

IVE – Guide

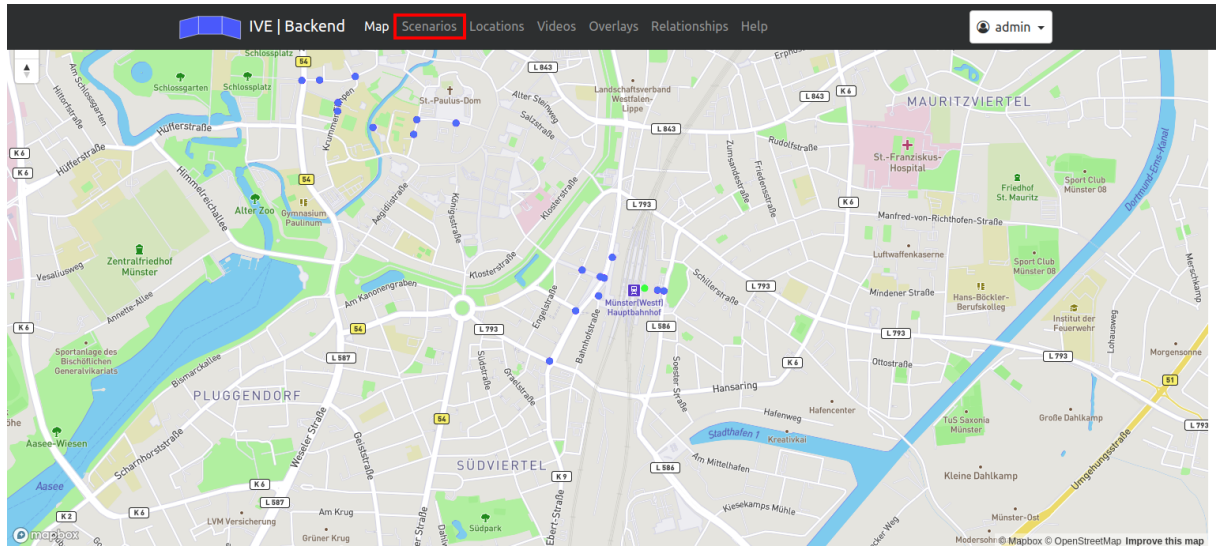
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Creator

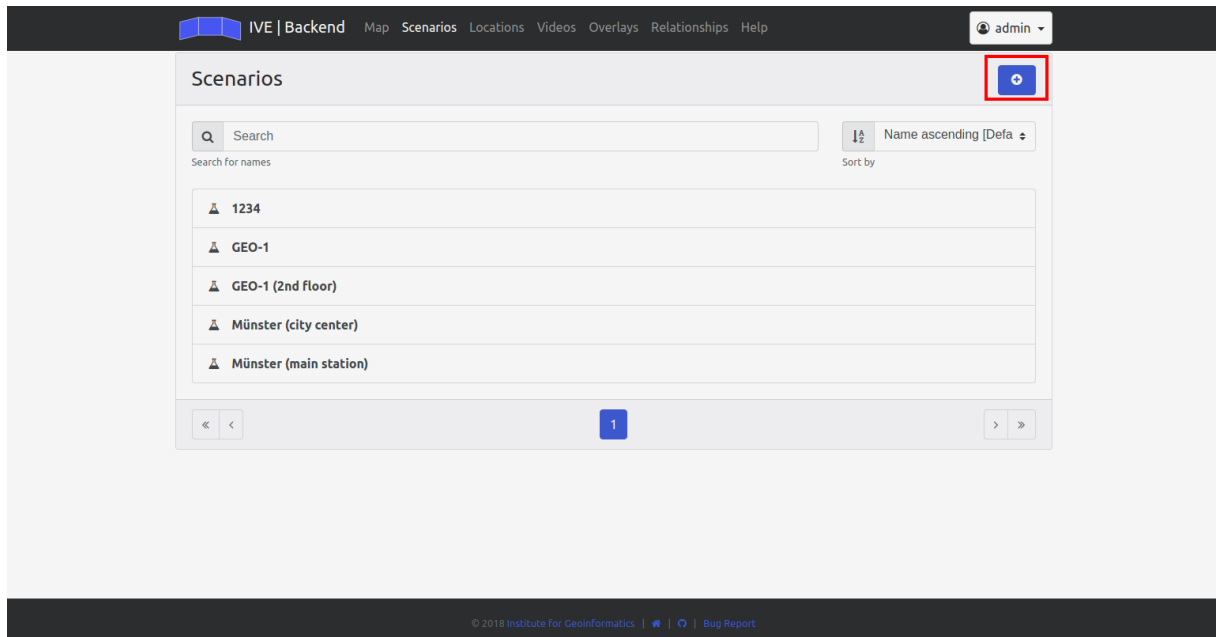
Scenarios

The first thing you have to do to start working with the IVE, is to create a new scenario. So, after you logged in, you click on the “scenario”-tab in the menu.



