

## 1: Talk:Webcam - Wikipedia

*Teams in the workplace--Data processing Furuta Richard Keith Richard Keith Furuta ACM Digital Library. SIGCHI (Group: U.S.) Microcomputer workstations Association for Computing Machinery Conference on Computer-Supported Cooperative Work ( Chapel Hill, N.C.) nyu SIGOIS (Group) Chapel Hill, N.C.) Teams in the workplace--Data processing Computer networks Full text of the Conference.*

And then nobody knows how to make multiple cameras give feeds from the same site. Maybe a techie from the webcam industry could write us a how-to and place a link to it here? Howtos are not encyclopedic enough if you ask me. From web cam to webcam. Is there a guideline on deleting stuff like this from talk pages? Perhaps we can put a section on the page of "Notable events captured intentionally or not on webcam". I have one that deserves mention: Several factors are leading the explosion in webcam popularity. Network effects each person who has a webcam makes other webcams more useful; similarly, a phone is not useful if no one else has one, low costs and adult video are primary. Software enhancements that have made them easier to use: Features that link to Instant Messaging systems, or community websites, make it easier to find and establish links with other webcam users. Integrated image manipulation software can make webcams more pleasant to use, providing features such as wrinkle reduction, and aspect ratio change look thinner, encouraging adoption. The use of webcams to drive traffic to websites appears to have crested in the early s. I, personally, am still shock at the lack of webcams on the net. One would have thought that webcam use would have taken off. No external links would probably be a good idea. Thanks david Cited book[ edit ] Has anyone actually read the book which is cited? If so, go ahead and edit it in! But a lot of webcam sex is hobby stuff. I know I get a lot of hits on my webcam site which, from the search strings, clearly show that people are associating "webcam" with "pictures of naked girls". In fact on some of these a person would send an object of clothing that the person would then wear on cam. These were both heterosexual men and women and would tease viewing. One of the Keyhole Cams sites was called BachelorCam, which was a house with three bachelors living in it and one or more of these guys would go on cam at different times. Many were also gay sites, but many heterosexual males on cam would also offer homoerotic material that also drew the gay audience. This could probably become even a separate page, but for starters, there should at least be a section here. But was Apple the first? They were probably the first to offer it unilaterally and popularize it, but can anyone confirm which laptops were the first to include a built-in webcam? More soon, more than likely all webcams will have built in webcams. If computers are not equipped with a webcam, to install one is fairly easy and low cost. More details at <http://TSgt Goodman inspects newest member of family>. It would be desirable to replace this image with a real one.

### 2: USA - Correction of the gaze direction for a videophone - Google Patents

*Samsung puts Skype on televisions and raises the question of whether the day of home videophoning is finally here. Not a chance, for some good reasons.*

The pupils of both eyes in the image are then segmented and displaced within the image plane. Areas which have become free are filled in using the color of the eyeball. Any interfering edges produced are attenuated in a subsequent processing step e. The method is also applicable for a sequence of images over time. Field of the Invention The present invention is directed to a method for correcting the gaze direction for a videophone. In forecasts for the year , it is assumed that, following a concentration on the business sector, the majority of broadband ISDN mainlines will be for private subscribers. However, such forecasts are not without contention and presuppose favorable boundary conditions, the question of cost playing an important role in particular. Apart from low costs, however, the solving various ergonomic problems is also an important condition for acceptance of the videophoning service on the part of private subscribers. Visual contact during videophoning is a significant ergonomic problem. Many sociopsychological studies attest to the importance of the gaze direction and visual contact as communicative signals A. Thus, in the case of an arrangement according to FIG. This deviation true visual contact may have the effect in videophone calls of reducing or falsifying the communicative signals of gaze direction and visual contact. However, various technical devices can permit visual contact for a videophone. In the technical production of a videophone terminal without angular gaze error, a correction of the gaze direction can in principle be achieved by various processes B. A Use of a fixed beam splitter between camera and monitor. A partially transparent mirror is fitted in front of the monitor in such a way that the viewer can see the monitor image through the mirror, although with reduced brightness. By means of this mirror, the camera can pick up the viewer from the direction of the monitor, permitting recording and reproduction over one axis axis of convergence. B Time-division multiplexing of recording and reproduction. Reproduction of the image of the other party is undertaken by a video projector on a projection screen. The camera is located behind the projection screen and can pick up the viewer through a window provided with a light valve. C Space-division multiplexing of recording and reproduction. Reproduction of the image of the other party is performed by means of a video projector on a partially transparent projection screen having a reflective grid structure. The camera can pick up the subscriber at the true angle of gaze through the transparent structure of the projection screen; the range of contrast of recording and reproduction is reduced. D Simulation of an image recording in the axis of convergence. Reproduction of the image of the other party is undertaken by a monitor, as in the case of a conventional videophone. The viewer is recorded by means of a number of cameras from various angles of gaze at the edge of the monitor. A videoprocessor is used to calculate from the individual part-images an image which permits visual contact J. Of the known processes A-D , so far only process A with partially transparent mirrors as a fixed beam splitter has been produced. The other processes have so far not been put into practice owing to technological problems in producing a suitable light valve B or the projection screen with grid structure C. In the case of process D , it must first of all be checked whether the calculated image of a camera imagined to be in the center can represent the conditions for visual contacts sufficiently accurately. Only when the necessary computing operations are known can it be estimated to what extent calculation in real time is possible with reasonable expenditure. All the processes specified A to D require considerable expenditure to make visual contact possible for a videophone, which could prevent this technology from becoming established on the market. Putting the said processes into practice requires large devices with high costs to produce poor quality images on the recording side and the reproduction side. In the process, the pupils and eyeballs of a depicted person in the image plane are segmented. The segments corresponding to the pupils are displaced in the image plane, and areas which become free are filled in using the color of the eyeballs. In this way, a synthetic image of the depicted person is created but, in contrast to method D known from the literature, is restricted to the eyes of the depicted persons and is based on considerably simplified models. This process is therefore considerably more simple and cost-effective to put into practice than the processes known from the literature. In the

