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Introduction

Dynamic and Interactive Multimedia Scenes (DIMS) is a dynamic, interactive, scene-based media system which enables display and interactive control of multimedia data such as audio, video, graphics, images and text. It ranges from a movie enriched with vector graphic overlays and interactivity (possibly enhanced with closed captions), to complex multi-step services with fluid interaction/interactivity and different media types at each step. The demand for such Rich Media service is increasing at a high pace, spurred by the development of the next generation mobile infrastructure and the generalization of TV content to new mobile environments.

In the case of a video portal application, subscribers can watch TV, video and audio enriched with additional data (graphics, text, images) in streaming, progressive download or offline mode. DIMS provides a convenient and natural way to browse rich-media services, a web-like access (content available in less than three clicks, easy discovery, no learning curve), a permanent refresh of content through dynamic updates available on the fly and decreasing latency by allowing the visualization of data as soon as possible.

Content can be synchronized up to a frame-accurate basis (e.g. to ensure content providers and operators that voting will start and stop at a precise time during a vote within an interactive show or to allow karaoke text flows).

1 Scope

DIMS defines a dynamic rich-media system, including a media type, its packaging, delivery, and interaction with the local terminal, user, and other local and remote sub-systems. Enhanced end-user experiences are provided by the coordinated management and synchronization of media and events, combined with end-user interaction.

The DIMS media type can be used as a generic media type, allowing creating dynamic interactive rich-media services and can also benefit, or be used in association with other media types (e.g.: audio codecs, video codecs, XHTML browser, etc.).

2 References

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