VR software UI/UX dev logs

# Some preliminary ideas:

Make use of 3D vr game elements as UI instead of usual file browser archetype. Example ideas:  
use bookshelves to show timelines, use book flip to browse images, throw a disc tape to wall to play video etc.

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Followed this amazing tutorial: [Godot 4.0 File Explorer Tutorial (File Selecting) - YouTube](https://www.youtube.com/watch?v=mC4Wb_NHKA8) for basic file browser setup, it works so good, now just need to add support to open images and videos (stitched). For some reason, the images .jpg saved before stitching is most likely corrupted as it cant be opened with error 16, this causes me so much delay debugging lmao hate it. But thankfully the stitched output opens with no problem. Other than that, I also need to change the ffmpeg commands to output .ogv video files instead of .mkv for compatibility/support with videostreamplayer in Godot. More in processing logs.

Ok, great! The video player also works (bare minimum, no resizing/UI optimisation etc), but it works! Just adapted the controls and base etc from the SBS video player, the hide/show nodes part kinda sketchy but works for now!

Next, I should make some basic timeline features in 2d first, then maybe have some book UI for 3d VR. Just gotta keep cooking and be creative!

To do this, its probably easier to use directories/folders as timeline tag/indicator, so I need to reorganise folder, refer to processing logs.  
  
OK just realised, before anything else, I should figure out a way to get all files show their thumbnails, or else this will be worse than just using windows explorer.

Image thumbnail works! Now towork on video thumbnail :skull:

Other than that, I should prioritize getting metadata reading working first before other stuff next!