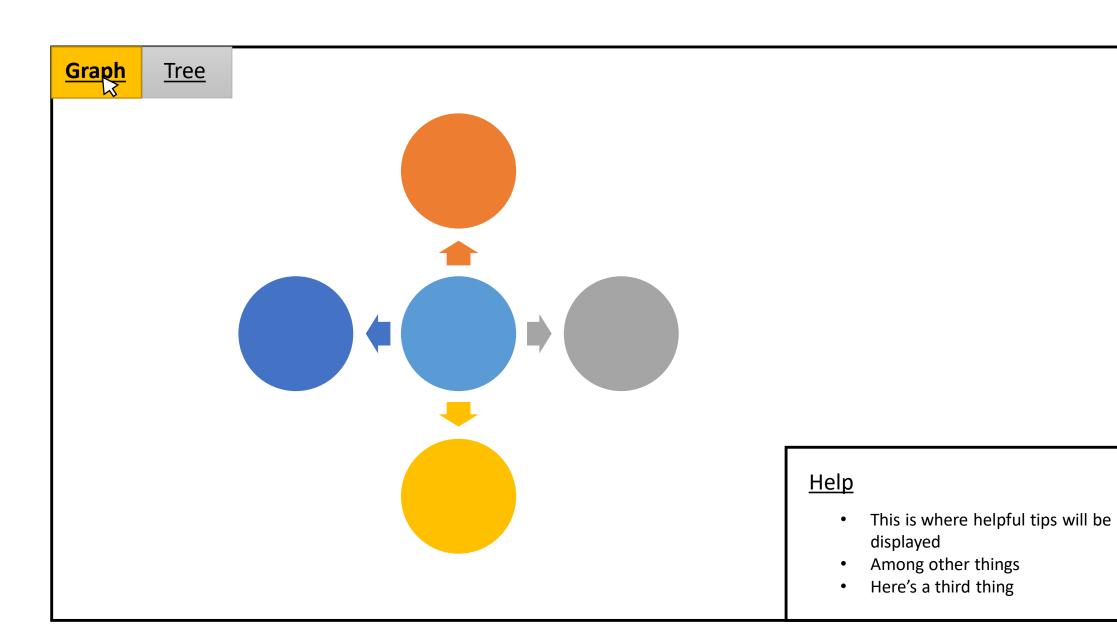
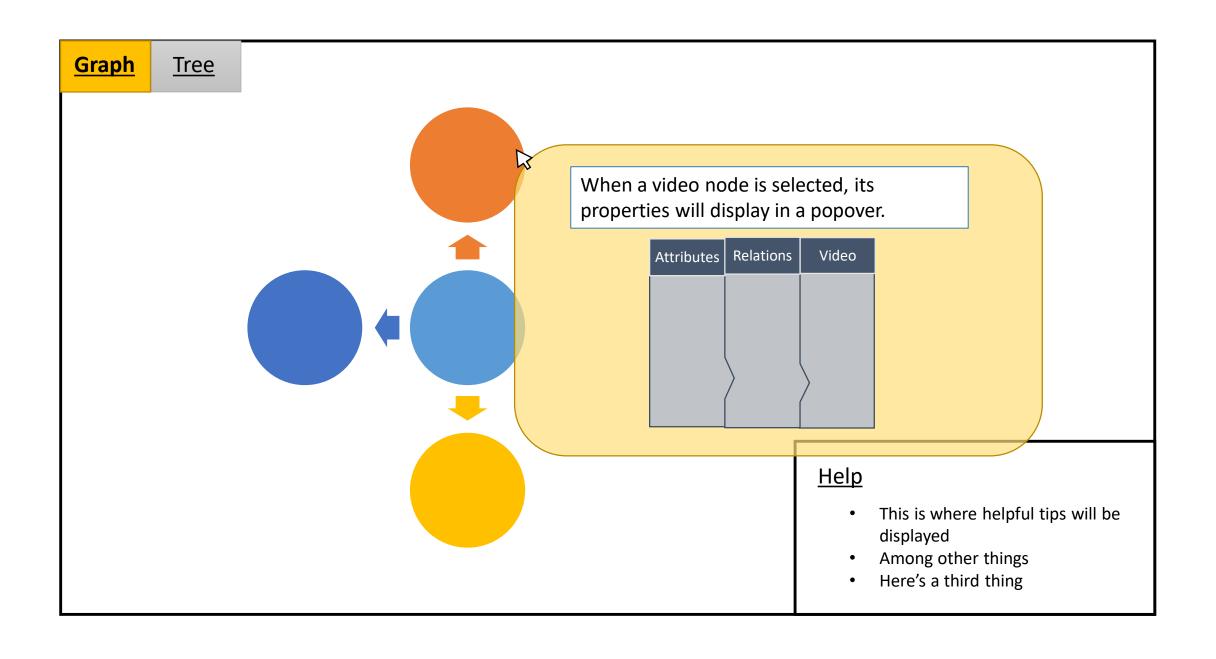
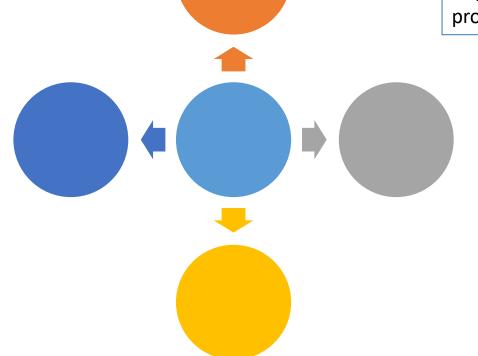
<u>Graph</u> <u>Tree</u> **Properties** This is where properties of a selected video will display The lower three tabs will divide info Here's a third This tree thing structure represents a given model Attributes Relations Video <u>Help</u> Displays the video file path This is where helpful tips will be displayed Should update Among other things dynamically if Here's a third thing videos/relations get added





