CLAIMS

1. A method for delayed streaming of content comprising:

A) providing plurality of network accessible memory locations for storing data representing a content object;

B) receiving into a first of the plurality of network accessible memory locations data representing process portions of the content object from a first viewer device process having access to the content object data from a source;

C) receiving into a second of the plurality of network accessible memory locations data representing portions of the content object from at least a second viewer device process having access to the content object data from the same or another source;

D) upon receiving a request from the first viewer device process, transmitting the data representing the content object from the first network accessible memory location to the first viewer device process if the data stored in the first network accessible memory location represents a complete copy of the content object, else transmitting data representing the content object from the second network accessible memory location to the first viewer device process.

2. The method of claim 1 wherein the data representing the content object is streamed video data.

3. The method of claim 1 wherein the data representing the content object is any of textual, graphic, photographic, audio, or haptic data.

4. The method of claim 1 wherein the data representing the content object is accessible from another source during a first time period and wherein the data representing the content object is transmitted to one of the first and second viewer device processes during a second time period not identical to the first time period.

5. The method of claim 1 further comprising:

E) maintaining in the plurality of network accessible memory locations a data structure received with the data representing the content object from one of the plurality of viewer device processes.

6. The method of claim 5 wherein the data structure comprises any of:

i) data identifying a portion of the content object;

ii) data identifying an authorized viewer device process;

iii) data identifying one of temporal or sequential identifiers associated with the content object; or

iv) data identifying the network address of the authorized viewer device process.

7. The method of claim 1 further comprising:

E) receiving, from each of the first and second viewer device processes, authorization for the other of the first and second viewers device processes to transmit data representing a content object to one of the plurality of network accessible memory locations on behalf thereof.

8. A system for delayed streaming of content comprising:

A) a cloud storage server comprising:

A1) a network accessible memory for storing a plurality of copies of data representing a content object;

A2) a network interface for receiving into the network accessible memory data representing at least portions of the content object from a plurality of viewer device processes having access to the content object from a content source;

A3) a process for managing access to the network accessible memory by the plurality of viewer device processes; and

A4) a streaming interface for transmitting one of the plurality of copies from the network accessible memory to one of the plurality of viewer device processes upon a request therefore.

9. The system of claim 8 wherein the network accessible memory is further configured to store a data structure received with the data representing the content object from one of the plurality of viewer device processes, the data structure comprising any of:

i) data identifying a portion of the content object;

ii) data identifying an authorized viewer process;

iii) data identifying one of temporal or sequential identifiers associated with the content object; or

iv) data identifying the network address of the authorized viewer process.

10. The system of claim 8 further comprising:

B) a plurality of viewer devices operably coupled over a network to the content source and the cloud storage server, each of the viewer devices executing one of the plurality of viewer processes and further comprising:

B1) program logic for determining which of a plurality of content objects are accessible from the content source and for requesting transmission of the data representing the content object to the viewer device at a first time; and

B2) program logic for upload transmitting a copy of data representing the content object, received by the viewer device, to the cloud storage server along with authorization indicia identifying the viewer device.

11. The system of claim 10 wherein B) further comprises:

B3) program logic for requesting download transmission of the data representing a copy of the content object from the cloud storage server to the viewer device at a second time different from the first time.

12. The system of claim 11 further comprising:

B4) program logic for receiving a copy of the content object from the cloud storage server, wherein the copy of the content object received from the cloud storage server is the same or a different copy of the content object transmitted by to the cloud storage system up by the viewer device.

13. A system for delayed streaming of content comprising:

A) a cloud storage server comprising a network interface for receiving into an associated network accessible memory a plurality of copies of data representing a content object; and

B) a plurality of viewer devices operably coupled over a network to the cloud storage server and the network accessible memory,

wherein each of the plurality of viewer devices is authorized to receive, from the cloud storage system, data representing one of the copies of the content object transmitted to the cloud storage system by another of the plurality of viewer devices.

14. The system of claim 13 wherein the data representing the content object is streamed video data.

15. The system of claim 13 wherein the data representing the content object is any of textual, graphic, photographic, audio, or haptic data.

16. The system of claim 13 wherein the data representing the content object is accessible from another source during a first time period and wherein the data representing the content object is transmitted to one of the plurality of viewer devices during a second time period not identical to the first time period.

17. A method for delayed streaming of content comprising:

A) providing a collaborative cloud storage system comprising:

i) a cloud storage server comprising a network interface process for receiving into an associated network accessible memory a plurality of copies of data representing a content object, and

ii) a plurality of viewer device processes operably coupled over a network to a content source and to the cloud storage server and network accessible memory; and

B) receiving, from each of the plurality of viewer device processes, authorization for all other of the plurality of viewers device processes to transmit data representing a content object to the cloud storage system on its behalf.

18. The method of claim 17 further comprising:

C) transmitting to one of the plurality of viewer device processes, from the cloud storage system, data representing a copy of the content object, the copy of content object uploaded to the cloud storage system by another of the plurality of viewer device processes.

19. The method of claim 17 wherein the data representing the content object is streamed video data.

20. The method of claim 17 wherein the data representing the content object is any of textual, graphic, photographic, audio, or haptic data.

21. The method of claim 17 wherein the data representing the content object is accessible from another source during a first time period and wherein the data representing the content object is transmitted to one of the plurality of viewer device processes during a second time period not identical to the first time period.

