

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.”

<p>Timing Object</p> <ul style="list-style-type: none">• Common interface to media control• Represent motion of media<ul style="list-style-type: none">◦ position, velocity, acceleration• Play, pause, jump, fast-forward, ...	A hand-drawn diagram of a single timing object. It consists of a horizontal rectangle with a thick black border. Inside, a black arrow points from left to right. A red circle is positioned in the middle of the arrow, representing a playhead or slider.
<p>Timing, Control and Synchronization</p> <ul style="list-style-type: none">• Music boxes driven by timing object• Controls affect all music boxes• Audio/Video and/or timed data	A hand-drawn diagram showing three small, brown, open music boxes arranged in a row. Below them is a hand-drawn diagram of a single timing object slider, identical to the one in the first row, representing a shared control for all the music boxes.
<p>Multi-device</p> <ul style="list-style-type: none">• Local timing objects are proxies for online timing objects.• Shared Motion is online provider• Web developers shielded from complexity of cross network synchronization.	A hand-drawn diagram illustrating multi-device synchronization. It shows several music boxes and timing object sliders. Some are connected to a central cloud labeled 'INTERNET' with dashed red lines. Below the cloud is a larger timing object slider, representing a shared online timing object that all local devices can connect to.

Multi-device Timing Community Group <https://www.w3.org/community/webtiming/>
Web and TV Interest Groups <https://www.w3.org/2011/webtv/>
Timing Object <http://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.

<p>Across device types ...</p>	<p>Across browsers ...</p>	<p>Across platforms ...</p>
<p>Multi-screen ...</p>	<p>Social viewing ...</p>	<p>Multi-device ...</p>
<p>Echoless audio ...</p>	<p>Remote control ...</p>	<p>Multi-device capture ...</p>