



Streaming Media Content Authoring

This course will provide you with the fundamentals of content authoring in the Helix Universal System. At the end of the course you will be able to successfully author, integrate and deliver content to your chosen audience.

Key Topics covered include:

- Basic Content Creation with the RealProducer Plus.
- Introduction to the RealPlayer and the three-pane environment
- The available authoring methods for the three-pane experience
- SMIL Authoring
- Creating a SMIL file with the Accordent Presenter One

MODULE 1 - HELIX UNIVERSAL SYSTEM DIGITAL DELIVERY

- Define Internet Media Delivery
- Define Streaming Media Terminology
- Identify components of Helix Universal System

MODULE 2 - INTRODUCTION TO REAL PLAYER

- Access media from the Helix Server
- Identify the unique panes of the RealPlayer
- Customize RealPlayer preferences
- View the source code for the media delivered from the Helix Server
- Determine RealPlayer transport protocols

MODULE 3 - REALPRODUCER

- Understand how RealMedia files are created from live and on-demand source media
- Create RealMedia files for delivery to RealPlayers
- Send live broadcasts of RealMedia to Helix Servers
- Create and save a Job in the RealProducer.
- Customize RealProducer settings to ensure quality encodes



MODULE 4 - UNDERSTANDING THE THREE-PANE ENVIRONMENT

- Identify and target the unique Panes in the RealPlayer
- Control the size of the related info and media browser panes
- Use media clips to open HTML Pages in the related info and media browser panes
- Control a presentation through HTML

MODULE 5 - SMIL AUTHORIZING

- Understand basic functions of SMIL
- Create a SMIL presentation using Accordent Presenter One

The training sessions will be hands-on, with participants utilising their own workstation throughout the course for practical application.

For further information, please contact:

David J Smith

Telephone: +44 (0)207 290 1206

E-mail: djsmith@real.com