

A SYSTEM FOR VIDEO, AUDIO, AND GRAPHIC PRESENTATION IN TANDEM
WITH VIDEO/AUDIO PLAY

ABSTRACT

The present invention is a method for the coordination and display of graphics or play out of audio or video in conjunction with a multimedia presentation. Graphics objects such as text or sprites (50), which may be animated, are displayed by the viewer's equipment, which is typically an advanced television or set-top box, which plays the video and audio. Graphics objects (50) are displayed at locations which are complementary to the locations of objects (20) in the video. Similarly, audio or video clips, stored in the set-top box, or embedded in the stream can be played at appropriate times and screen locations in the presentation called video and audio "holes" (30). Data describing these "holes" (30), and other control information is embedded in the video stream and extracted by the viewer's STB for use in the coordinating tandem play.

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