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When you click on this button, you will see a list of all existing scenarios. To create a new one, just click on the blue “+” in the right upper corner.



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Now you can see a page, where you can type the name and a description of the scenario. When you are finished, click on “send” and your scenario is created.

To get some information about your scenario, you can click on it at the scenario-list. Here you can see the some metadata and your connected locations, videos and overlays (this is empty at the moment, we will make these connections later).

Locations

The next step is to create new locations. To do so, click on the location-tab in the menu. Now you can see all existing locations, furthermore you have the possibility to create a new one. For this, you have to click the blue “+” in the right upper corner.

Now, just like the new scenario, you can type the name and a small description. Moreover, you can say whether it’s indoor, outdoor or abstract. At last, you can choose a point on the map for your location. With a click on the green “send” button, your new location is saved.

Videos

Next, you create a new video. Click on the video-tab in the menu and again on the blue “+” in the right upper corner.

Now you can type, again, the name and a description. Besides that, you have to upload your video from your device and say when it was recorded. To save the video, click on the “send” button.

Overlays

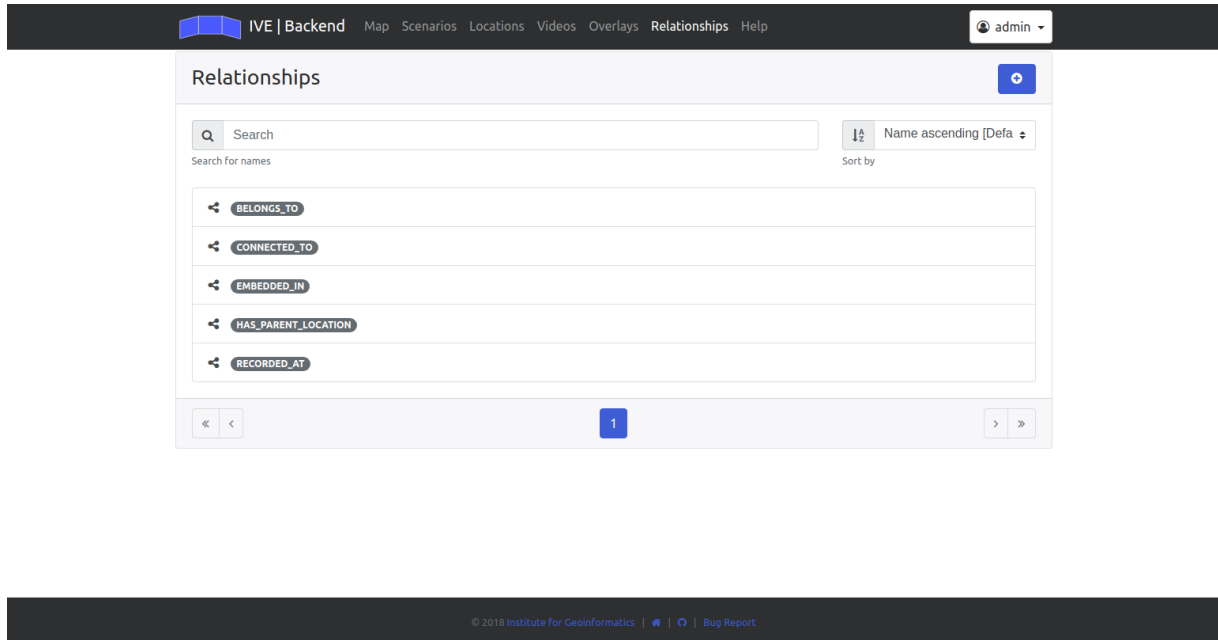
Now it’s time for the overlays. With a click on “overlays” in the menu, you can see a list of all existing overlays. To create a new one, click on the blue “+” and type in your data. You can choose a category and, if needed, upload a picture and a video. If you want to save a website as an overlay, the URL of the website has to be the full form. That means, you have to type the “http//:”-part too (e.g.: <https://www.wikipedia.de/>).

Now save your overlay with a click on “send”.

