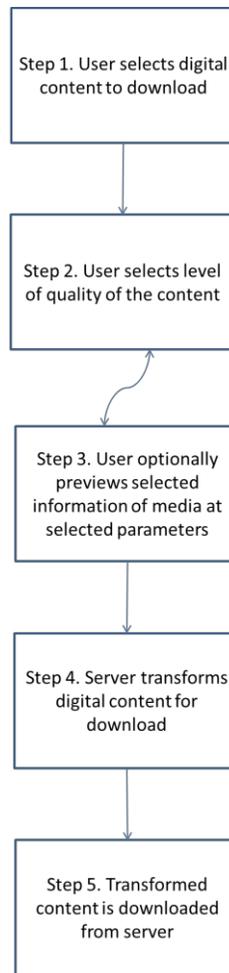**Method for Selection of Quality of Various Content**

Obtaining digital content through utilization of the internet is becoming increasingly popular. In many cases the content is available at a single source, while in other cases there can be multiple sources of the desired content. In cases where there are multiple sources available, these sources may have completely identical files with the same quality of content, or may have similar content that differs in quality, length, format, type of compression and encoding, etc. For single-sourced content, the actual digital content is typically offered in one downloadable format, although there are a few download sites that will in some cases offer content files in additional explicit levels of quality. An example of this, photo sharing websites, are increasingly popular, allowing users to upload photos that are available for viewing and download by family and friends.

In either case, end users are very limited in the level of quality of content that is available for download from download sites. This can lead to issues when the user is intending to use the content for a specified purpose. In some circumstances, for example the use of images in websites, the quality of the image may be so high that it drastically increases the loading time of a web page to the point where viewers with slower internet connections may have to wait more than a minute for the page to load. In another case, the quality of a music file could make the music unsuitable for use in a video. While there are existing programs that are capable of adjusting the quality of various digital content, these programs can add to the time, cost, or complexity, and can involve multiple steps to adjust the quality or characteristics of a file. Additionally, time and bandwidth are often wasted downloading the content at a higher quality than is needed. Described is a method of content selection that allows the user to easily and quickly specify a specific level of quality of content before downloading digital media.

Detailed Description of the Invention

Figure 1 shows the flowchart depicting the method through which a user can obtain a different level of quality for downloaded content. Following the flowchart is a detailed explanation of each step.

```
┌─────────────────────┐
│  Step 1. User selects digital │
│    content to download         │
└─────────────────────┘
            │
            ▼
┌─────────────────────┐
│  Step 2. User selects level   │
│   of quality of the content   │
└─────────────────────┘
            │
            ▼
┌─────────────────────┐
│   Step 3. User optionally     │
│      previews selected        │
│    information of media at     │
│     selected parameters        │
└─────────────────────┘
            │
            ▼
┌─────────────────────┐
│  Step 4. Server transforms    │
│     digital content for        │
│         download               │
└─────────────────────┘
            │
            ▼
┌─────────────────────┐
│  Step 5. Transformed          │
│  content is downloaded         │
│       from server              │
└─────────────────────┘
```

Step 1. The user locates and selects the digital content(s) they want to save to their local machine

Step 2. The user is able to select the level of quality through a user interface on the website. This interface could be a slider, text entry, a combination of the both, or several other options.

Step 3. While adjusting the quality, the user is able to view information about the media. This information could include the file size of the media while at that quality, the current level of quality, and possibly a preview of the media.

Step 4. The server transforms the media to meet the user's specifications. The site then stores this encoding either temporarily or permanently for download by the user or subsequent downloads.

Step 5. The stored encoding is downloaded to the user's machine.

The transcoders used to change the media depend upon the media type. For images, the transcoder could change resolution, removing unnecessary data when quality is reduced. Other transcoders could be provided to offer other features, such as changing color depth. For additional media types, such as audio, transcoders could be provided to permit resampling of the audio for lower bit-rates.

Figure 2 shows the interaction between the client and server. The client connects to the server, determines what levels of quality are available from the transcoder, and then requests a selected quality. The server then transcodes the source file into a file that is downloaded to the user's computer.
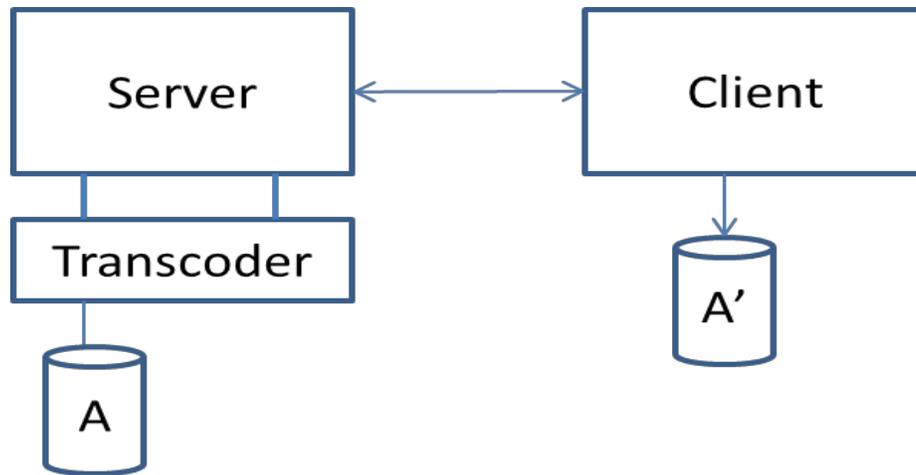

Figure 3 shows example interfaces that could be used to allow users to input a level of quality for digital content. This could be done in percentages of quality of the original file, resolutions, file sizes, or many other ways of ranking quality.