description of the process according to the invention the word pupil is used in a way different from customary linguistic usage to mean the circular area of the eye which is generally darker than the eyeball, but varies in color from person to person, and is composed of the iris and the pupil in the customary sense of the word. Application of the invention is not restricted only to the area of the videophone. Rather, the process can be applied to all digital images and image sequences in which the gaze direction of a depicted person is of significance. Applications of the process therefore also arise in the case of television, for example for correcting the gaze direction of news broadcasters and speakers. The other party to a call is depicted on the monitor. The depicted person is not looking at the viewer of the image but is looking to the side of the viewer. A process by which the gaze direction of the depicted person is corrected is described below. At the beginning of the process, generally the position in the image plane of the eyes of a depicted person is completely unknown. Therefore, at the beginning of the process the position in the image plane of the pupils and the eyeballs of a depicted person must be determined. Since the position of the pupils and eyeballs is variable over time, it is generally appropriate, and has considerable concomitant advantages regarding the computational complexity if the position of the pupils and eyeballs is tracked over the course of time by suitable methods. In this way, it is possible to predict the position of the pupils and eyeballs in the image plane for each given point in time from the known positions at earlier points in time. With the aid of such predicted estimated values for the positions, a positional determination is possible at any point in time with considerably reduced expenditure. Once the position of the pupils and eyeballs for a given image of a sequence of images over time is determined, the image areas associated with the pupils and eyeballs are segmented in the image plane. The segments corresponding to the pupils are then displaced in the image plane. At the same time, areas become free in the area of the eyeballs and are filled in using the color of the eyeballs. To carry out the process, various image processing methods known from the literature are required. The methods are explained below should be known to a person skilled in the art. For the segmentation of the eye areas, i. Examples include the publications by P. In the paper by P. Seitz, Chapter 4 and paragraphs 4 and 5 are particularly of interest in this context. With the methods and processes described in these publications, a determination of the position of pupils and eyeballs is possible without difficulties. Various processes which can be used routinely for tracking the movement of the positions of pupils and eyeballs likewise exist in the literature. An example is the publication by J. With the aid of this or a similar standard tracking process, the changes over time of the position parameters of pupils and eyeballs can be tracked. In addition, a prediction of estimated values of these position parameters is possible with the aid of these methods. Once the position of the pupils and eyeballs has been determined, the pupils and eyeballs must be segmented in the image plane. For this purpose, the edges of the segments corresponding to the pupils and eyeballs have to be determined. They are found, for example, by determining the gray-scale value progression along a straight line in the image plane which crosses through the eye. The pupils themselves correspond to the central minimum of such a gray-scale value progression. The edges of the pupils are consequently obtained with the aid of the points of inflection of this gray-scale value progression which are directly adjacent to the central minimum. The edges of the eyeball correspond to the secondary minima in the gray-scale value progression which are directly neighboring on both sides of the central minimum corresponding to the pupil. The points of inflection and secondary minima of the gray-scale value progression required for determining the edges of the pupils and the edges of the eyeballs can be determined in a simple way with the known gray-scale value progression. For determining the closed bordering curves of the pupils or the eyeballs, the gray-scale value progression along a plurality of straight lines crossing through the eyes can be determined. In this way, exact segmentation of the pupils and of the eyeballs in the image plane is possible. The edges of the eyeballs correspond to the secondary minima directly neighboring the central minimum on both sides. Once the pupils and eyeballs have been segmented in the image plane, the actual correcting of the gaze direction follows by displacing the pupil segments in the image plane. The real pupil displacement corresponds to the positional difference of the pupils when changing between the gaze direction from the monitor to the camera. Using as a basis the central projection as a model for the optical imaging FIG. EQU1 where  $d$  denotes the distance between the monitor and the center of the eyeball,  $P$  denotes the distance between monitor and camera,  $L$  denotes the radius of the eyeball,  $f$  denotes the

