GStreamer Conference 2024

Monday 07 October 2024

Room 2: Room 2 - **Room 2 (10:25-13:10)**

time	[id] title	presenter
10:25	[44] AI-assisted video encoding with AMD Alveo MA35D	ADAM, Jakub
10:50	[53] GStreamer NVIDIA memory in Jetson: looking for an efficient way to process video frames when handling raw CUDA kernels	NIETO MUNOZ, Diego
11:15	Coffee break	
11:30	[7] Real time volumetric video streaming	BISHT, Sudarshan
12:05	[45] AMD's Video Processing Engine	WENTLAND, Harry
12:40	[22] Open Standards for Media including ST 2110 and IPMX	MALONEY, Dan

Room 2 - **Room 2 (14:30-16:30)**

time	[id] title	presenter
14:30	[42] Experiences during the development of point cloud encoding for real-time 3D video streaming using GStreamer	Mr SZABO, Jozsef
14:55	[63] GStreamer Meets GPAC: Enhancing GStreamer's Capabilities through GPAC Integration	UGUR, Deniz
15:20	[62] GStreamer Nervous System for AI Brain : Introducing Python Analytics	BOXER, Aaron
15:45	[21] Learnings of building a scaleable webrtc media pipeline in rust using gstreamer (cancelled)	Mr MEHRA, ramyak
16:10	[50] A New RTSP Source Element Written in Rust	CHAUHAN, Nirbheek

Tuesday 08 October 2024

Room 2 - Room 2 (09:40-13:00)

time	[id] title	presenter
09:40	[57] Gst.WASM Launched	ZAPATA, Jorge
10:15	[5] State of QUIC in GStreamer	Mr MAITY, Sanchayan
10:50	[47] Raven AI Engine: a framework to develop AI computer vision GStreamer elements	MORALES ALASTRUEY, Andoni
11:25	Coffee break	
11:40	[48] macOS and iOS Support: History and Future Goals	Mr CHAUHAN, Nirbheek
12:15	[43] How we rewrote GStreamer in Elixir - 8 years later	FRONT, Mateusz
12:40	[29] Update on Encrypted Media Extensions in GStreamer	YELLOZ, Jordan

Room 2: Room 2 - Room 2 (14:20-15:50)

time	[id] title	presenter
14:20	[18] Embedded audio policies made easy with WirePlumber	KIAGIADAKIS, George
14:55	[37] Real-Time Network Audio with GStreamer on Windows	Mr KANAKAMALLA, Taruntej
15:30	[40] Tea. Earl Grey. Hot. Automated Air-Ground Communication with GStreamer	BOXER, Aaron

Room 2 - Room 2 (16:30-18:25)

time	[id] title	presenter
16:30	[60] Developing and debugging on Windows, Fluendo experience.	GONZALEZ, Rubén NIETO MUNOZ, Diego
16:55	[16] librice: a sans-IO ICE networking library	WATERS, Matthew
17:20	[34] GStreamer and VR	SCHMIDT, Jan
17:55	[35] Windows Graphics Stack Improvements – Direct3D12	YANG, Seungha