**The Anatomy of Video Editing: A Dataset and Benchmark Suite for AI-Assisted Video Editing**

**Relevance**

I will use this paper to understand and how to work with the dataset, which will be used further in the training of the AI model. Also, it will help me understand better how to divide a video in shots and how to classify each shot in order to have a more accurate program.

**Structure**

Abstract

1. Introduction
2. Related Works
3. Anatomy of Video Editing: Dataset
   1. Shot Attributes
   2. Scene Composition and Camera Setups
   3. Annotation Procedure
   4. Dataset Statistics
4. Anatomy of Video Editing: Benchmark Suite
   1. Shot Attributes Classification
   2. Camera Setup Clustering
   3. Shot Sequence Ordering
   4. Next Shot Selection
   5. Missing Shot Attributes Prediction
5. Experimental Results and Discussion
   1. Experimental Results
6. Conclusion
7. References

**References**

Citatii: 0, Referinte: 50. Autorii fiecarei referinte sunt ordonati alfabetic, iar referintele sunt ordonate alfabetic dupa autori. Formatul referintelor este   
nr Referinta. Autori: Publicatie (An) Pagini in care s-a folosit

**STEP: Segmenting and Tracking Every Pixel**

**Relevance**

This paper is useful as the segmentation is one of the most important part of this research, because we want to edit subjects differently (e.g. we want to increase the blue saturation for the sky, but now for the water in a beach shoot), so in this matter we can approach each subject with its own settings. This will help me understand how to integrate the segmentation model.

**Structure**

Abstract

1. Introduction
2. Related Works
3. Datasets
4. Metric
   1. Metric Analysis
   2. STQ Metric
5. Baselines
6. Results
7. Conclusion
8. References

**References**

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**Video Super-Resolution via Deep Draft-Ensemble Learning**

**Relevance**

This paper will provide a deeper understanding of how to increase the video quality for a better segmentation, so even the poorly shot videos can be renewed and look like a movie. Also, it will increase the knowledge on how to use CNNs in video editing and how much it can be improved.

**Structure**

Abstract

1. Introduction
2. Related Works
3. SR Draft-Ensemble and Its Analysis
   * 1. SR Draft Generation
     2. SR Draft-Ensesmble and Its Visualisation
     3. The Statistics of SR Draft Ensemble
4. Ensemble Learning via CNN
   * 1. Motivation
     2. Network Architecture
     3. CNN Training
5. Experiments
   * 1. Implementation
     2. Validation of Our Network
     3. More Analysis
     4. Running Time
6. Conclusion
7. Acknowledgements
8. References

**References**

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**Dense Pixel-to-Pixel Harmonization via Continuous Image Representation**

**Relevance**

This will provide another way to improve the video quality, this method being excelent for action videos, where pixels can be lost due to lots of movements. This also provides datasets that can be used in the training of the model.

**Structure**

Abstract

1. Introduction
2. Related Works
3. Proposed Method
   1. Overview
   2. Decoupled Content and Appearance MLPs
   3. Low-Resolution Image Prior
   4. HR Image Harmonization
4. Experiments
   1. Experimental Settings
   2. Comparison with Existing Models
   3. Ablation Studies
5. Applications
6. Limitations
7. Conclusion
8. References

**References**

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**Deep Interactive Object Selection**

**Relevance**

This will help me have a better understanding of how object selection works and how we can integrate it in a segmentation models, improving the overall performance of the model that will be used in the video editing

**Structure**

Abstract

1. Introduction
2. Related Works
3. The proposed algorithm
   1. Transforming user interactions
   2. Simulating user interactions
   3. Fine tuning FCN models
   4. Graph cut optimization
   5. Evaluation and complexity
4. Experiments
   * 1. Settings
     2. Results
     3. Comparisons tosemantic segmentation approaches
     4. Segmenting object parts
     5. Refinement by Graph Cut
5. Conclusion
6. References

**References**

Citatii: 0, Referinte: 26. Ordinea referintelor este una aleatorie. Formatul referintelor este   
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