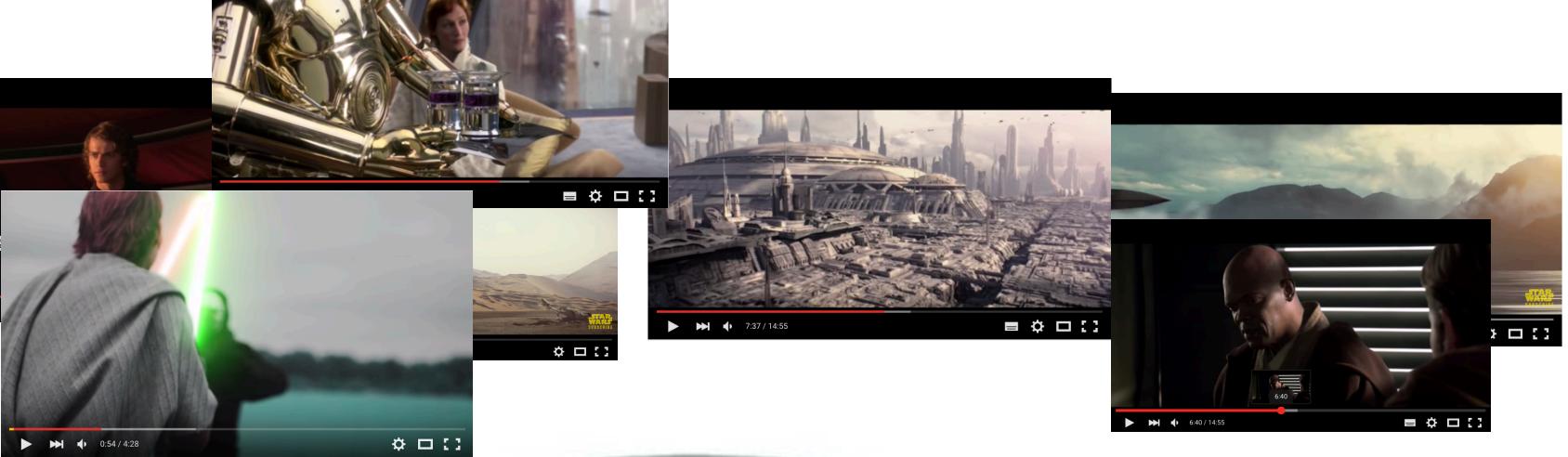


VideoGen

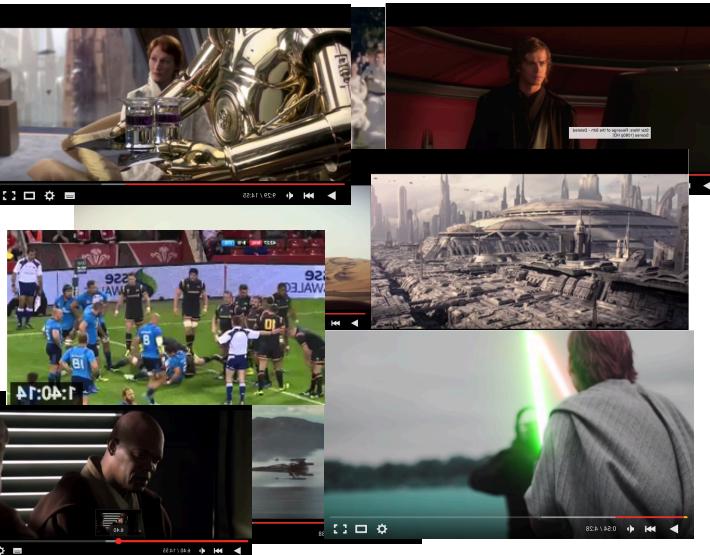




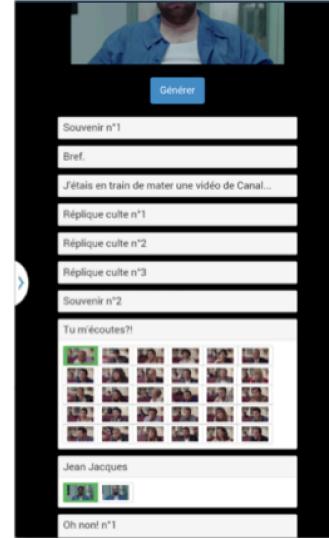
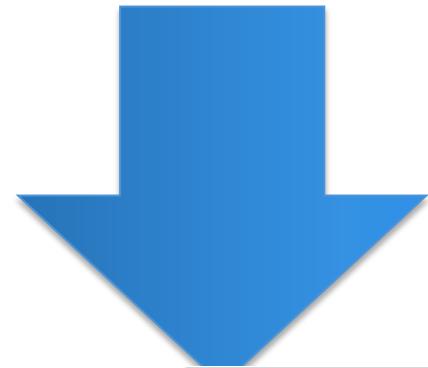
Generator
~ composition of
video sequences

**video
variants**

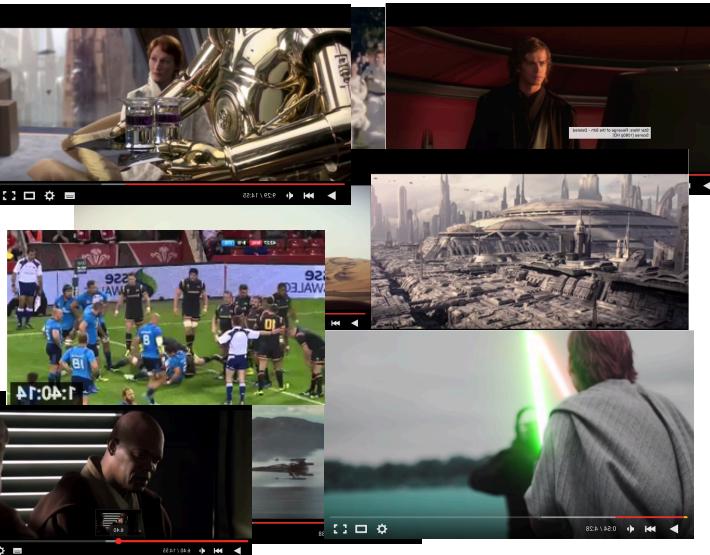




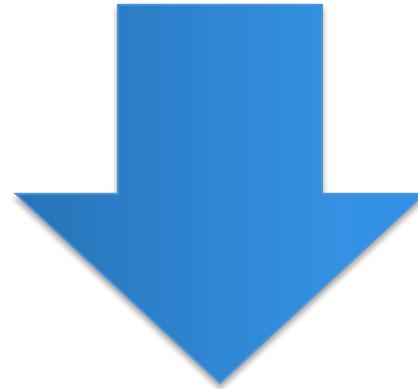
```
VideoGen {  
    mandatory videotseq v1 "V1/v1.mp4"  
    optional videotseq v2 "v2folder/v2.mp4"  
    alternatives v3 {  
        videotseq v31 "v31.mp4"  
        videotseq v32 "v32.mp4"  
    }  
}
```



- ## Website/online
- Random generation
 - Configurator
 - Game
 - ...



