



POLYCOM[®]

Telepresence Interoperability

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TP Interoperability Levels

Immersive Telepresence

Telepresence

Personal Telepresence



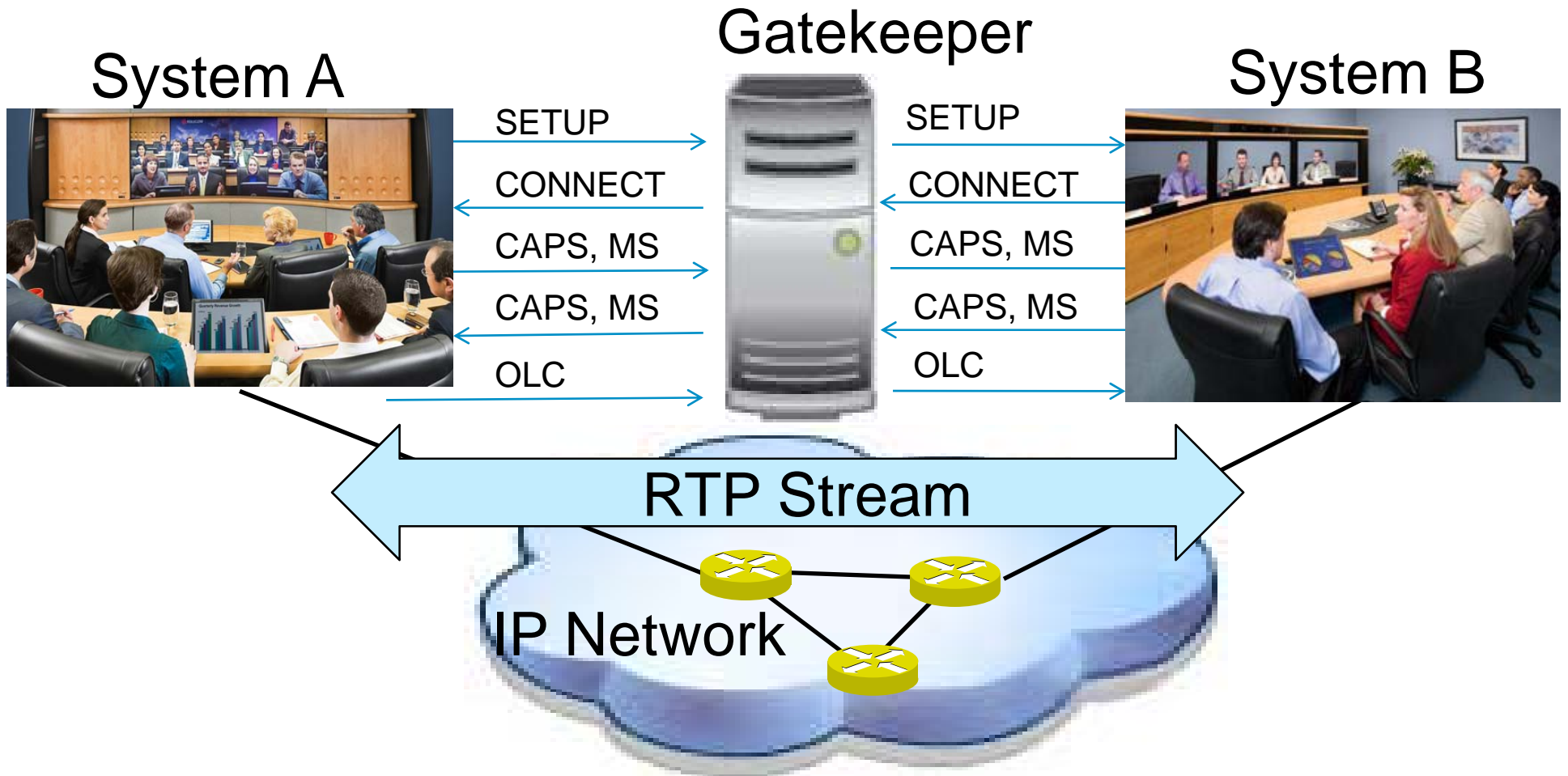
Multi-screen

Signaling

Video

Audio

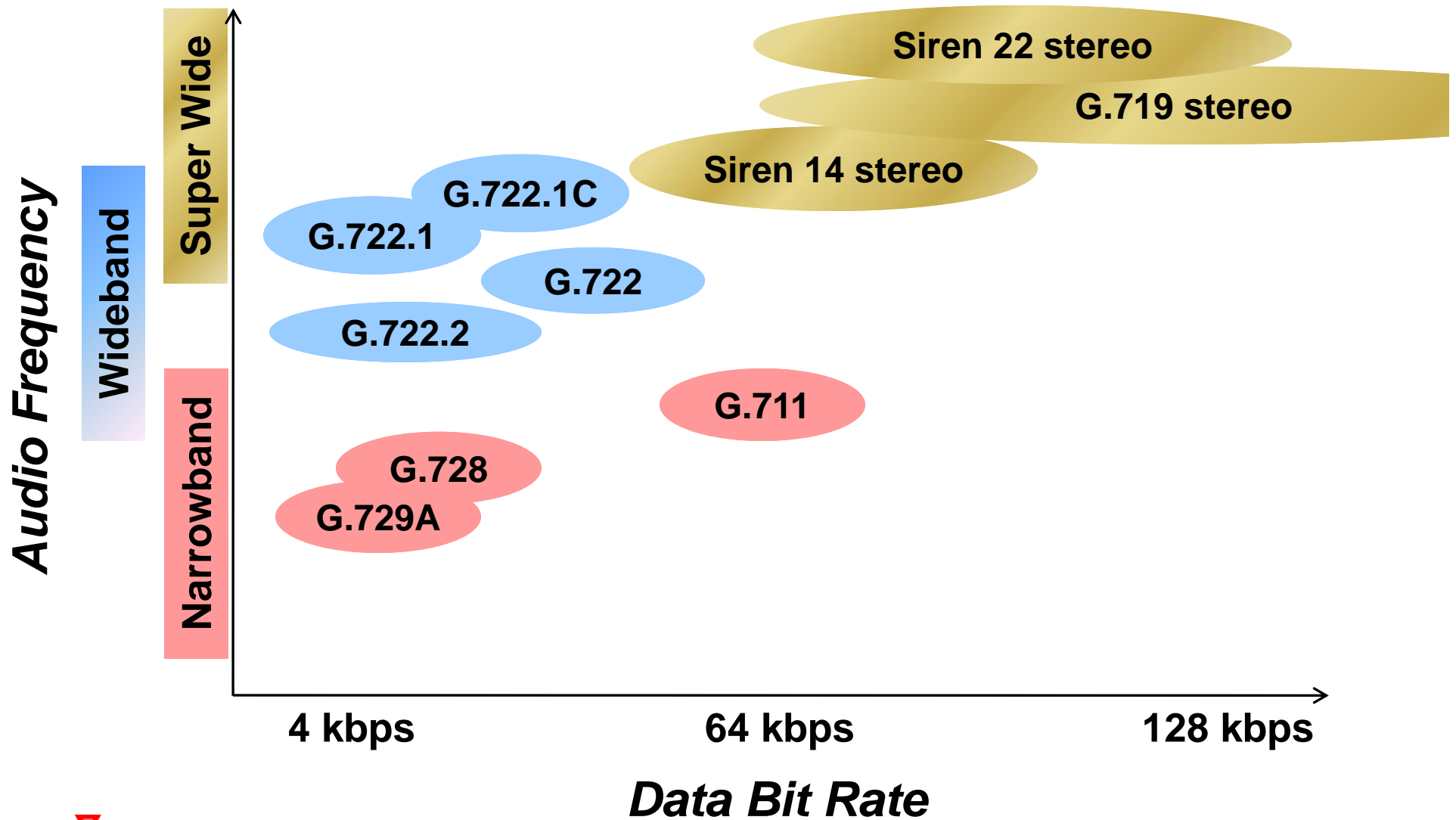
Signaling Interoperability: H.323 Example



Signaling Interoperability Requires Standards

- ▶ H.323 had been there for long time
- ▶ SIP has been there for a while, too
- ▶ Proprietary protocols
- ▶ Luckily, everyone uses Real Time Protocol (RTP)
- ▶ Signaling gateways
- ▶ TP systems use different signaling for multiple media streams and there is no standard for spatial information
 - Where are the screens located?
 - Which audio channel is on what side?
 - What is the camera angle?

Audio Interoperability



Video Interoperability

- ▶ H.264 is winning everywhere
- ▶ Mature and stable
