

CLAIMS

1. A method comprising:

in response to detecting presentation of a video in a trickplay mode, selecting, by a client device, a trickplay image to display, from a set of trickplay images associated with the video, wherein the selecting the trickplay image is based upon a fast forward rate or a rewind rate of the presentation of the video, and further comprises, in response to a determination that a first resolution of the trickplay image is estimated as not being able to be downloaded in a defined amount of time, selecting a second resolution of the trickplay image that is a lower resolution than the first resolution and is estimated as being able to be downloaded within the defined amount of time, and selecting a next trickplay image of the set of images;

transmitting, by the client device during the defined amount of time, a first request to a remote device to download the trickplay image;

receiving, by the client device from the remote device during the defined amount of time, the trickplay image;

in response to the determination that the first resolution of the trickplay image is estimated as not being able to be downloaded in the defined amount of time:

transmitting, by the client device during a remaining time of the defined amount of time after receipt of the trickplay image, a second request to the remote device to download the next trickplay image at the first resolution, and

receiving, by the client device from the remote device during the remaining time of the defined amount of time, at least a portion of the next trickplay image at the first resolution;

presenting, by the client device, the trickplay image during the trickplay mode;

in response to detecting user selection of exiting the presentation of the video in the trickplay mode, selecting, by the client device, a final trickplay image, from the set of trickplay images associated with the video, to display, wherein the selecting the final trickplay image is based upon a reaction time for the user selection of exiting the presentation of the video in the trickplay mode from a user viewing time of a presentation point of the video;

transmitting, by the client device, a third request to the remote device to download a final trickplay image;

receiving, by the client device from the remote device, the final trickplay image; and

presenting, by the client device, the final trickplay image until a normal playback speed presentation of the video resumes.

2. The method of claim 1, further comprising:

selecting, by the client device during the trickplay mode and prior to the detecting user selection of exiting the presentation of the video in the trickplay mode, the next trickplay image, of the set of trickplay images associated with a video, to download based upon a current fast forward rate or a current rewind rate of the presentation of the video.

3. The method of claim 2, further comprising:

transmitting, by the client device, the second request to the remote device to download the next trickplay image;

receiving, by the client device from the remote device, the next trickplay image; and

presenting, by the client device, the next trickplay image.

4. The method of claim 2, wherein the selecting the next trickplay image comprises:

in response to detecting a change in the fast forward rate or the rewind rate:

selecting a quality of the next trickplay image based upon the change in the fast forward rate or the rewind rate;

transmitting, by the client device, the second request to the remote device to download the next trickplay image at the selected quality;

receiving, by the client device from the remote device, the next trickplay image at the selected quality; and

presenting, by the client device, the next trickplay image at the selected quality.

5. The method of claim 2, wherein the selecting the next trickplay image comprises:

in response to determining that a download time of the trickplay image meets a criterion, selecting a quality of the next trickplay image that is higher than a quality of the trickplay image; or

in response to determining that a download time of the trickplay image does not meet the criterion, selecting the quality of the next trickplay image that is lower than the quality of the trickplay image.

6. The method of claim 2, wherein the trickplay image has a different resolution from the next trickplay image.

7. The method of claim 1, wherein the trickplay image has a different resolution from the final trickplay image.

8. A device comprising:

a processor; and

a memory communicatively coupled to the processor, the memory having stored therein a trickplay logic component configured to:

in response to a first detection of a presentation of a video in a trickplay mode, select a trickplay image to display, from a set of trickplay images associated with the video, wherein the selection of the trickplay image is based upon a fast forward rate or a rewind rate of the presentation of the video, and further comprises, in response to a determination that a first resolution of the trickplay image is estimated as not being able to be downloaded in a defined amount of time, select a second resolution of the trickplay image that is a lower resolution than the first resolution and is estimated as being able to be downloaded within the defined amount of time, and select a next trickplay image of the set of images;

transmit a first request to a remote device to download the trickplay image;

receive, from the remote device, the trickplay image;

in response to the determination that the first resolution of the trickplay image is estimated as not being able to be downloaded in the defined amount of time:

transmit, during a remaining time of the defined amount of time after receipt of the trickplay image, a second request to the remote device to download the next trickplay image at the first resolution, and

receive, from the remote device during the remaining time of the defined amount of time, at least a portion of the next trickplay image at the first resolution;

present the trickplay image during the trickplay mode;

in response to a second detection of a user selection of exiting the presentation of the video in the trickplay mode, select a final trickplay image, from the set of trickplay images associated with the video, to display, wherein the selection of the final trickplay image is based upon an estimated reaction time for the user selection of exiting the presentation of the video in the trickplay mode from a user viewing time of a presentation point of the video;

transmit a third request to the remote device to download a final trickplay image;

receive, from the remote device, the final trickplay image; and

present the final trickplay image until a normal playback speed presentation of the video resumes.

