Media Streaming Projects

exposit

www.exposit.com

*Projects' links are not provided due to NDA restrictions

INDUSTRY Sport, Healthcare

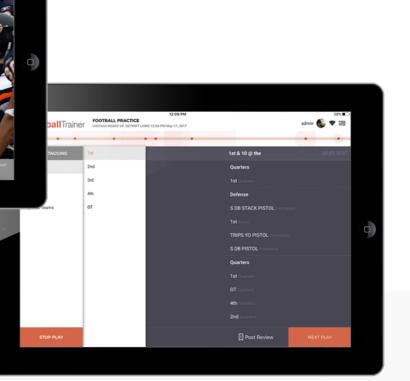
PROJECT TYPE Mobile app

Football Trainer









PROJECT DESCRIPTION Football Trainer — football training system, which provides; live video streaming, video tagging, transformation, and playback capabilities. The main purpose of the trainer is to provide players, coaches and support staff with a set of tools to effectively manage team training, events, and game execution by means of tagged video from cameras.

TASK

To develop desktop MacOS and mobile iOS apps.

SOLUTION

Exposit team developed Web, iOS and desktop apps.

Main app features are:

- 1. Sending live and on-demand videos from cameras to iPad and Mac with HTTP Live Streaming (HLS) technology.
- 2. Capturing, playing back video in 10 Bit HDMI and analog video editing in SD and HD using BlackMagic Design Intensity Shuttle.
- 3. Adding the tags (markers of the important match moments) to the video by means of drag & drop and dividing by them into the video segments.
- 4. Video capturing and playback management convenient viewing the live video, accessing to the previously recorded video and browsing it by using the timeline, exact tags-based positioning, and ability to "jump" to specific video fragments divided by tags.

TECHNOLOGIES USED

The system consists of 4 applications:

Part 1. Tagging App for iPad: Swift 3 CocoaFramework CoreData CocoaPods Socket.IO

Sprite Kit Gloss Fabric Crashlitics Part 2.
Work Station for MacOS:
Swift 3
AVFoundation
CoreMedia
CoreData (Magical Record)
Alamofire (REST)
Socket.IO
Fabric
Crashlitics

Part 3.
Playback for iPad:
CoreData
AVFoundation
Alamofire (REST)
Socket.IO
Fabric
Crashlitics
Gloss

Part 4.
Transmitter for MacOS:
Alamofire
HTTP Live Streaming
Socket.IO
DeckLink framework
Fabric
Crashlitics

Java 8
Spring
Spring REST
Spring OAuth2
WebSockets (Socket.IO)
MySQL
JPA / Hibernate
HTTP Live Streaming
FFmpeg

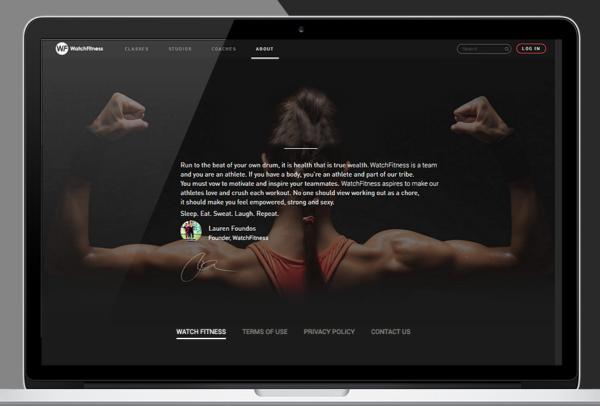
Swagger

Backend technologies:

Exposit www.exposit.com contact@exposit.com www.exposit.com contact@exposit.com

WatchFitness





INDUSTRY Sport, Healthcare

PROJECT TYPE Web

#.NET

PROJECT DESCRIPTION WatchFitness is a web-based platform for viewing video broadcasts of training sessions which take place in fitness centers under the guidance of a coach. The user can watch both live broadcasts and recorded video tutorials.

TASK

Client side redesigning, server side improvement.

SOLUTION

Exposit team has improved both server and client sides of the project. Our developers have completed the data migration, developed a live streaming module and improved the platform design.

TECHNOLOGIES USED

— .NET

Entity Framework

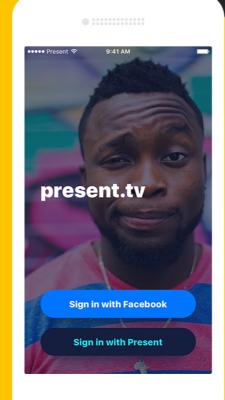
— MS SQL

Azure Services

— MTFS

Present.tv







INDUSTRY

Media & Entertainment

PROJECT TYPES

Mobile

#ios

DESCRIPTION

Live video streaming application based on iOS.

Present.tv is an iOS application for live video broadcasts. During the broadcasts, users can communicate with each other via chat, send comments to the host. The application offers the most popular and interesting online broadcasts that the user can save for later watching.

TASK

Development of a mobile demo-version of the application based on iOS. Full development of UI.