```
VideoGen {  
    mandatory videotseq v1 "V1/v1.mp4"  
    optional videotseq v2 "v2folder/v2.mp4"  
    alternatives v3 {  
        videotseq v31 "v31.mp4"  
        videotseq v32 "v32.mp4"  
    }  
}
```



```
VideoGen {  
    mandatory videoseq v1 "V1/v1.mp4"  
    optional videoseq v2 "v2folder/v2.mp4"  
    alternatives v3 {  
        videoseq v31 "v31.mp4"  
        videoseq v32 "v32.mp4"  
    }  
}
```

#1 How to design,
create, and support
dedicated languages
(DSLs)?

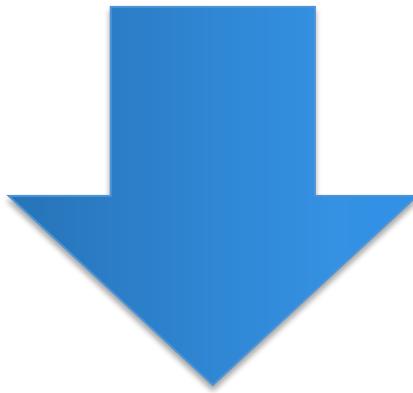
**#2 How to
transform
models/
programs?**



#3 How to manage
variability/variants?