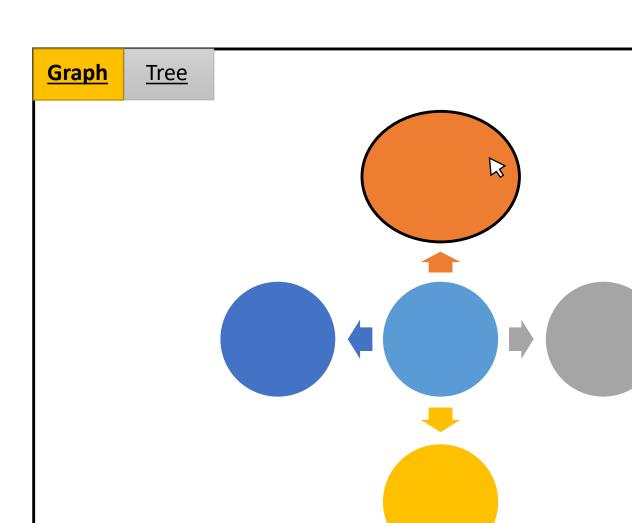


Tree



Videos can be linked by updating the relations of a node pair, or graphically by clicking a node and dragging a link to the targeted related node, which would then produce a form to define the relation.

- This is where helpful tips will be displayed
- Among other things
- Here's a third thing

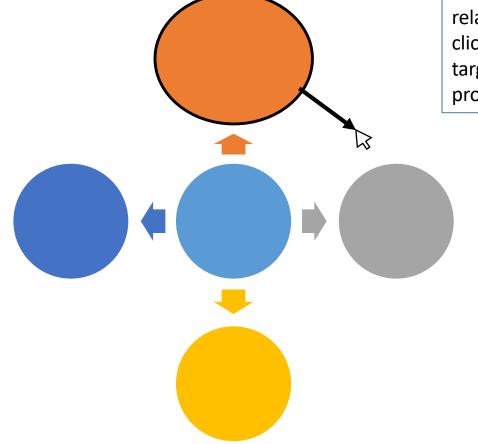


Videos can be linked by updating the relations of a node pair, or graphically by clicking a node and dragging a link to the targeted related node, which would then produce a form to define the relation.

