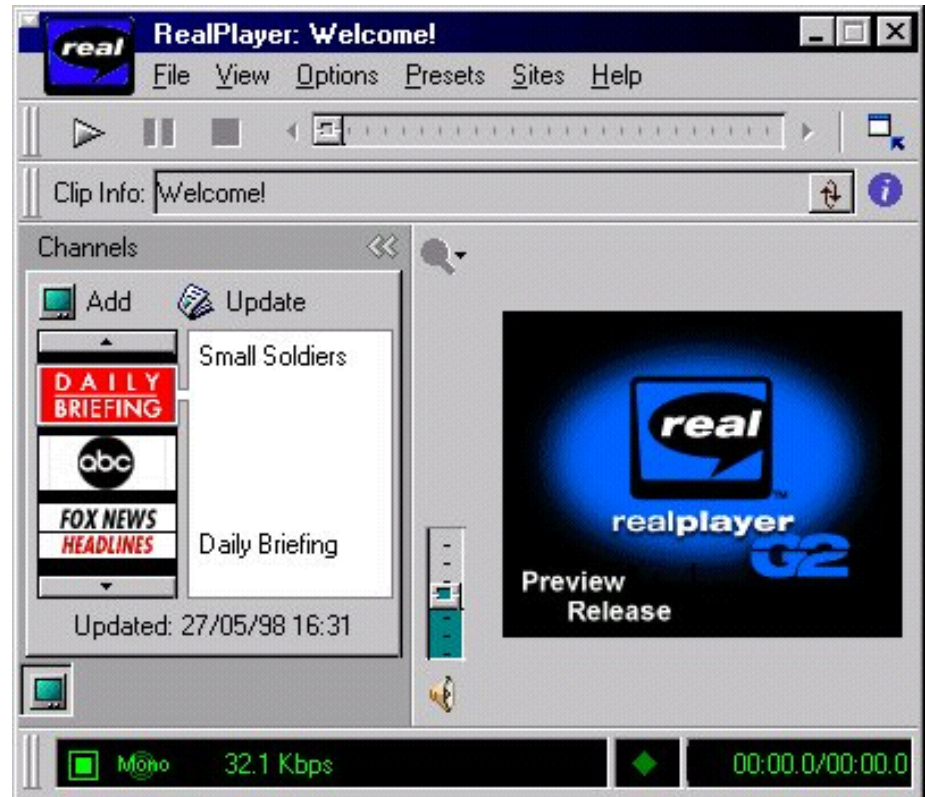
- HPAS, Netscape Plug-in, Digital
 - research tool only
- Helio, Java Applet player - very limited
- Productivity Works, LP Player
 - Audio Only, DAISY compatible
- Cresendo Forte - audio only- music
- Real Networks G2 Player
- Chameleon GRiNS Player



Real Networks - RealSystem G2



- Media Types : Realtex, RealPix (JPEG), RealAudio (aif, snd), RealVideo (mov, avi), RealFlash(fla), RealMedia
- \$29.99
- Windows NT, 95+, Mac due end '98