#4 How do
frameworks
internally work?

```
VideoGen {  
    mandatory videoseq v1 "V1/v1.mp4"  
    optional videoseq v2 "v2folder/v2.mp4"  
    alternatives v3 {  
        videoseq v31 "v31.mp4"  
        videoseq v32 "v32.mp4"  
    }  
}
```



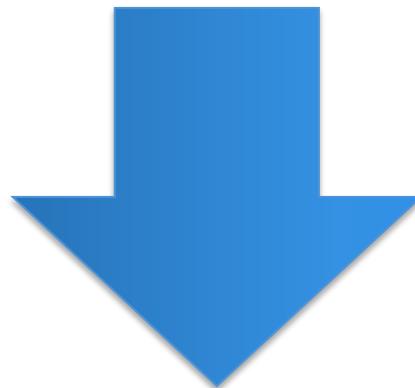
model-to-text

```
# this is a comment  
file 'V1/v1.mp4'  
file 'v2folder/v2.mp4'  
file 'v32.mp4'
```

 FFmpeg

```
VideoGen {  
    mandatory videoseq v1 "V1/v1.mp4"  
    optional videoseq v2 "v2folder/v2.mp4"  
    alternatives v3 {  
        videoseq v31 "v31.mp4"  
        videoseq v32 "v32.mp4"  
    }  
}
```

.m3u

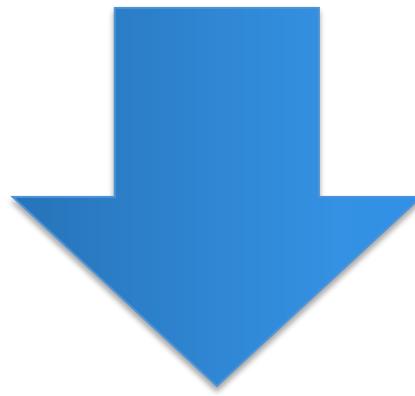


model-to-text

V1/v1.mp4
v2folder/v2.mp4
v32.mp4



```
VideoGen {  
    mandatory videoseq v1 "V1/v1.mp4"  
    optional videoseq v2 "v2folder/v2.mp4"  
    alternatives v3 {  
        videoseq v31 "v31.mp4"  
        videoseq v32 "v32.mp4"  
    }  
}
```



model-to-text

.m3u
(extended)

```
#EXTM3U  
#EXT-X-DISCONTINUITY  
#EXTINF:3  
resources/videos/vp0-logo/logo_start.ts  
#EXT-X-DISCONTINUITY  
#EXTINF:12  
resources/videos/vp1-QR/QR05_1.ts  
#EXT-X-DISCONTINUITY  
#EXTINF:2  
resources/videos/vp2-intro-fluide-glacial/  
EtPendantCeTempsLaEn1975_processed.ts
```

flowplayer flash

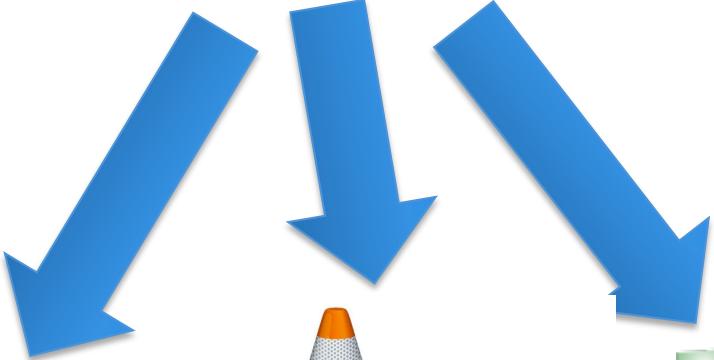
```
VideoGen {  
    mandatory videoseq v1 "V1/v1.mp4"  
    optional videoseq v2 "v2folder/v2.mp4"  
    alternatives v3 {  
        videoseq v31 "v31.mp4"  
        videoseq v32 "v32.mp4"  
    }  
}
```