focal length of the camera lens and  $r$  denotes the resolution of the camera, measured in pixels per unit length. Apart from the distance  $d$  between monitor and the center of the eyeball, all the parameters can be assumed to be known and invariable over time. In the applications in which the monitor distance  $d$  is invariable over time, the method can incorporate this as part of the initialization. In other applications, in which the monitor distance is variable over time, this must be continuously measured. Various processes described in the literature are considered for this distance measurement between eye and monitor. Distance measurement by means of ultrasonic range finders or with the aid of focal length variation depth from focus are examples. Both methods are familiar to those skilled in the art and can be used routinely. The method of ultrasonic range finding is described, for example, in the journal "Elektor" in the anonymous article "Ultraschall-Entfernungsmesser" Ultrasonic Range Finders, Vol. The other process is described by Schmidt and Auer in their article "Autofocus: An issue in focus", Funkschau, Vol. Following the displacement of the pupil segments, the areas which became free during the course of the displacement must be filled in using the color of the eyeball. To eliminate any interfering edges produced after the displacement, in a subsequent processing step a low-pass filter can be used on the altered digital image. This generally allows the elimination of interfering edges,  $i$ . In the case of a normal portrait, the eyes generally take up only a very small part of the overall image. As a result, the computational complexity required is low. The process is therefore suitable for execution in real time. It should be understood that various changes and modifications to the presently preferred embodiments described herein will be apparent to those skilled in the art. Such changes and modifications may be made without departing from the spirit and scope of the present invention and without diminishing its attendant advantages. It is, therefore, intended that such changes and modifications be covered by the appended claims.

Claims 7 We claim: A method as claimed in claim 1, wherein said segmenting comprises the steps of: A method as claimed in claim 1, wherein displacement of said pupils in said image plane is represented by  $x$  which is a shift of the pupils as measured in pixels given by  $EQU2$  where  $d$  denotes distance between a monitor and the center of said eyeball,  $P$  denotes distance between said monitor and a camera,  $L$  denotes the radius of said eyeball,  $f$  denotes the focal length of a lens of said camera and  $r$  denotes the resolution of said camera, measured in pixels per unit length. A method as claimed in claim 1, further comprising a subsequent processing step of eliminating interfering edges using a low-pass filter.

## 3: Video Conferencing -- Slowly But Surely

*videotape - a video recording made on magnetic tape tape recording, taping, tape - a recording made on magnetic tape; "the several recordings were combined on a master tape" video recording, video - a recording of both the visual and audible components (especially one containing a recording of a movie or television program).*

