As the complement of the stored multimedia presentation, live multimedia presentation (LMP) is similar to the stored multimedia presentation except for the process of selecting, authoring, constructing and playing out the multimedia elements are done during presentation time. Unfortunately, there is no established model of LMP as well as in stored multimedia.
presentation with its SMIL. This paper proposes some basic concepts for developing any LMP application, and then from such concept we design a model of LMP using formal definition. Finally, to verify the model we used scenario-based and developed an application as a tool to accomplish the verification process.

Reference


Index Terms

Computer Science Multimedia Systems
**Key words**

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