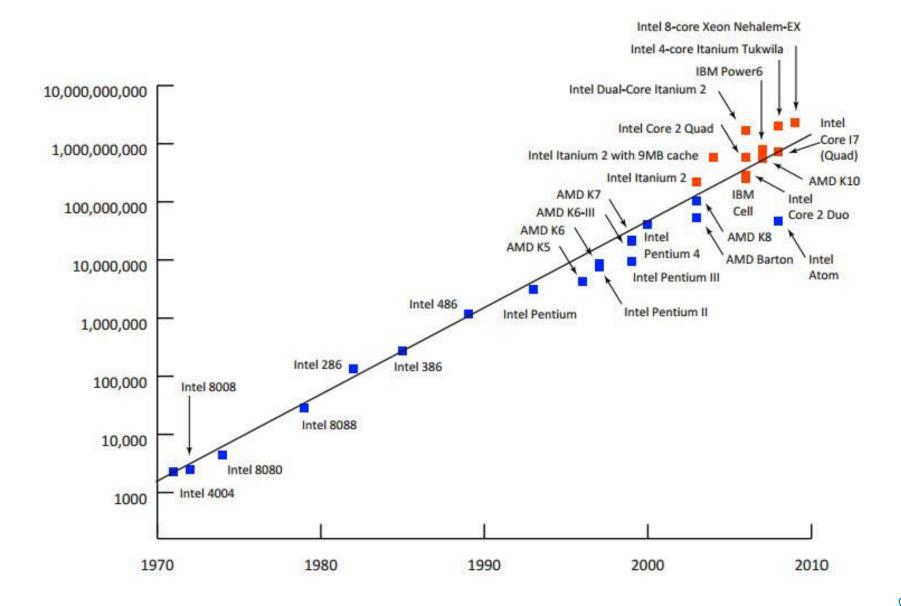
7 reasons why video conferencing world will never be the same again

Dmitry Odintsov, TrueConf



1. Moore Law







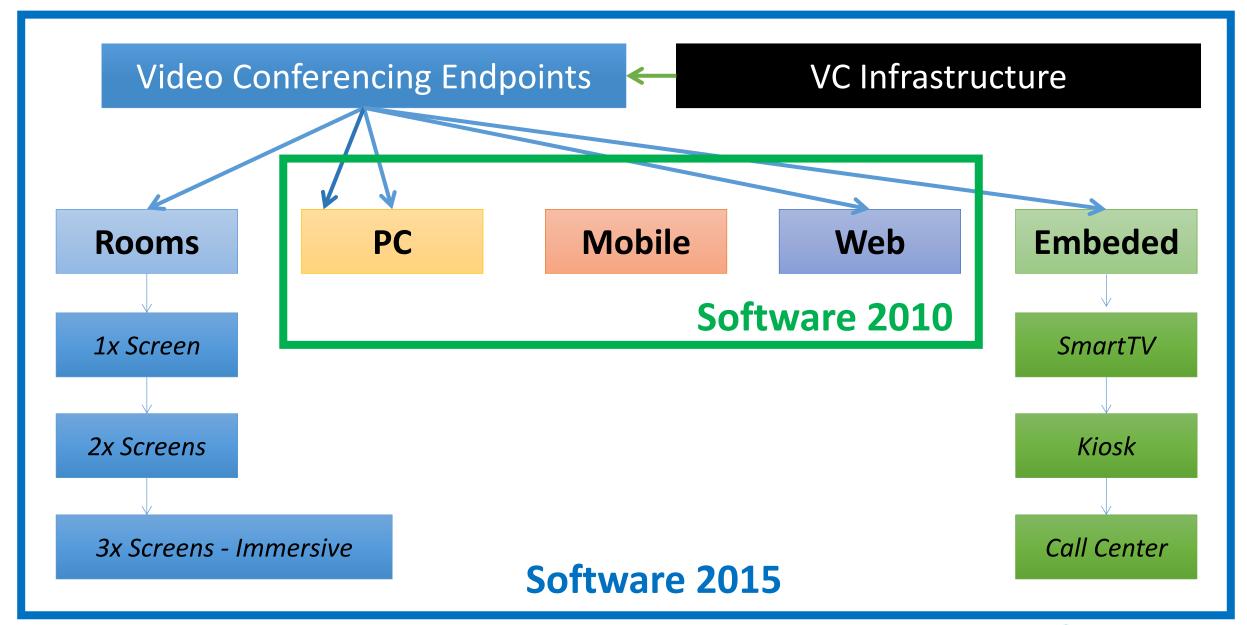






- Regular CPU can encode 1080p
- Regular CPU can decode many 1080p
- CPU based solutions become cheaper than DSP

