That's Me

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\<video> in Opera: Activity

- Project aim:
  - The best \<video> experience on any device (so far we only support \<video> on desktop)
  - Stay at the forefront of implementing "cool shit"

- Features:
  - Support for Ogg (finally) and WebM (first, yay)
  - \<video> in SVG
  - CSS3 object-fit and object-position

<video> in Opera: Challenges

- WebM motion vector issue: We're still using Tim's patch, causing the occasional artefact.

- UI for Media Fragments? (#t=10,20) We already have highlights in the seek bar.

- GStreamer: how to pause at any exact time offset? (GstSegment is only for a single stop.)

- GStreamer: neither a pull or push source is a great fit for how buffering actually happens.

<video> in Opera: Next Steps

- <track> and WebSRT (after fixing the spec)
- <video preload> (sane buffering)
- .buffered and .seekable properties
- Performance improvements
- Fullscreen
- Devices!