Hard drive stores any information that cannot be held elsewhere in data processing system, including executable applications, configuration data and images, libraries and data. An additional expansion PCI bus interface may be provided for a connection to a keyboard and mouse adapter, modem, and additional memory or alternative keyboard, mouse and modem may be handled by external controllers connected to ISA bus. Many data processing systems are pre-configured with internal adaptations for certain peripherals that are most often needed, i. With respect to the depicted example, keyboard [] is controlled by internal keyboard controller, while mouse, which communicates by using a serial bit-stream protocol, is connected to serial line port COM. Alternatively, mouse may also be controlled by internal keyboard controller. Disk drive accepts data diskettes and is controlled by floppy controller. Depending on the system, all memory drives may be controlled by the same controller, such as by EIDE controller. An additional means for communication between network [] and data processing system through telephone connection is by means of modem. Modem converts analog telephonic signals into digital signals which are able to be understood by data processing system. However, modems generally limit data transfer rates to less than 56 kilobits per second 56 Kbs, but in practice, telecommunications network constraints limit the transmission speeds to less than 52 Kbs. SCSI is the most popular processor-independent standard, via a parallel bus, for system-level interfacing between a computer and intelligent devices. Printer [] is connected to ISA bus using parallel port LPT1 which provides an interface from a computer system where data is transferred in or out in parallel, that is, on more than one wire. Printer should be capable of high resolution color printing of near photo quality images. Alternatively, audio card might be plugged directly into ISA bus. In accordance with one exemplary embodiment of the present invention, a special purpose VideoPhone terminal for a care facility comprises PC, standard analog telephone, and touch screen display for bi-directional and real-time video and audio through the Internet. An operating system runs on processor [] and is used to coordinate and provide control of various components within data processing system in FIG. An object-oriented programming system, such as Java, may run in conjunction with the operating system and provide calls to the operating system from Java programs or applications executing on data processing system. Instructions for the operating system, the object-oriented operating system, and applications or programs are located on storage devices, such as hard disk drive, and may be loaded into main memory for execution by processor. Those of ordinary skill in the art will appreciate that the hardware in FIG. Other internal hardware or peripheral devices, such as flash ROM or equivalent non-volatile memory or optical disk drives and the like, may be used in addition to or in place of the hardware depicted in FIG. Also, the processes of the present invention may be applied to a multiprocessor data processing system. Neither the depicted example in FIG. Additionally, the present invention is particularly suited for providing face-to-face videoconferencing in environments where bandwidth and equipment constraints limit accessibility to users. Moreover, the present invention is extremely cost effective as the majority of the infrastructure takes advantage of the shelf hardware and software components. In accordance with an exemplary embodiment of the present invention, the user talks and listens to a remote participant on a standard telephone. Additionally, the user views a real-time motion image of a remote participant on what appears to be a television screen. The system recognizes and processes the Dual-Tone Multi-Frequency DTMF signals from the telephone in much the same manner as a public exchange telecommunications carrier. Thus, a user may enter private information such as a user-ID or PIN for scheduling or accepting a videoconference. It is expected that whenever the VideoPhone terminal is not in use, the screen will display a listing of upcoming VideoPhone sessions. In accordance with another exemplary embodiment of the present invention, an icon will appear on the screen when a participant has set up the VideoPhone session and is waiting for the user to join the VideoPhone session, i. The user joins an ongoing session by merely touching the icon on the touch

screen. In accordance with another exemplary embodiment, the screen of the touch panel is subdivided into several image frames, such as one frame for a real-time motion image of the remote participant and one or more frames of still images transmitted by the remote participant. For instance, a remote participant may electronically transmit pictures images of a family member for the local user to view during the VideoPhone session. At any point during the session, the user can create a hard copy image of either the remote participant or a still image in any other frame by merely touching a hot spot associated with the desired image. Additionally, if more pictures have been sent, those can be displayed on the screen at one time so the user may flip through images sent by the remote participant by merely touching another hotspot associated with the displayed still images. For example, a user wishing to print a picture of the remote participant issues a print command to the video conference system by touching the image of the participant on the touch screen. In another example, if a user wishes to print a picture of one of the still pictures transmitted by the remote participant, the user merely touches the image of the still picture of the a print that is desired. In accordance with another exemplary embodiment, sufficient memory is provided in the videoconference system such that the remote participant may send a plurality of still images. Therefore, the user can access the images from memory by simply touching the frame around the still image similar to grasping the margin of a page for turning the page. The special purpose VideoPhone terminal then retrieves the next image from memory and displays it in place of the present image. Well-known graphical functions may be included which turns or flips the present page in an animated fashion similar to turning the real page of a book or album. Separate hotspots may be defined on the left and right margins for flipping forward and flipping backward, respectively. The last still image of the remote participant received by the system is continuously displayed, perhaps as a preview image to be printed. During freeze mode, the frame may contain indicia warning the user that the still mode has been selected and instruct the user how to restart the motion mode. Alternatively, the color of the frame may change from green to red indicating that the motion has been stopped. Initially, it should be understood that it is expected that the present invention will be implemented in a WAN network such as the Internet. Therefore, the base layer is transport protocol layer [] which is compliant with the WAN. The TCP layer assembles messages into smaller packets for transport over the Internet and reassembles these packets into the original message. The IP manages the address portion of each packet. Therefore, an application layer is necessary to support various applications used over the Internet. The application delivers its data to the communications system by passing a stream of data bytes to the transport layer along with the socket of the destination machine. The present invention utilizes messaging service layer [] which is H. It is expected that any one of a variety of videoconference or messaging applications that enables point-to-point telephony and VideoPhone capability over the Internet can be utilized for practicing the present invention. A point-to-point conference between two people is relatively simple and normally referred to as videophoning, while true videoconferencing normally denotes creating simultaneous conferences with more than a single site. Next, the present invention utilizes scheduling layer [] consisting of scheduling, provisioning and billing applications. The primary function of scheduling layer is to provide the system with temporal management for provisioning a session based on usage and billing requirements. The scheduler accepts requests for VideoPhone sessions reservations; checks the requested time period of a session for a scheduling conflict; validates billing information with the billing application; logs the requested session into a schedule at the requested time period; confirms the scheduled time period with the recipient of the VideoPhone session and at the scheduled time period; and provisions the VideoPhone for bi-directional and real-time video and audio through the Internet. A session, for the purposes herein, may be created by one participant and joined by any number of other participants. While a session is often described as having at least two connecting parties, a single participant can initialize a session that may be joined by a second participant. On top of scheduling layer [] is device application layer and LAN application layer which is topped by device application layer. In the first case, a facility may utilize only a single special purpose VideoPhone so the scheduling application layer interacts directly with the device application layer for controlling the special purpose VideoPhone, an example of which is terminal in FIG. With respect to the second case, scheduling application layer interacts with device application layer through a distributive network application for routing and controlling multiple special