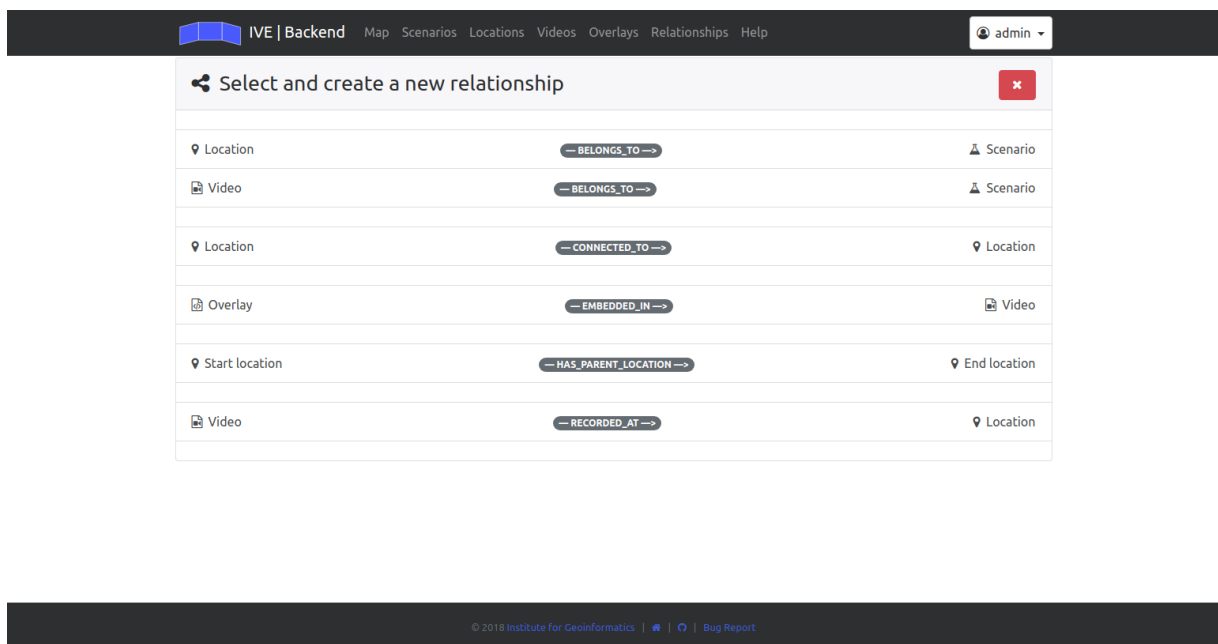
Relationships

Now everything you need is uploaded, and you need to connect everything. This is done with “relationships”.

When you click on “Relationships” in the menu, you will see this:



With a click on one of these five buttons, you could see all the relationships of one of these categories. But first, create a new relationship. To do this, click on the blue “+” again in the right upper corner. Then, you will see this:



These are all the relationships you can create.

RECORDED_AT

With the first relationship-type, you can connect a video to a location. So you say, where your video is recorded. You just have to choose a video and a location, type a short description if you want and save it with a click on “send”. This has to be done to show the right video in the Viewer when chosen.

BELONGS_TO

Once this is done, you can connect your videos and locations to your scenario. This also needs to be done to show the right data in the Viewer. Again, just choose your video/location and the scenario and save everything.

EMBEDDED_IN

Now you can connect your overlays to videos. To do this, you can use the “EMBEDDED_IN”-relationship.

Here you can choose a video out of a scenario and an overlay and connect these two.

You can type a description and some values for the size and position of the overlay in the video, but the positioning can be done more easily later. Now, save the relationship and move on.

CONNECTED_TO

The “CONNECTED_TO”-relationship exists to create relationships between location which are near to each other. So, for example, the first floor of a building can be connected to the second floor of the same building. With this, you can navigate through your scenario later more easily.

HAS_PARENT_LOCATION

The “HAS_PARENT_LOCATION”-relationship connects locations to one “parent-location”. These parent-locations are often abstract locations. For example, all the floors of a building are connected to one big abstract location, the whole building. With this, you create “location-groups” of many locations.

Now, let's have a look on your scenario. Click on the scenario-tab in the menu again and then on your scenario. You can see, that your locations and videos are listed in the scenario.

Work with your overlays – Embedded in relationship

Let's get back to the "EMBEDDED_IN"-relationship. To work with your overlays and manage them, go back to "Relationships" and then click on "EMBEDDED_IN". Now you will see a list of all relationships between overlays and videos. Now click on the relationship you want to edit.

The first page you'll see shows some metadata and the values of the overlay. With a click in the blue pencil in the right upper corner you get to a page, where you could edit the position/size, but this should be done when you see the overlay in the video. To do this, click on "EDIT_IN_PREVIEW_MODE" in the right upper corner. Now you will see the video and the overlay in it. Now you can scale/rotate/move the overlay. When you like your result, click on "save".

If you want to see the other overlays that are in the same video, you can open the viewer (explained later) and choose the video you want. Now, when you change the overlay, it changes live in the viewer, too.

Viewer and Remote control

To see your results and experience the IVE, you need to use the Viewer and the remote control. With the remote control, you select what should be shown in the viewer. You need to open both at the same time. Now select the scenario, the start location and the video that should be shown in the viewer. Now you can see your video in the viewer. Furthermore, you have the possibility to switch overlays on and off.