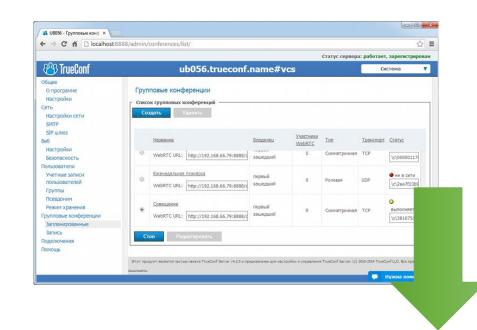






Infrastructure: Downloadable, Virtual or Cloud







No Capital Costs

Easy Evaluation

Upgradable

Scalable





Clouds and Security



- Fast. Convenient. No headache. Accessible.
- No guarantees. Unstable channels. Privacy Issues.
- Balancing between comfort and security.
- Perfect Cloud costs more than On Premise.



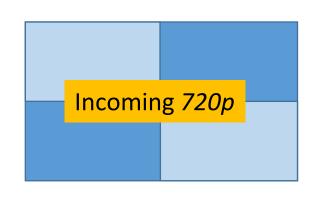
2. Scalable Architecture



Old Mixing Approach

Outgoing 720p





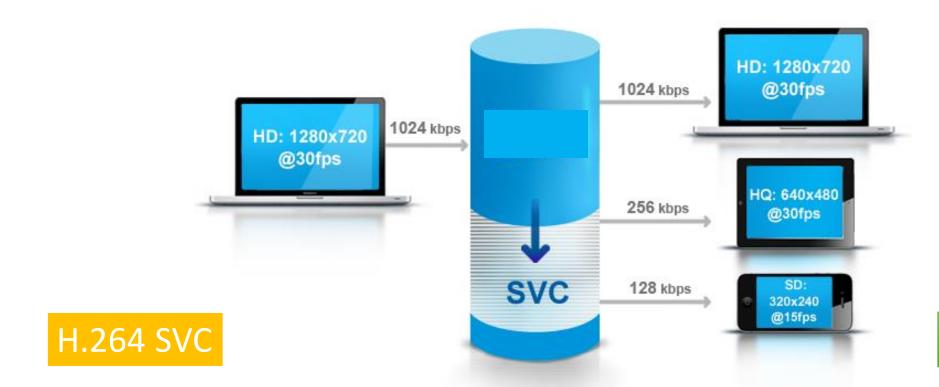
1. Decode every incoming stream

- 2. Mix stream
- 3. Encode output stream
- 4. Re-encode output for every user









VP8 SVC

But transcoding is not required with SVC Scalable Video Coding

Single PC can replace 100x MCUs!



New Scalable Architecture

Outgoing *720p*



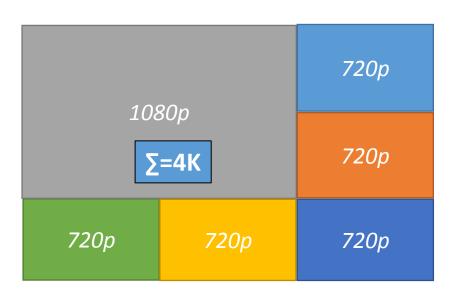
SVC

- Optimal set for every peer: SD -> 4K
- Every try to send out maximum
- No transcoding :)
- Same bandwidth!