purpose VideoPhone terminals at various node on a LAN. The process begins with a participant requesting a VideoPhone session step [] The session request comprises all information necessary to validate a VideoPhone session such as the identities of the caller and the recipient and the requested session time and duration time period. Additionally, the request may include billing authorization information and call setup parameters, such as the identity and version of the VideoPhone application set up parameters are usually provided implicitly by the application itself in control packets when a VideoPhone session is established. The request may be initiated either locally at the special purpose VideoPhone terminal or remotely on any computer capable of establishing a VideoPhone session. However, the request need not be made through the VideoPhone application or messaging application. Next, if the requester provides billing authorization information, then the billing application validates the information for the requested VideoPhone session step [] Here it should be remembered that if a remote requester does not authorize billing, then billing authorization must be provided by a recipient when the session time period is confirmed see step below. Next, the scheduler logs the requested session time period onto a tabular listing or schedule step It is expected that the majority of sessions will be requested by a remote participant and confirmed by a local participant. Therefore, in normal operation, the scheduler will merely reserve the block of time requested by entering the requested time period onto the tabular schedule. The schedule is then available for viewing on the VideoPhone screen any time other than during a VideoPhone session. Alternatively, or in addition, the scheduler may send an e-mail message to a remote recipient when a VideoPhone session is requested by a local participant. In either case, in accordance with one exemplary embodiment, the scheduler will require that the non-requesting participant confirm whether the requested session-time period is convenient step The billing authorization parameters must be verified by the billing application prior to the scheduler accepting confirmation of the session time period. Therefore, if the billing parameters have not been verified by the billing application, the confirming participant must provide billing authorization information when confirming the VideoPhone session. The scheduler continually tracks scheduled session time periods step [] Only when the current time is within a scheduled VideoPhone session time period will the scheduler allow a VideoPhone session to be established. Thus, any time other than during a scheduled VideoPhone session will the scheduler return an error to any VideoPhone application attempting to establish a session with the special purpose VideoPhone terminal. Additionally, each VideoPhone session must be confirmed by both participants prior to the scheduler provisioning the session, thus lessen instances where the VideoPhone terminal is unavailable because a session has been established with only one participant. However, once the time for a confirmed VideoPhone session occurs, the scheduler will accept notification messages from remote VideoPhone applications that a VideoPhone call is pending step Accepting the call establishes the session. However, the caller information caller ID, recipient ID, etc. After the session has been established and the local participant joins the session on the local VideoPhone terminal, the scheduler tracks the current session time and notifies the parties in advance of the expiration of the time period step Additionally, the billing application maintains a logical connection to the scheduler while the VideoPhone session is in progress and increments the charges at the billing rate during that session. Once the session terminates, the billing application compiles the charges for the session. Here it should be understood that the special purpose VideoPhone might initiate a session as well as join one. The process begins with a logical test for the type of call, incoming or outbound step [] If the session to be initiated is from an inbound call, the inbound call will be accepted only if the call session has been previously requested, scheduled and confirmed by both participants. Since those functions are generally attributed to the scheduler, the scheduler application is invoked step The caller and recipient are identified by the scheduler step and then the billing application is invoked step The billing application must be notified of a call prior to call setup in order to establish a logical connection to the scheduler when the call session. Next, the call time slot matching the call information is checked step [] If the call has not been received within the confirmed time period reserved for the VideoPhone session, an error is returned to the caller and the call is dropped without establishing a session. This allows the caller to be on line while the recipient is not at the VideoPhone terminal. Any time after the start of the confirmed time period reserved for the VideoPhone session, the local participant may join the session complete the connection by merely picking up a hand set or selecting a predefined hotspot on the