model-to-model

**playlist
metamodel**

playlist model

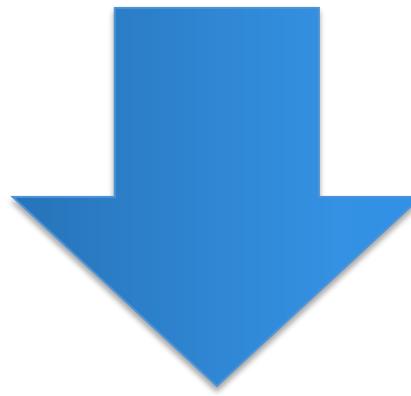
model-to-text



flowplayer **flash**



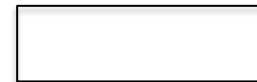
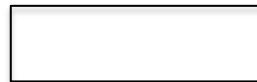
```
VideoGen {  
    mandatory videoseq v1 "V1/v1.mp4"  
    optional videoseq v2 "v2folder/v2.mp4"  
    alternatives v3 {  
        videoseq v31 "v31.mp4"  
        videoseq v32 "v32.mp4"  
    }  
}
```



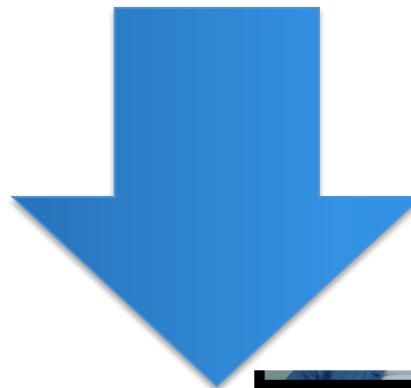
model-to-*



Thumbnails
(vignettes) of
each video
sequence
(e.g., PGN
format)

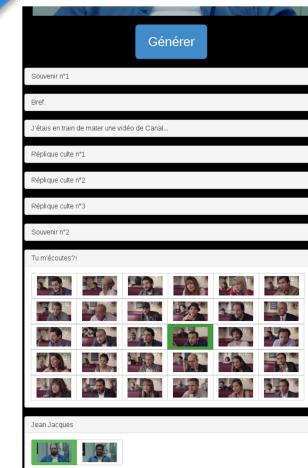


```
VideoGen {  
    mandatory videoseq v1 "V1/v1.mp4"  
    optional videoseq v2 "v2folder/v2.mp4"  
    alternatives v3 {  
        videoseq v31 "v31.mp4"  
        videoseq v32 "v32.mp4"  
    }  
}
```

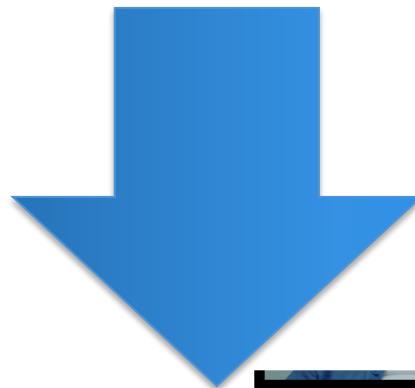


model-to-*
 FFmpeg

Thumbnails (vignettes) of each video sequence (e.g., PGN format)



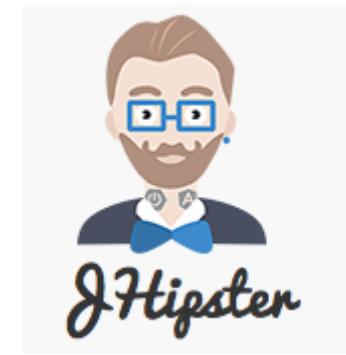
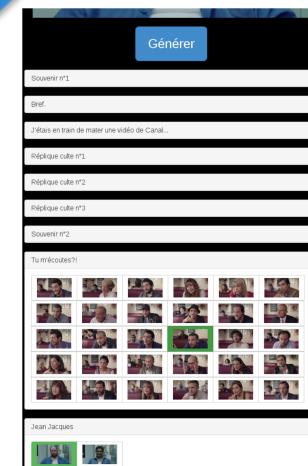
```
VideoGen {  
    mandatory videoseq v1 "V1/v1.mp4"  
    optional videoseq v2 "v2folder/v2.mp4"  
    alternatives v3 {  
        videoseq v31 "v31.mp4"  
        videoseq v32 "v32.mp4"  
    }  
}
```



model-to-*



Thumbnails (vignettes) of each video sequence (e.g., PGN format)