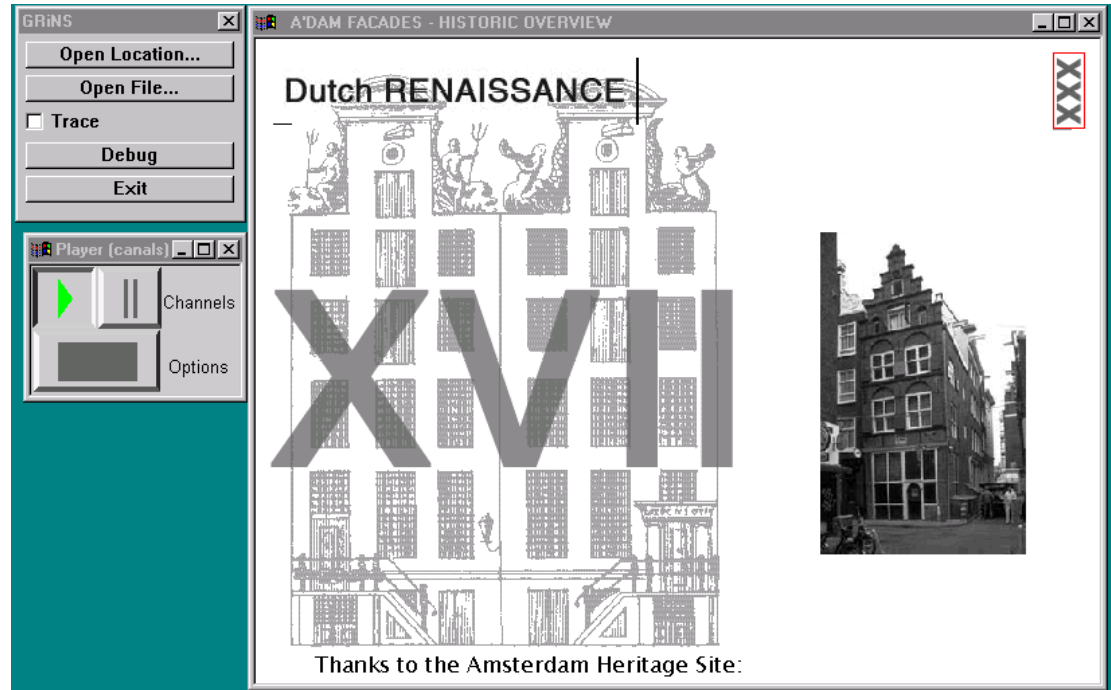
<http://www.real.com/>



GRiNS Player



- Media Types:
aiff, wav,
jpeg, png, tiff, bmp,
mpeg, qt(mov), avi,
html, txt
- Free
- Windows 95, 98,
NT, Solaris, SGI,
Macintosh



<http://www.cwi.nl/GRiNS>



Player Design



- **Real Networks - G2**

Optimised for limited bandwidth use

few special media types

media types pre-processed from standard ones

RTSP - streaming protocol centered

- **GRiNS**

Optimised for media re-use - database storage

Original media types - many

Soon to include RealNetworks media types



Authoring Tools



-
- **Tags** - Allaire SMIL Integration Pack
 - **Audio only** - LP Studio
 - **Template filling** - RealMedia SMIL Presentation Wizard
 - **SMIL compatible multimedia editors**
 - G2 Objects for Macromedia Dreamweaver
 - Digital Renaissance T.A.G. Editor
 - Sausage Software, SMIL SuperTool
 - Veon V-Active
 - **GRiNS Authoring Environment**
-