Flexible







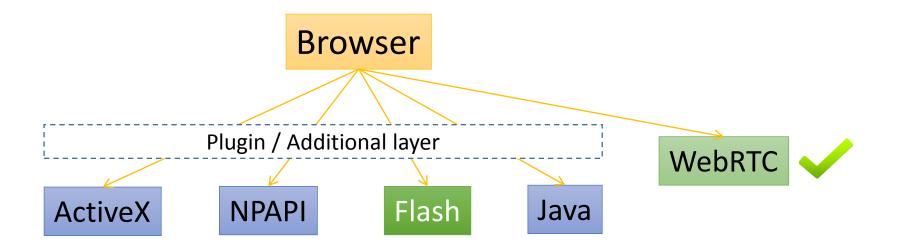




3. WebRTC Web Real Time Communications



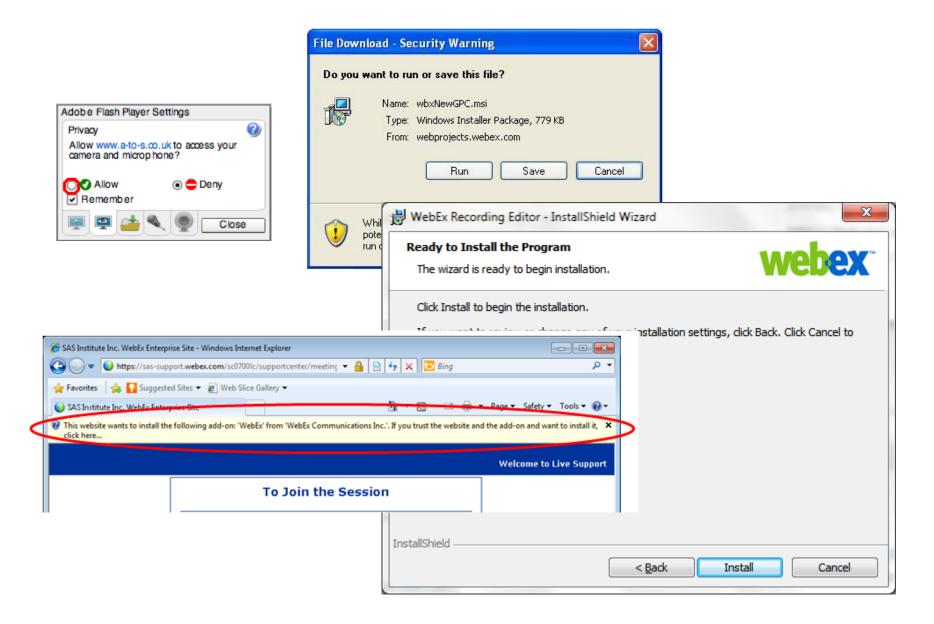
Real Time Communications in Browsers?



ActiveX. Only for windows & only for Internet Explorer. **NPAPI.** Separate code for separate platforms. No IE support. Deprecated.

Flash. Proprietary. Slow development. Poor video & audio. **Java.** Java Virtual Machine required. Exotic.

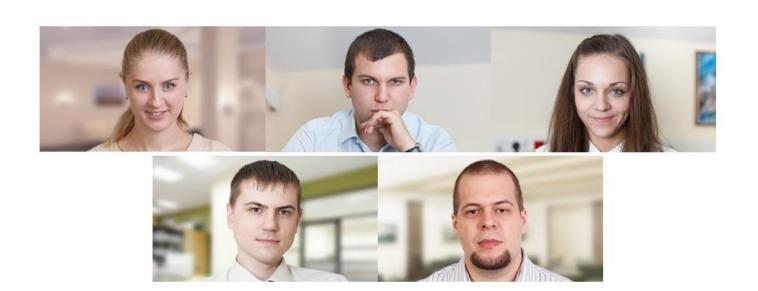






WebRTC. Instant On & Without Plugins





(c) 2010-2014 TrueConf LLC.



WebRTC Pros & Cons

- 1 500 000 000 of desktops & mobiles on Earth are ready.
- Compatible with Chrome-based browsers, Opera, Firefox.
- Coded in JavaScript. Powered by of HTML5.
- Built-in encryption & Firewall / NAT traversal.
- Great video and audio codecs: VP8 + Opus.
- Describes only one-on-one communications
- Server / MCU required for multi-point conferences
- Not really suitable for service providers
- Users prefer to use native mobile apps.

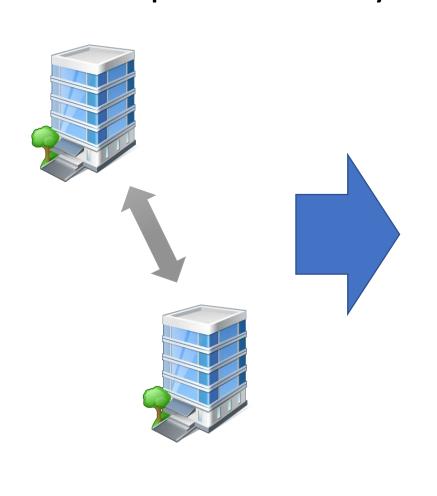
- No Internet Explorer support
- No iOS support