screen for completing the connection. Returning to step [], if the scheduler determines that the VideoPhone session is scheduled, then it must be determined whether or not the call has been received at a boundary router for a local LAN step. The layered architecture depicted in FIG.

### 4: Explaining our lives to future youngsters - xkcd

*From videophoning to video interacting --Tailoring CSCW systems to organizations --Models of cooperative work --Workflow and information sharing --Collaborative editing and reviewing --Sharing information and creating meaning --Technologies for sharing I and II --Studies of cooperative work I and II --Supporting meetings --Video conferencing.*

This form of conferencing started with room systems, in which groups meet in a room with a wide-angle camera and large monitors to conference with other groups at remote locations. Federal, state and local governments are making major investments in group video conferencing for distance learning and telemedicine. Although the earliest video conferencing was done with traditional analog TV and satellites, in-house room systems became popular in the early 90s after Compression Labs now part of VTEL pioneered digitized video systems that were highly compressed and could be transmitted over leased lines and switched digital facilities available from telephone companies. Desktop video conferencing over local area networks LANs and through standard telephone service are also widely available. Although many proprietary systems were used for first-generation systems, the H. Desktop video conferencing systems come with a camera and one or two boards for video capture, video compression and ISDN hookup. Some systems are dedicated to video conferencing, while others can be used for other transmission and video purposes. Standard-telephony systems are usually a lot cheaper. As with everything else, the Internet has affected this field tremendously, causing all video conferencing vendors to introduce H. While the global Internet cannot currently guarantee the quality of service required for realtime interaction, video conferencing over an in-house, IP-based intranet is much more viable, since most networks have been or are being upgraded to Mbps Fast Ethernet with Mbps Gigabit Ethernet backbones coming on strong. At Kbps, digital video conferencing is like analog TV. It takes 24 frames per second fps to make the video frames look fluid and fool the eye into believing the motion is continuous. The bottom line when there is not enough bandwidth is fewer fps, and the more we move down from the ideal 24 fps, the jerkier the motion. Companies such as Datapoint, with its MINX system, forgo the digital domain and provide full-motion video via an independent analog video network. Data Conferencing A concomitant part of video conferencing is data conferencing, which allows data and documents to be shared by multiple participants. These data-collaboration tools can be used with audio only and even on the Internet, because realtime interaction is not critical. A whiteboard is the electronic equivalent of a chalkboard. Participants at different locations can simultaneously write and draw on an on-screen notepad that is viewed by everyone. A document, drawing or even the screen shot of an application can also be pasted into the whiteboard and annotated by conference members. Application viewing is similar, but although everybody can see the program running, only one can edit the documents involved. Point-to-point and Multipoint A point-to-point conference between two people is relatively simple. You need at least three locations for true video conferencing, which has several considerations. For example, does everybody hear and see everybody? Does the video follow the person speaking, or is the entire session moderated by one person who is entirely in control of who sees what? A multipoint conference is managed by a multipoint control unit MCU , a specialized device or software in a server that coordinates all this. The MCU joins the lines and switches the video according to the method required. Multipoint conferences are also achieved by connecting to a conferencing network service from a common carrier. If you use Windows 98, you already have NetMeeting installed. As ISDN, cable modems, satellite dishes and digital subscriber lines become mainstream and economical, the world of video phoning and video conferencing will eventually emerge. In the meantime, if you want to see your beloved kin who live hundreds of miles away more regularly, you can either turn to the Internet or to stand-alone videophones. If you try to have an ongoing videophone relationship with your grandchild over the Internet, it may be disappointing. The Internet will fracture the speech just enough to make it frustrating, especially for a youngster. They come in models that hook up to your TV or stand alone with a built-in camera and 4-inch screen. After all, 8x8 is squeezing video over a line designed for a Hz voice conversation. Waiting for the Call The explosion of video conferencing always seemed to be right around the corner, but that corner has been farther down the road than many expected. In , it was only a billion-dollar