The Veon V-Active Editor



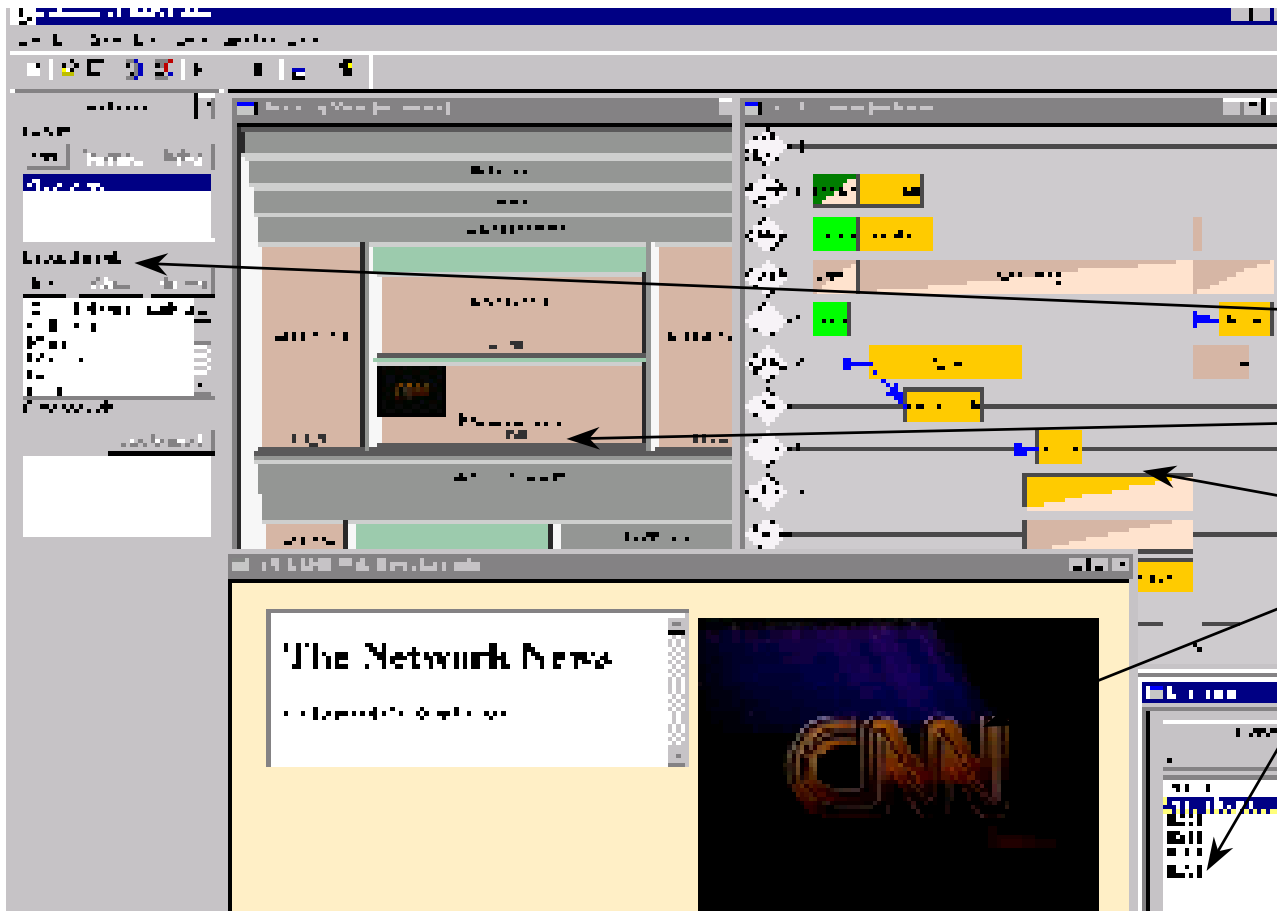
The tool includes templates designed to facilitate the production of SMIL presentations.

V-Active will not only encode audio and video, it features an integrated timeline utility.

Produces `<anchor>` statements for video objects.



GRiNS Editor



- 5 views for 5 constructs

Layout

Hierarchy

Timeline

End User

Links



SMIL Advantages



-
- Not a full programming language - DHTML
 - Declarative language - easy to learn
 - Easy to convert to/from other languages - e.g., HyTime
 - Controls whole player unlike CD-Rom tool plug-ins
 - Less bandwidth than digital video
 - don't stream whole image, only continuous parts
 - Commercial tools already exist
 - Over 50 major media users use SMIL including CNN, Fox OnLine News etc..
 - W3C Recommendation, not proprietary
-



Risks to SMIL Positioning



- Are SMIL layout & linking sufficiently consistent with XML, CSS and HTML ?
- Should alternatives be addressed at a more general level than SMIL ?
- Is a declarative language enough, or is scripting required by experts?
- Microsoft may promote HTML+TIME instead of SMIL, but RealPlayer G2 will ship with AOL V4.0



SMIL - The Future



- SMIL SIG exists now to produce errata
- SMIL WG is proposed from Feb '99 to '00 :
 - Extensions of SMIL 1.0
 - e.g. transition effects, external clock synchronisation, streamed events, anchor indication by cursor, integrating Xlink,
 - Modularisation of SMIL 1.0
 - DOM for documents with SYMM
 - Integration of SYMM functionality and HTML



Conclusions



-
- SMIL became W3C recommendation for synchronised media on WWW in June 1998
 - XML technology is a key component of SMIL
 - More efficient than alternative formats
 - SMIL is easy to learn and use
 - There are risks to the positioning of SMIL
 - Example browsers and editors available now
-



Further Information



- SMIL Specification - <http://www.w3.org/TR/REC-smil/>
- W3C SMIL WG <http://www.w3.org/AudioVideo/>
- GRiNS player & editor -<http://www.cwi.nl/GRiNS>
- Real Networks G2 tools - <http://www.real.com>
- Latest SMIL information -<http://www.justsmil.com>
- Many other sites linked from these