

Abstract

As the browser technologies are becoming more advance, web based applications are also getting more popular. Many Applications that used to be desktop-only applications can now be accessed using browsers combined with cloud server and cloud storage.

Live stream video recording (LSVR) in web messaging concerns about the speed and it has to be easy to use. LSVR is able to record, send the stream, and convert video almost simultaneously. It's not like conventional process of sending video where the sending video process can only be done after the recording process is completed. In LSVR, video result file is directly stored on server, not temporarily saved in the client computer.

Video quality can be determined by rendering quality (framerate). Rendering quality of LSVR depends on the network throughput [2]. Rendering quality can be maintained in variety of throughput conditions by adjusting video resolution. In this thesis, LSVR will be combined with throughput detection to adjust video resolution automatically so that rendering quality can be maintained in high framerate.

Keywords : Web Video Communication, Video Recording, RTMP