industry, with PictureTel owning about half of it. However, in time, it is still expected to be huge. When new carriers such as Qwest and Level 3 become fully operational Video Window or Full Screen? The more pixels in the video image, the more network bandwidth required for the transmission. A smaller video window top allows more conference members to be viewed at the same time. Room Systems The room system is where video conferencing got its start. It is still commonly used for small and large business groups. Distance Learning Video conferencing is a natural for classroom training, allowing instructors to teach an audience that would otherwise be impossible to reach. This room system provides digital video conferencing to remote sites around the country. Data Conferencing The ability of conference participants at remote locations to view and interact with the same data or application may be as important as seeing the participants. Whiteboarding offers the most basic of these capabilities. In the example shown above, a drawing was pasted into a Microsoft NetMeeting whiteboard. Using a red pen, a Photos courtesy particular area of interest was circled for participants at all locations to see. The ViaTV Videophone 8x8 makes self-contained videophones such as this, which is used with a standard phone. Another model uses the TV for display. Each side can use either type, and both models are just about as easy to use as the telephone. It contains more than 11, entries from micro to mainframe and includes technical drawings, photographs and charts. It covers the industry from soup to nuts. Runs on Windows 3.

### 5: Rogers videophone doesn't flatter - The Globe and Mail

*Due to high-speed cable and DSL, videophoning eventually became popular on the computer via software. Offering free video calling worldwide in , Skype popularized the experience, and within a few years, Apple and Android phones and tablets would usher in a new world.*

Comments Rogers Wireless trotted out actor William Shatner to introduce its new videophone service this week. The iconic Shatner - Captain Kirk in the original Star Trek TV series - was presumably chosen because he is the embodiment our sense of the future. Yet Kirk never used a handheld videophone on Star Trek. And, as I recall, neither did his successors, including Picard, Janeway, and Sisko nor his predecessor, Archer, for that matter. In the 24th century, Picard was still using either a desktop screen or a giant wall-sized one. Rogers clearly feels a videophone is cool enough for this century. Story continues below advertisement Streaming video has become possible with the new higher-speed wireless system that Rogers also rolled out this week. Expansion will be announced some time in the future. It has a nice, subtle backlit keypad and a quaint analog clock face with Roman numerals in the small pixel-square window on the front. And yes, the Samsung A is a front-running contender in the race to see how many features can be shoehorned into the smallest possible package. Most of these features are familiar to cellphone users, and their quality is not sufficiently improved enough to elaborate on them, except to say the streaming video downloads more quickly with the HSDPA network than it did with previous networks. That leaves one thing to consider: This process has been thought out. A caller must press the video-call button remember, only phones on the HSDPA network can play , and the recipient may accept or reject the call; the image of the caller will be shown to help make the decision. The recipient must press the "Show me" key to continue. If the recipient chooses not to accept the call, there is an option to switch to a voice call. Videophoning happens with the lens of the video camera mounted on the inside of the phone. There is, moreover, another lens, mounted as usual on the other side, on the top of the phone, so a caller can also show what he or she is seeing, and switch between the two. Story continues below advertisement Story continues below advertisement Frankly, the video image is unflattering. It appears in only a part of the byapixel screen, and is further cut back by a tiny picture-within-a-picture of yourself, as the recipient of your call will see you. The phone number dialed is also printed across the top. Held too close to the face, the phone records a fish-eye view of your face - a big nose way in front of an alarmingly receding forehead. And since videophoning depends on the speakerphone, that means callers must talk in a manner inappropriate in public. Of course, you can use a headset, but that would ruin the moment. And unless there is a lot of light, the colours appear biased toward an unappetizing shade of green. Moreover, the camera lens itself is below the screen, which means that when you are looking at the image of the recipient, your video camera is looking for your wattles. The camera also sends video images at 15 frames per second, which does the job, but still makes you yearn for more. Ultimately, this new technology merely whets the appetite for even faster transmission speeds and better cinematography, only one of which a carrier like Rogers can offer. As it stands, Rogers Vision is a promising novelty. Story continues below advertisement The big issue, however, is not the quality of the communication. Internet connectivity and e-mail are on an even different plan. For now, Rogers is adding three years of free unlimited video calling, three months of unlimited video on demand and three months of unlimited mobile Internet for browsing, e-mail access and chat. These kinds of charges can add up pretty quickly. And expenses like those are another thing Captain Kirk and his fictional successors never had either.