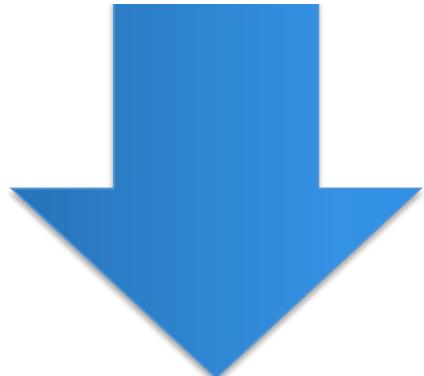


JS



foo1.videogen

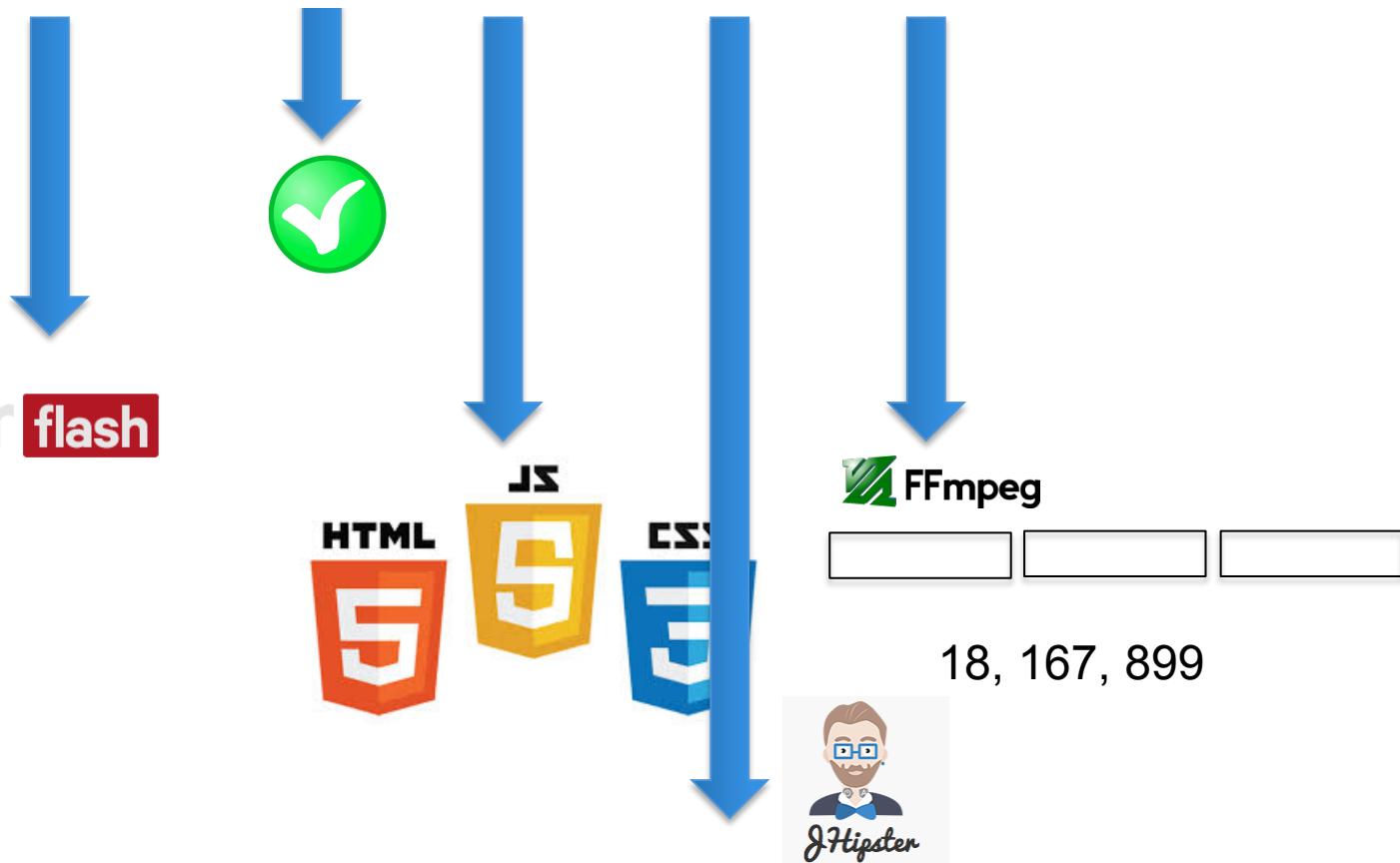
```
VideoGen {  
    mandatory videoseq v1 "V1/v1.mp4"  
    optional videoseq v2 "v2folder/v2.mp4" {  
        probability 25  
    }  
    alternatives v3 {  
        videoseq v31 "v3/seq1.mp4" {  
            duration 12  
            probability 25  
            description "a"  
        }  
        videoseq v31 "v3/seq2.mp4"  
        videoseq v32 "v3/seq3.mp4"  
    }  
    alternatives v4 {  
        videoseq v41 "v4/seq1.mp4"  
        videoseq v42 "v4/seq2.mp4"  
    }  
    mandatory videoseq v5 "v5.mp4"  
  
    optional videoseq v8 "v8.avi"  
    alternatives v9 {  
        videoseq v81 "V81.avi"  
    }  
}
```