CLAIMS

1. A method for delayed streaming of content comprising:

A) providing plurality of network accessible memory locations for storing data representing a content object;

B) receiving into a first of the plurality of network accessible memory locations data representing process portions of the content object from a first viewer device process having access to the content object data from a source;

C) receiving into a second of the plurality of network accessible memory locations data representing portions of the content object from at least a second viewer device process having access to the content object data from the same or another source;

D) upon receiving a request from the first viewer device process, transmitting the data representing the content object from the first network accessible memory location to the first viewer device process if the data stored in the first network accessible memory location represents a complete copy of the content object, else transmitting data representing the content object from the second network accessible memory location to the first viewer device process; and

E) receiving, from each of the first and second viewer device processes, authorization for the other of the first and second viewers device processes to upload transmit data representing a content object to one of the plurality of network accessible memory locations on behalf thereof.

2. The method of claim 1 wherein the data representing the content object is streamed video data.

3. The method of claim 1 wherein the data representing the content object is any of textual, graphic, photographic, audio, or haptic data.

4. The method of claim 1 wherein the data representing the content object is accessible from another source during a first time period and wherein the data representing the content object is transmitted to one of the first and second

viewer device processes during a second time period not identical to the first time period.

5. The method of claim 1 further comprising:

E) maintaining in the plurality of network accessible memory locations a data structure received with the data representing the content object from one of the plurality of viewer device processes.

6. The method of claim 5 wherein the data structure comprises any of:

i) data identifying a portion of the content object;

ii) data identifying an authorized viewer device process;

iii) data identifying one of temporal or sequential identifiers associated with the content object; or

iv) data identifying the network address of the authorized viewer device process.

7. A system for delayed streaming of content comprising:

A) a cloud storage server comprising:

A1) a first network accessible memory for storing a plurality of copies of data representing a content object;

A2) a network interface for receiving into the network accessible memory data representing at least portions of the content object from a plurality of viewer device processes having access to the content object from a content source;

A3) a process for managing access to the network accessible memory by the plurality of viewer device processes; and

A4) a streaming interface for transmitting one of the plurality of copies from the network accessible memory to one of the plurality of viewer device processes upon a request therefore; and

A5) a second network accessible memory for receiving and storing, from each of a plurality of viewer devices, authorization for all other of the plurality of viewers devices to upload transmit data representing a content object to the cloud storage server on its behalf.

8. The system of claim 7 wherein the network accessible memory is further configured to store a data structure received with the data representing the content object from one of the plurality of viewer device processes, the data structure comprising any of:

i) data identifying a portion of the content object;

ii) data identifying an authorized viewer process;

iii) data identifying one of temporal or sequential identifiers associated with the content object; or

iv) data identifying the network address of the authorized viewer process.

9. The system of claim 7 further comprising:

B) a plurality of viewer devices operably coupled over a network to the content source and the cloud storage server, each of the viewer devices executing one of the plurality of viewer processes and further comprising:

B1) program logic for determining which of a plurality of content objects are accessible from the content source and for requesting transmission of the data representing the content object to the viewer device at a first time; and

B2) program logic for upload transmitting a copy of data representing the content object, received by the viewer device, to the cloud storage server along with authorization indicia identifying the viewer device.

10. The system of claim 9 wherein B) further comprises:

B3) program logic for requesting download transmission of the data representing a copy of the content object from the cloud storage server to the viewer device at a second time different from the first time.

11. The system of claim 10 further comprising:

B4) program logic for receiving a copy of the content object from the cloud storage server, wherein the copy of the content object received from the cloud storage server is the same or a different copy of the content object transmitted by to the cloud storage system up by the viewer device.

12. A system for delayed streaming of content comprising:

A) a cloud storage server comprising a network interface for receiving into an associated network accessible memory a plurality of copies of data representing a content object; and

B) a plurality of viewer devices operably coupled over a network to the cloud storage server and the network accessible memory,

wherein each of the plurality of viewer devices authorizes all other of the plurality of viewers devices to upload transmit data representing the content object to the cloud storage system on its behalf, and

wherein each of the plurality of viewer devices is authorized to receive, from the cloud storage system, data representing one of the copies of the content object transmitted to the cloud storage system by another of the plurality of viewer devices.

13. The system of claim 12 wherein the data representing the content object is streamed video data.

14. The system of claim 12 wherein the data representing the content object is any of textual, graphic, photographic, audio, or haptic data.

15. The system of claim 12 wherein the data representing the content object is accessible from another source during a first time period and wherein the data representing the content object is transmitted to one of the plurality of viewer devices during a second time period not identical to the first time period.

16. A method for delayed streaming of content comprising:

A) providing a collaborative cloud storage system comprising:

i) a cloud storage server comprising a network interface process for receiving into an associated network accessible memory a plurality of copies of data representing a content object, and

ii) a plurality of viewer device processes operably coupled over a network to a content source and to the cloud storage server and network accessible memory; and

B) receiving, from each of the plurality of viewer device processes, authorization for all other of the plurality of viewers device processes to upload transmit data representing a content object to the cloud storage system on its behalf.

17. The method of claim 16 further comprising:

C) transmitting to one of the plurality of viewer device processes, from the cloud storage system, data representing a copy of the content object, the copy of content object uploaded to the cloud storage system by another of the plurality of viewer device processes.

18. The method of claim 16 wherein the data representing the content object is streamed video data.

19. The method of claim 16 wherein the data representing the content object is any of textual, graphic, photographic, audio, or haptic data.

20. The method of claim 16 wherein the data representing the content object is accessible from another source during a first time period and wherein the data representing the content object is transmitted to one of the plurality of viewer device processes during a second time period not identical to the first time period.