### 6: Email Marketing to Apple and Mac Users

*video-out port (1) The socket on a desktop or laptop computer that is cabled to a monitor or data projector. See flat panel connections. (2) A socket on a computer or graphics card that is used to send the contents of the computer screen to a TV.*

Email Last Updated Mar 2, But the parade of truly awful concepts -- such as political talk shows and most commercials -- belie this myth. And one more nail in the intellectual coffin is the home videophone. Seeing people face-to-face while still at a distance has appeared in science fiction and in business plans for decades. Sure, it works for various reasons in a business setting. However, every time home videophones have reared their nasty heads and cast about for support, the only allies were those who would make money off them, not consumers. Once again the question starts: Will the videophone finally be reality? The answer is easy: And for seven good reasons. Nobody wants to see you Chances are, you have a face for audio. Think of yourself, first thing in the morning -- before coffee. Or after a long day at work and facing domestic cacophony. Do you have any idea how bad you look? No one wants to see your face. Not even your mother. No one wants to do a quick clean of his or her office, living room, den, bedroom, or even self just to talk with someone. Wide-screen sexting would be just gross You know that prurient interests often lead the use of technology. Where would the Internet commercially be without porn? You know people relieve their long distance stress over web cams. What did you think they would do with videophones? The problem is that television screens are big. Any idea how off-putting giant pores, acne craters, facial flaws, and uncleared nostrils would look blown up large enough for Jack and the Beanstalk? Makes badly dubbed foreign movies look coherent Skype means Internet. Internet video means a good chance of image lagging. That means one thing: Image consultants to advise on a phone-drobe. Personal care experts to prep you for your next onscreen appearance. Interior decorators to ready your boudoir for a virtual visitor. Every conversation is a potential YouTube blooper Do I really need to say more? Forget about calling work, claiming to be sick and faking a sneeze or cough. Forget about telling your boring acquaintance that you have to get dinner ready when the Chinese food take-out containers are clearly visible on the table. Flickr user qthrul , CC 2.

### 7: Probing Question: Why do we love reality television?

*Video conferencing is a video-communications session among three or more geographically separated people. This form of conferencing started with room systems, in which groups meet in a room with a.*

### 8: Thomas in Love () - Thomas in Love () - User Reviews - IMDb

*In addition, the telephone rotor or touch-tone buttons may be used to interact with the VideoPhone system. The present invention also incorporates an onboard scheduler application for arbitrating usage between participants and a billing application for billing for Videophone service.*

### 9: Seven Reasons Why Home Videophones Are a Terrible Idea - CBS News

*The abundance of reality television has begun to seem as reliable as the seasons, with shows like "American Idol" more popular than ever and imitators proliferating on the cable channels.*

*Map of asia Scope of analytical chemistry 1982, July 22/t265 An Introduction to Comparative Administrative Law Vampire diaries book 6 Knowledge management and organizational design Aby and Samantha Rosen, Manhattan, 2006 by Joan Juliet Buck ; photographed by Jonathan Becker How to save the world one recipe at a time Kindergarten ladybug math worksheets Campaign of Trafalgar/2 Volumes in 1 Exotic Tastes of Sri Lanka Radical discourses on religious subjects. Delivered in Music hall, Boston, Mass. The Socorro Blast One womans power Punctuation and the use of capital letters Community Development Around the World Using primates in medical experimentation is unjustifiable John Gray Watershed development in india Murder in the Theatre GEETAR-GAN (BENGALI) Housing development control and licensing regulations 2015 International Public Policy and Management (Public Administration and Public Policy) The well-informed patients guide to back surgery Analysis and Control of Age-Dependent Population Dynamics The opponents presentation Medicine, miracle, and magic in New Testament times Introduction: Why the Genesis lectures? Is early learning really more productive? An Age of Empires: Rome and Han China, 753 B.C.E.330 C.E. Lockes mechanisms Project planning monitoring and evaluation lecture notes Immortal ops mandy m roth Seasons in the rain American Storytellers and Songsters Developing a new XML standard for the application for admission to postsecondary schools in the U.S. and Updating research. Do Children Have Rights? Little Turtle the Story of an American Indian Head first design patterns java 8 Tipitina sheet music*