foo1.videoogen

```
mandatory videooseq v1 "https://www.youtube.com/watch?v=PJNi1uYhV5w"
optional videooseq v2 "v2folder/v2.mp4"
alternatives v3 {
    videooseq v31 "v3/seq1.mp4"
    videooseq v32 "v3/seq1.mp4"
    videooseq v33 "v3/seq1.mp4"
}

alternatives v4 {
    videooseq v41 "v4/seq1.mp4"
    videooseq v42 "v4/seq1.mp4"
}
mandatory videooseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"
```



foo1.videogen

```
mandatory videoseq v1 "https://www.youtube.com/watch?v=PJNi1uYhV5w"
optional videoseq v2 "v2folder/v2.mp4"
alternatives v3 {
    videoseq v31 "v3/seq1.mp4"
    videoseq v32 "v3/seq1.mp4"
    videoseq v33 "v3/seq1.mp4"
}

alternatives v4 {
    videoseq v41 "v4/seq1.mp4"
    videoseq v42 "v4/seq1.mp4"
}
mandatory videoseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"
```



Website/online

- Random generation
- Configurator
- Game
- ...

foo1.videogen

```
mandatory videoseq v1 "https://www.youtube.com/watch?v=PJNi1uYhV5w"
optional videoseq v2 "v2folder/v2.mp4"
@alternatives v3 {
    videoseq v31 "v3/seq1.mp4"
    videoseq v32 "v3/seq1.mp4"
    videoseq v33 "v3/seq1.mp4"
}

@alternatives v4 {
    videoseq v41 "v4/seq1.mp4"
    videoseq v42 "v4/seq1.mp4"
}
mandatory videoseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"
```

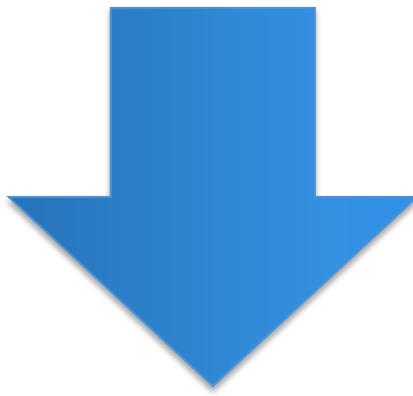
Feature model: another model for modeling “features” of your Web site (eg ability to save the video; mode=generation with frequencies)

Website/online

- Random generation
- Configurator
- Game
- ...



```
VideoGen {  
    mandatory videoseq v1 "V1/v1.mp4"  
    optional videoseq v2 "v2folder/v2.mp4"  
    alternatives v3 {  
        videoseq v31 "v31.mp4"  
        videoseq v32 "v32.mp4"  
    }  
}
```



model-to-text

```
fmVideoGen = FM (VideoGen: v1  
[v2] v3; v3: (v31|v32); )
```

FAMILIAR