

Industry Terms & Acronyms

For Resellers & Partners

02.10.2021

BOXCAST

Even if you don't know anything. These will help you.

Tripod?

Any tripod will work, just make sure you get one with a fluid head for smooth panning and tilting.



Camera?

This camera functions well in low lighting and has both automated and manual settings, so you can have a volunteer use it or make adjustments. It also has both optical and digital zoom.



Sound board?

A digital board can mix multiple signals so you can have a mix for in house production and a mix for your live stream



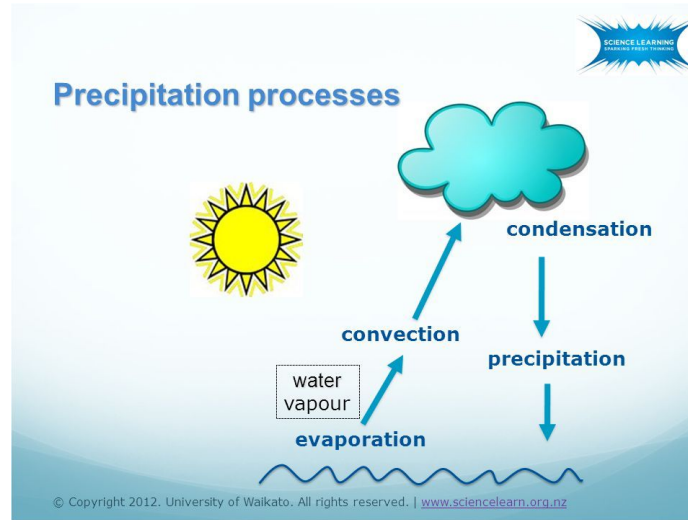
Lighting

Front lighting = Best for live streaming/production in general



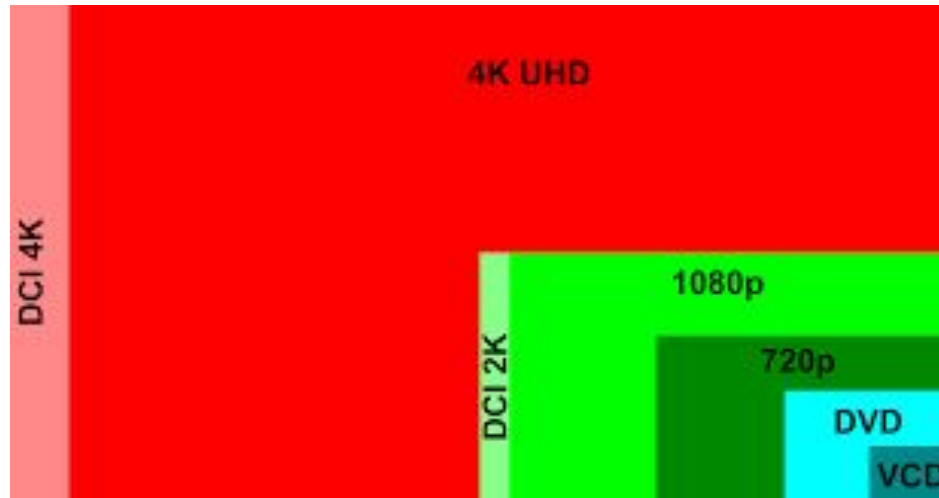
Internet Connection?

Streaming is based on upload speed. When you stream your signal goes up (upload) to the cloud and when your viewers watch it comes down (download)



4k?

4k is 4x the amount of data that 1080p uses. Not many devices can handle video in 4k. If you purchase a 4k ready anything, encoder, camera, switcher, etc. it will future proof your organization.



What do the following stand for?

UDP

HDMI

RTMP

CDN

TCP

HLS

RTP

M3u8

RTSP

VOD

UHD

WebVTT

SDI

HEVC

SD

OTT

I don't even know
them all TBH

UDP (User Datagram Protocol)

(User Datagram Protocol) is a communications protocol that is primarily used for establishing low-latency and loss-tolerating connections between applications on the internet. It speeds up transmissions by enabling the transfer of data before an agreement is provided by the receiving party.

RTMP (Real-Time Messaging Protocol)

Real-Time Messaging Protocol (RTMP) was initially a proprietary protocol developed by Macromedia for streaming audio, video and data over the Internet, between a Flash player and a server. Macromedia is now owned by Adobe, which has released an incomplete version of the specification of the protocol for public use.

TCP

TCP (Transmission Control Protocol) is a standard that defines how to establish and maintain a network conversation through which application programs can exchange data. **TCP** works with the Internet Protocol (IP), which defines how computers send packets of data to each other.

RTP

The Real-time Transport Protocol is a network protocol for delivering audio and video over IP networks. RTP is used in communication and entertainment systems that involve streaming media, such as telephony, video teleconference applications including WebRTC, television services and web-based push-to-talk features

RSP

The Resilient Streaming Protocol (RSP) is the first live streaming technology that fully protects against audio and video quality loss during transmission regardless of network interruptions.

RTSP

The Real Time Streaming Protocol (RTSP) is a network control protocol designed for use in entertainment and communications systems to control streaming media servers. The protocol is used for establishing and controlling media sessions between endpoints.

UHD

Ultra-high-definition television today includes 4K UHD and 8K UHD, which are two digital video formats with an aspect ratio of 16:9.

SDI

Serial Digital Interface (SDI) is a standard for digital video transmission over coaxial cable. The most common data speed is 270 megabits per second (Mbps). However, speeds of up to 540 Mbps are theoretically possible. Standard 75-ohm cable is used.

SD

Standard-definition television (SDTV, SD, often shortened to standard definition) is a television system which uses a resolution that is not considered to be either high or enhanced definition. ... Common SDTV refresh rates are 25, 29.97 and 30 frames per second. Both systems use a 4:3 aspect ratio.

HDMI

HDMI is a proprietary audio/video interface for transmitting uncompressed video data and compressed or uncompressed digital audio data from an HDMI-compliant source device, such as a display controller, to a compatible computer monitor, video projector, digital television, or digital audio device.

CDN

A content delivery network, or content distribution network, is a geographically distributed network of proxy servers and their data centers. The goal is to provide high availability and performance by distributing the service spatially relative to end users

HLS

HTTP Live Streaming is an HTTP-based adaptive bitrate streaming communications protocol developed by Apple Inc. and released in 2009. Support for the protocol is widespread in media players, web browsers, mobile devices, and streaming media servers.

M3u8

M3U is a computer file format for a multimedia playlist. One common use of the M3U file format is creating a single-entry playlist file pointing to a stream on the Internet.

VOD

Video on Demand is a media distribution system that allows users to access videos without a traditional video playback device and the constraints of a typical static broadcasting schedule. In the 20th century, broadcasting in the form of over-the-air programming was the most common form of media distribution

WebVTT

WebVTT is a World Wide Web Consortium standard for displaying timed text in connection with the HTML5 <track> element

HEVC

High Efficiency Video Coding, also known as H.265 and MPEG-H Part 2, is a video compression standard designed as part of the MPEG-H project as a successor to the widely used Advanced Video Coding.

H.264 vs. H.265

OTT

An over-the-top is a streaming media service offered directly to viewers via the Internet. OTT bypasses cable, broadcast, and satellite television platforms, the companies that traditionally act as a controller or distributor of such content