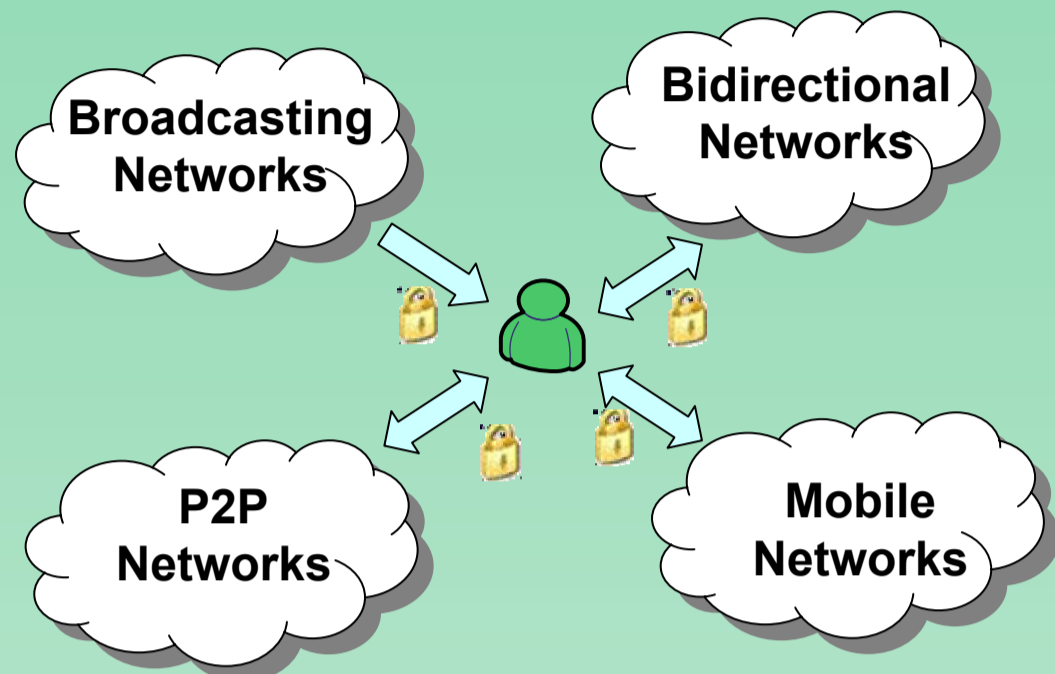


sea seamless content delivery

The **SEA (Seamless Content Delivery)** project is focused on **seamless, personalised, trusted** and **PQoS-optimised** multimedia content delivery, across broadband networks, varying from broadband broadcasting to P2P topologies.



Within SEA everyone can be:

- Content Producer/Provider
- Content Mediator
- Content Consumer

SEA Innovation Pillars

➤ Multi-layered/Multi-viewed/Multi-description content coding

- H.264 SVC (Scalable Video Coding): Layered temporal/spatial/quality scalability
- H.264 MVC (Multi View Coding): Different views embedded in a single video stream
- MDC (Multiple Description Coding): Inherited resilience

➤ Multi-source/Multi-network streaming & adaptation

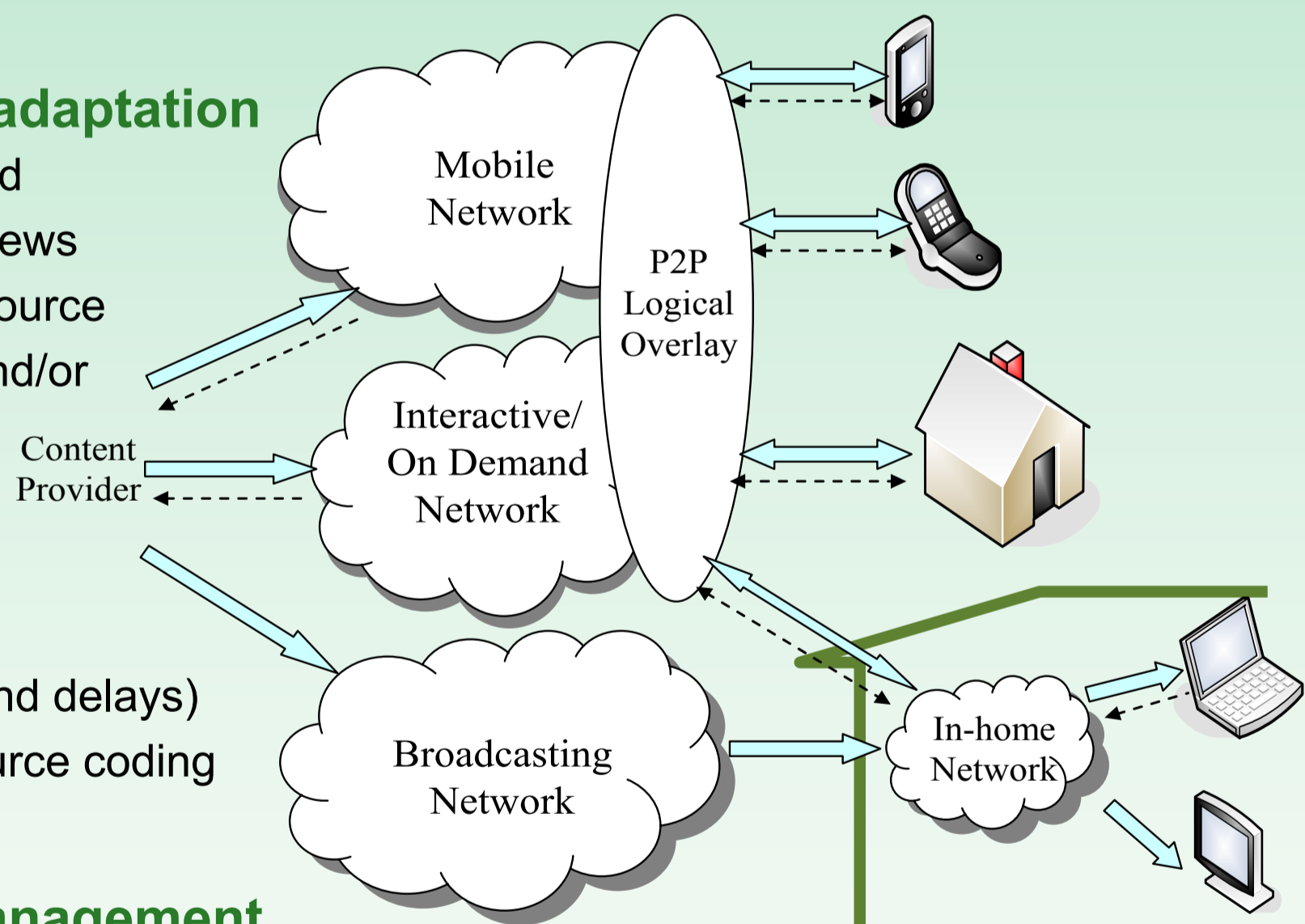
Enriched PQoS by on-the fly content adaptation and dynamic reconstruction of different layers (**SVC**), views (**MVC**) and representations (**MDC**) of the same resource transmitted from multiple sources (**servers/P2P**) and/or received over multiple diverse paths.

➤ P2P video streaming

- Peer retrieval optimization
- Proper coding techniques (e.g. to limit the traffic and delays)
- Optimization of the visual quality via advanced source coding

➤ Content Protection/lightweight asset management

Cover not only the legacy content creation chain, but also the private multimedia content, which may be soon the major content category.



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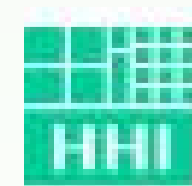
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