


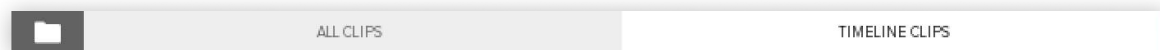
User Manual

Importing Clips

When you first launch the applications, it will have no clips to show. In order to import a video, you should click on the import button: . The application will “freeze” while processing the clip; afterwards, that clip will be shown in the *ALL CLIPS* grid.

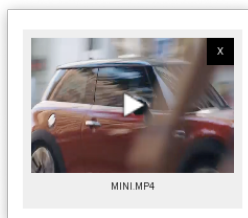
Video Grids

When you finish importing a clip, it will show in the *ALL CLIPS* tab, right next to the import button. Every clip that you import will stay there until you remove it, regardless if it makes part of the generated timeline or not. The *TIMELINE CLIPS* tab is visually very similar, but it will only show imported videos that are being used in the current generated timeline. If there is no timeline, there will be no video grid displayed in this tab.



Videos in the Video Grids

A video in either the *ALL CLIPS* grid or the *TIMELINE CLIPS* grid will have this aspect:

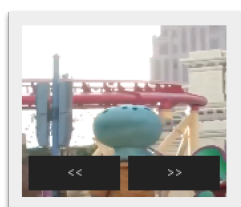


On the middle, there's a **play button**, which you can use to play this single video clip. If you **mouse-over** the video, some representative frames will loop through, giving you an overview of the video's content. You can see which video you're hovering because of the subtle grey box that forms around your target.

You can also use the **X** button on the top-right to remove the target video. However, this button has different behaviors, depending on the tab you're removing the video from. If you're removing a video from *TIMELINE CLIPS*, it will be removed from that tab and from the timeline itself. However, it will remain on *ALL CLIPS*, as an imported clip. If you want to fully remove the video (regardless of whether or not it is used in the timeline), you can do so by removing it from inside *ALL CLIPS*. If you want to use it again, you'll need to re-import it. Finally, **single-clicking** a video will open up that video's metadata information on the left.

Videos in the Timeline

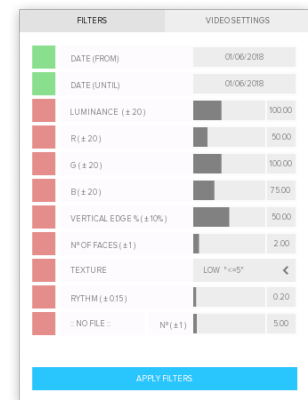
A video that makes part of the timeline will have this aspect:



This is a much-simplified version of the video item shown above. If you **mouse-over** the video, two small buttons will show up at the bottom. You can click them to move the video left and right on the timeline. There's no way to directly remove a clip from the timeline. To do so, you should use the *TIMELINE CLIPS* tab.

Applying Filters and Generating the Timeline

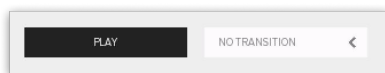
There are many filters you can apply to generate the timeline. You can click on the colored boxed on the left to toggle whether or not you're using the target filter (*i.e.* green for using, red for not using). In other words, if all the boxed are red, all the imported videos will make part of the timeline, because you're not imposing any constraints. Once you're happy with your filter selection and parameterization, you can click on the blue **APPLY FILTERS** button at the very bottom of the filters section. By doing so, an appropriate timeline will be generated from the filters applied, right under this section.



One important thing to notice is that the input you pass to the sliders shown in the picture above (*e.g.* luminance slider, R/G/B slider, ...) will be applied some error margin, which is represented by the \pm sign right next to each label). As an example, if you set the luminance slider to 95, every video with a luminance between $<95 - 20>$ and $<95 + 29>$ will be said to have “acceptable luminance”.

Timeline

After generating a timeline (by clicking the previously mentioned **APPLY FILTERS** button), you can choose to **play** it as a sequence of videos. Optionally, you can choose to have a **fade transition** between every video in the dropdown menu right next to the **PLAY** button. The default behavior is to have no transition.



Video Player Section

Whether you're playing a single clip or the full timeline, you'll be sent to the video player section. At the very center of the screen, the video(s) will be displayed. Right under that, you'll be presented the video player controls:



At each end, the **current playback time** and the **full playback length** are shown (this works for either a single clip or a complete timeline). At the center, you have the option to **play/pause** the playback, and also to **stop** it completely. If you stop the playback, you'll be brought back to the initial screen of the application.

On the very top of the video player section, there will be the name of the clip currently playing. Once again, this works regardless of whether you're watching a single clip of the full timeline:

Playing clip: "fingers.mov"