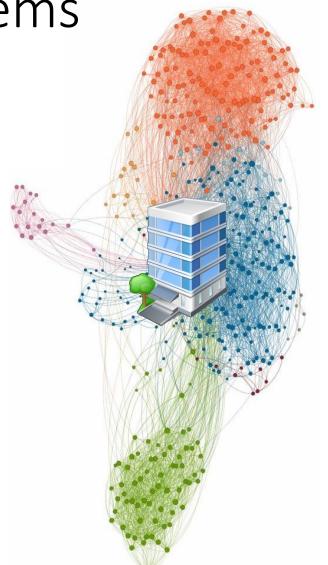


4. Interoperability = SIP



Complicated systems

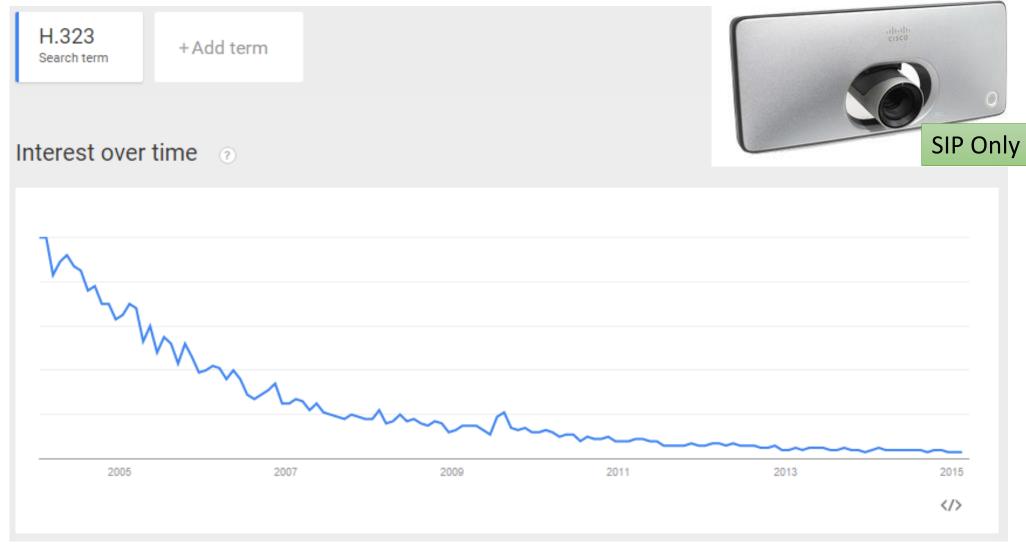








H.323 vs SIP



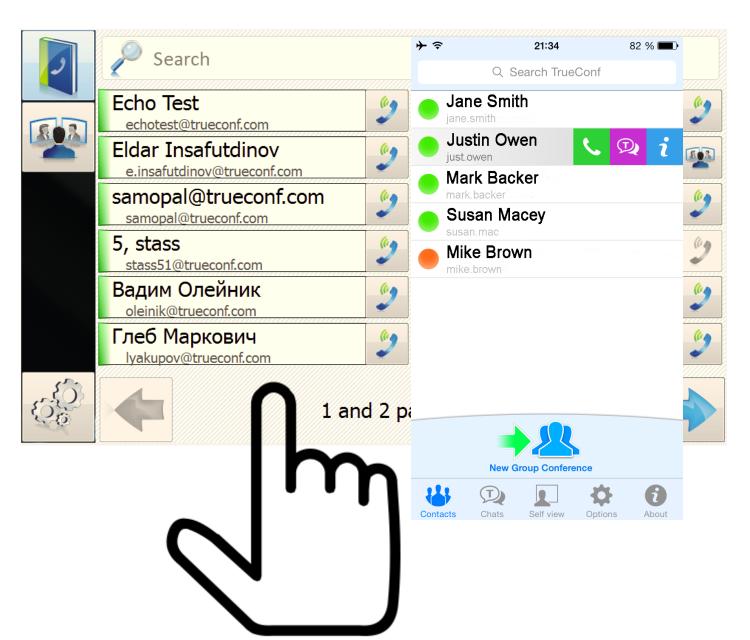


5. Consumerization













5. Hi-End Peripherals & Wireless Interfaces







Miracast

WiDi

AirPlay







6. Mobility / BYOD



- Powerful mobile CPU
- Additional hardware encoders
- Nice UI & cameras

- Point of view (Bottom to Top)
- 3G/4G Coverage
- Battery usage

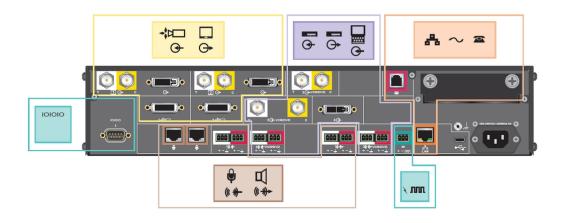




7. VC is not AV anynmore. It's IT.



Software combines all hardware features









- Multipoint conferences
- Scheduling
- Presence Statuses & UC
- Telephone & VoIP
- Recording & Streaming
- NAT Traversal
- SIP / H.323 Registrar



Software Brings New Challenges to Sales

- IT Team focus
- Network and IT experience
- How to Sell Cloud?
- How to add more value (services, integrations)
- Better customer care



What we should count on?

- Video conferencing should be available at all times, not just in conference rooms.
- It should be cross-platform.
- It should be cheap and easy scalable.
- It should be user-friendly, not engineer-friendly.
- It should be able to connect guests.
- It should be able to connect with other systems.
- It should work via the Internet/satellite/3G, everything else.
- And all that should not decrease quality!



