

HTML5 Video

Formats and Browser Support

Currently, there are 3 supported video formats for the <video> element in HTML5: MP4, WebM, and Ogg:

MP4: IE, Chrome, Safari

WebM: Chrome, Firefox, Opera

OGG: Chrome, Firefox, Opera (this open source format is owned by Google)

NOTE: We are currently using all three codecs to accommodate older browser versions.

Converting Video for the WWW using the Miro Video Converter

1. Launch Miro Video Converter.
2. Click on the Format button and select Video -> MP4 as the format.
3. Click on *Choose Files...* to browse to the video file you wish to convert to an MP4 file.
4. Click on the Convert to MP4 button. The file is save to the Student -> Movies -> Miro Video Converter folder.
5. Click on the Format button and select Video -> Ogg Theora as the format.
6. Click on *Choose Files...* to browse to the video file you wish to convert to an OGG file.
7. Click on the Convert to Ogg Theora button. The file is save to the Student -> Movies -> Miro Video Converter folder.
8. Click on the Format button and select Video -> WebM HD or WebM SD as the format. NOTE: HD gives you a video image 1080 x 720; SD gives you a video image 720 x 480. The HD version will generate a larger file size that will take longer to download.
9. Click on *choose file* to browse to the video file you wish to convert to a WebM file.
10. Click on the Convert to WebM button. The file is save to the Student -> Movies -> Miro Video Converter folder.
11. Move all converted video files from the Student -> Movies -> Miro Video Converter folder into your web site's video folder.

Safari and IE will load the MP4 file; Firefox, Opera, and Chrome will load the OGG or WebM file depending on which browser version is available.

The following code needs to go into your web page at the location you wish your video to be displayed:

```
<video width="480" height="360" controls>
  <source src="video/paperplane.mp4" type="video/mp4" />
  <source src="video/paperplane.ogv" type="video/ogg" />
  <source src="video/paperplane.webm" type="video/webm" />
</video>
```

Other options for the video code are listed below:

```
<video
poster='images/video.gif'
autoplay
autobuffer
preload='auto' or preload='none'
loop
>
```

Width: The width of the video display window, as the video size is vital to user viewing the size should not be dictated by CSS.

Height: The height of the video display window, as the video size is vital to user viewing the size should not be dictated by CSS.

Controls: States the video should display the default control bar.

Poster: The destination of an image file to be displayed when the video is not playing; by default the first frame of the video file will be displayed. If your video starts off with black it is a good idea to use a poster frame to give the viewer some idea of the content of the video.

Autoplay: Indicates that the video should automatically play when the page loads. If you have multiple video files on a single page autoplay should not be used.

Autobuffer: Indicates that the video file should start to download on page load. Suitable when the video is almost certain to be played; unnecessary when autoplay is set. Not supported by Firefox

Preload (auto or none): Indicates if the video file should start to download on page load. Not supported by Safari

Loop: Restart when the video file finishes playing.