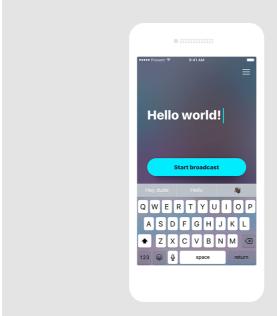
SOLUTION

Development of a front-end part for the subsequent connection of the customer's existing live streaming engine.

TECHNOLOGIES USED

— Swift

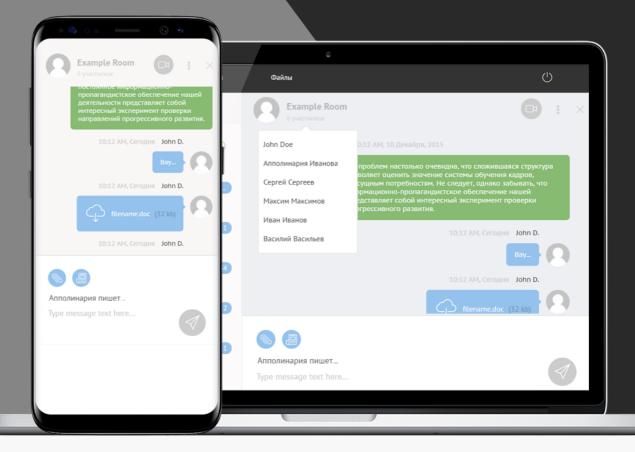
— AVFoundation





Exposit Business Messenger





PROJECT DESCRIPTION

INDUSTRY Software, Hi-Tech

Exposit Business Messenger is a prototype of a corporate instant messenger with a user-friendly interface and responsive design on Android and iOS developed using WebRTC and Angular2/TypeScript.

TASK

The Messenger development was originally considered as a "training ground" for new employees and experiments with up to date technologies. The specification was designed in order to cover the functional and technological stack that is often required in real projects: authorization and user roles, files management, REST, WebSockets API, WebRTC, adaptive layout and single-page web application client.

SOLUTION

The Messenger has 2 big modules:

Chat: messaging is based on WebRTC:

- User network status indication;
- > Creation of private rooms/groups for discussions;
- User invitation;
- > Notifications when the interlocutor is typing;
- > Sound notifications by new messages;
- > Files and media content exchange;
- Message history export.

Video:

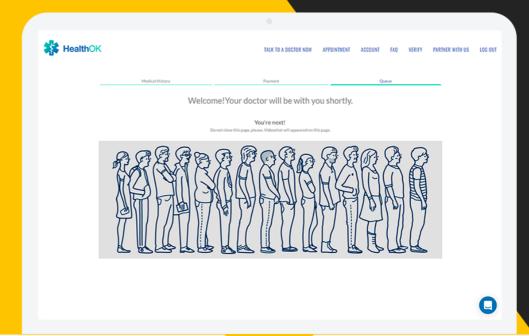
- Works from a browser via HTTP, no need to configure firewall, transparent traffic through the Web proxy;
- > WebRTC-based P2P audio and video calls;
-) Media playback.

TECHNOLOGIES USED

- TwitterFlight
- Java Play Framework
- WebRTC
- Websockets API
- REST
- Angular 2
- Zone.js
- RxJS
- Cordova

HealthOK





Sport & Healthcare

Web Types

#angularjs

PROJECT DESCRIPTION

Application providing remote medical video consultation services.

HealthOK is a web application for an American clinic specializing in providing remote video consultation services to its patients. This can be done by appointment or on first-come-first-served basis. These people receive a request approval or rejection for the medicinal plants cultivation license for medical purposes.

TASK

Development of the Front End part of the application.

SOLUTION

The Front End part of the application with adaptive layout developed:

- Online registration (choosing a doctor and a convenient date of admission);
- Schedule, calendar for medical officers;
- Video conference function.

TECHNOLOGIES USED

- Angular 1.5
- HTML
- CSS
- ___ JS6
- CoffeeScript

Online Yoga Classes





PROJECT DESCRIPTION

INDUSTRY Education

PROJECT TYPE Web

Web-based educational platform for yoga teachers and those who want to practice yoga. Here teachers provide online courses that students can attend. Platform provides an opportunity for teachers to publish their classes, and within classes — to create separate lessons. Students pay for the course through the Stripe payment system to register and get an access to courses' materials.

When registering, all users are assigned a role (teacher or student), according to which different access rights are granted:

- 1. Teacher is given an opportunity to edit his home page, the schedule of courses, cost, add materials and so on;
- 2. Student can view the description of courses and buy them; after purchase he's given an access to all materials.

Information on online courses is presented in the form of media, audio and text files (.pdf, .doc, .mp3, .mp4 formats).

Development of the application's beta version, integration with Stripe payment system.

Development of turnkey client and server parts of the application from scratch.

Two-way integration of the Stripe payment system:

Student fees (payments from students are made directly to teachers and do not accumulate through the platform);

Subscription fee — monthly fixed payments of teachers for using the platform.

TECHNOLOGIES USED

Java 8Angular 4PostgreSQL

Spring SecurityAWS S3

Spring Data

StripeSwagger