- ▶ H.264 Annexes create some interoperability problems

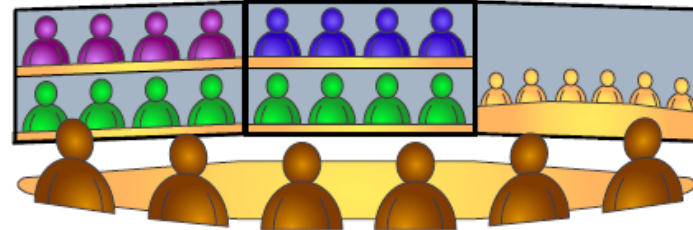
Enhance compatibility between systems with different number of codecs

- ▶ TPX adjusts cameras to show table independent of number of codecs engaged (3, 2 or 1)
- ▶ RPX and TPX can dial additional codecs based on information from first codec connection

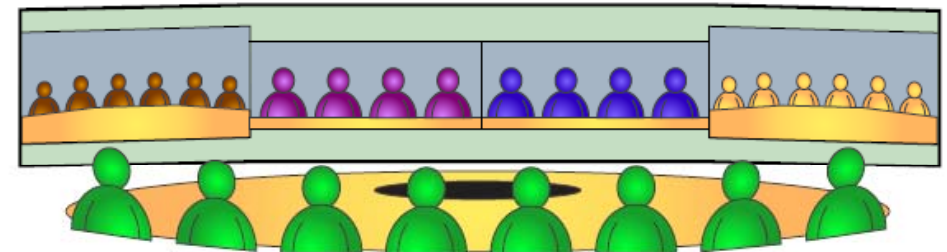
Launched just last week: Multipoint capability for mixing systems from 1 to 4 screens

- ▶ Automatically-created layout that show all participants across
- ▶ Support for telepresence and videoconferencing systems from **1 to 4 screens** (and audio-only participants)
- ▶ For operator-assisted or unattended calls

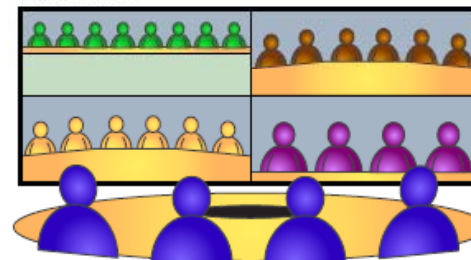
Scenario 3: 1 RPX 400, 2 RPX 200s, 2 TPX 306s (TPX View)



RPX 400 view



RPX 200 view



Thank You!

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