9. The device of claim 8, wherein the trickplay logic component is further configured to select, during the trickplay mode and prior to the second detection of the user selection of exiting the presentation of the video in the trickplay mode, the next trickplay image, of the set of trickplay images associated with a video, to download based upon a current fast forward rate or a current rewind rate of the presentation of the video.

10. The device of claim 9, wherein the trickplay logic component is further configured to:

transmit the second request to the remote device to download the next trickplay image;

receive, from the remote device, the next trickplay image; and

present the next trickplay image.

11. The device of claim 9, wherein the selection of the next trickplay image comprises:

in response to a third detection of a change in the fast forward rate or the rewind rate:

select a quality of the next trickplay image based upon the change in the fast forward rate or the rewind rate;

transmit the second request to the remote device to download the next trickplay image at the selected quality;

receive, from the remote device, the next trickplay image at the selected quality; and

present the next trickplay image at the selected quality.

12. The device of claim 9, wherein the selection of the next trickplay image comprises:

in response to a first determination that a download time of the trickplay image meets a criterion, select a quality of the next trickplay image that is higher than a quality of the trickplay image; or

in response to a second determination that a download time of the trickplay image does not meet the criterion, select the quality of the next trickplay image that is lower than the quality of the trickplay image.

13. The device of claim 9, wherein the trickplay image has a different resolution from the next trickplay image.

14. The device of claim 8, wherein the trickplay image has a different resolution from the final trickplay image.

15. A method comprising:

in response to detecting presentation of a video in a trickplay mode on a client device, selecting, by a server device comprising a processor, a trickplay image to display on the client device, from a set of trickplay images associated with the video, wherein the selecting the trickplay image is based upon a fast forward rate or a rewind rate of the presentation of the video, and further comprises, in response to a determination that a first resolution of the trickplay image is estimated as not being able to be downloaded in a defined amount of time, selecting a second resolution of the trickplay image that is a lower resolution than the first resolution and is estimated

as being able to be downloaded within the defined amount of time, and selecting a next trickplay image of the set of images;

transmitting, by the server device during the defined amount of time, the trickplay image to the client device;

in response to the determination that the first resolution of the trickplay image is estimated as not being able to be downloaded in the defined amount of time, transmitting, by the server device during a remaining time of the defined amount of time after transmission of the trickplay image, at least a portion of the next trickplay image at the first resolution to the client device;

in response to detecting user selection of exiting the presentation of the video in the trickplay mode on the client device, selecting, by the server device, a final trickplay image, from the set of trickplay images associated with the video, to display, wherein the selecting the final trickplay image is based upon a user reaction time for the user selection of exiting the presentation of the video in the trickplay mode from a user viewing time of a presentation point of the video; and

transmitting, by the server device, the final trickplay image to the client device.

16. The method of claim 15, wherein the operations further comprising:

selecting, by the server device during the trickplay mode and prior to the detecting the user selection of exiting the presentation of the video in the trickplay mode on the client device, the next trickplay image, of the set of trickplay images associated with a video, based upon a current fast forward rate or a current rewind rate of the presentation of the video.

17. The method of claim 16, wherein the operations further comprising:

transmitting, by the server device, the next trickplay image to the client device.

18. The method of claim 16, wherein the selecting the next trickplay image comprises:

in response to detecting a change in the fast forward rate or the rewind rate:

selecting, by the server device, a quality of the next trickplay image based upon the change in the fast forward rate or the rewind rate;

transmitting, by the server device, the next trickplay image at the selected quality to the client device.

19. The method of claim 16, wherein the selecting the next trickplay image comprises:

in response to determining that a download time of the trickplay image meets a criterion, selecting a quality of the next trickplay image that is higher than a quality of the trickplay image; or

in response to determining that a download time of the trickplay image does not meet the criterion, selecting the quality of the next trickplay image that is lower than the quality of the trickplay image.

20. The method of claim 15, wherein the trickplay image has a different resolution from the final trickplay image.