Timing Object

Draft specification by W3C Multi-device Timing Community Group





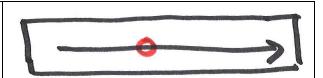
"The Timing Object promotes interoperability of timed media components, in single-page as well as multi-device media experiences."

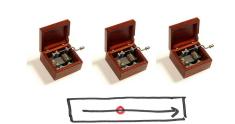
Timing Object

- Common interface to media control
- Represent motion of media
 - o position, velocity, acceleration
- Play, pause, jump, fast-forward, ...



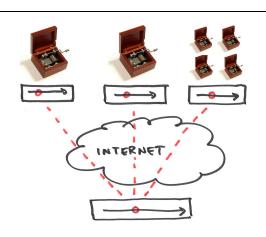
- Music boxes driven by timing object
- Controls affect all music boxes
- Audio/Video and/or timed data





Multi-device

- Local timing objects are proxies for online timing objects.
- Shared Motion is online provider
- Web developers shielded from complexity of cross network synchronization.



Multi-device Timing Community Group https://www.w3.org/community/webtiming/ Web and TV Interest Groups https://www.w3.org/2011/webtv/ Timing Object https://webtiming.github.io/timingobject/

Timingsrc (implementation) http://webtiming.github.io/timingsrc/

Shared Motion by Motion Corporation http://www.motioncorporation.com

Norut Northern Research Institute: http://norut.no

MOTION CORPORATION

Shared Motion is timing, control and synchronization as an online service.

Add global timing to your product without changing your existing infrastructure.

Across device types	Across browsers	Across platforms
INTERNET	Crone Safesi INTERNET	iOS CONTRACT
Multi-screen	Social viewing	Multi-device
INTERNET	3 3 3 INTERNET	INTERNET,
Echoless audio	Remote control	Multi-device capture
4)) 4)) INTERNET	INTERNET,	INTERNET