- This is where helpful tips will be displayed
- Among other things
- Here's a third thing

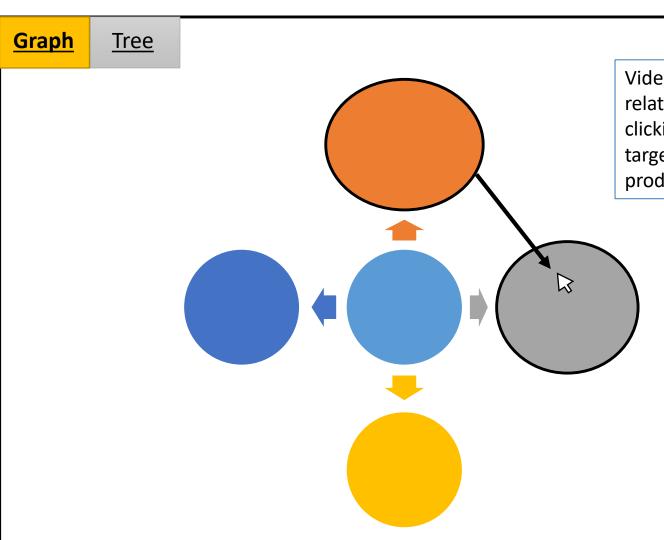


<u>Tree</u>



Videos can be linked by updating the relations of a node pair, or graphically by clicking a node and dragging a link to the targeted related node, which would then produce a form to define the relation.

- This is where helpful tips will be displayed
- Among other things
- Here's a third thing

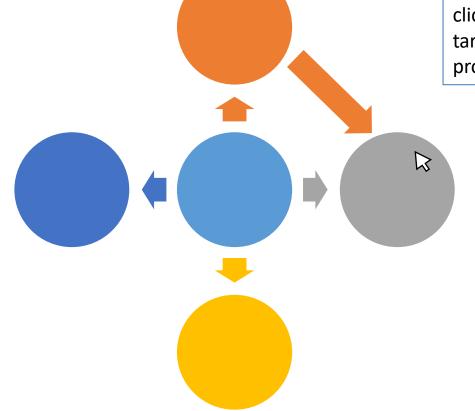


Videos can be linked by updating the relations of a node pair, or graphically by clicking a node and dragging a link to the targeted related node, which would then produce a form to define the relation.

- This is where helpful tips will be displayed
- Among other things
- Here's a third thing

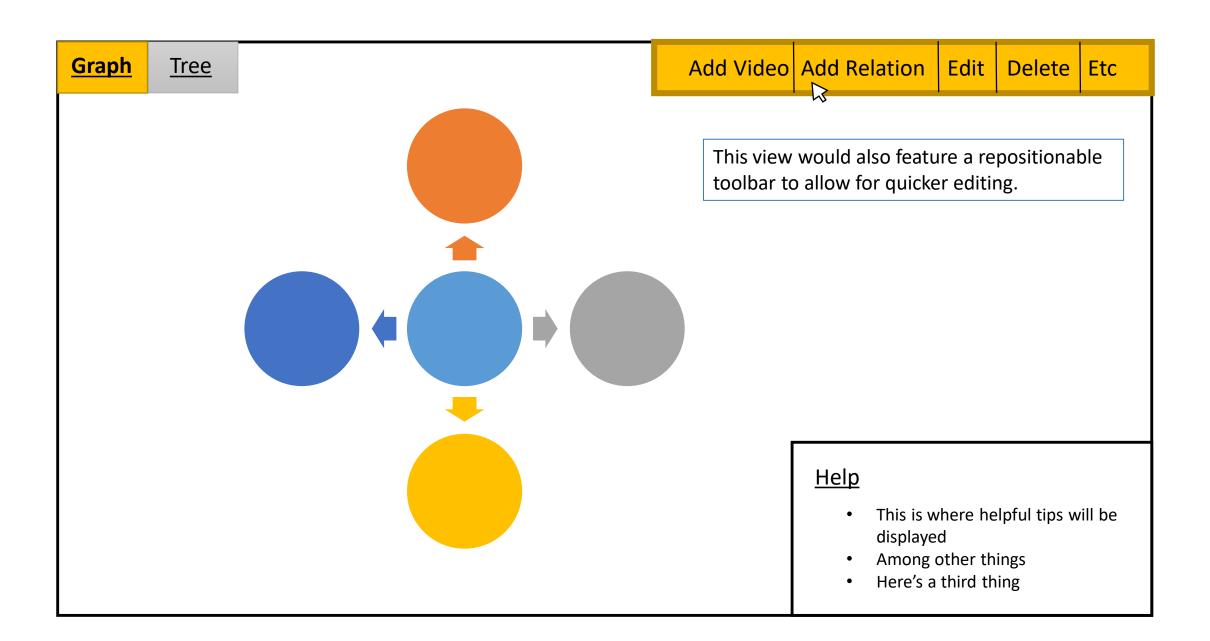


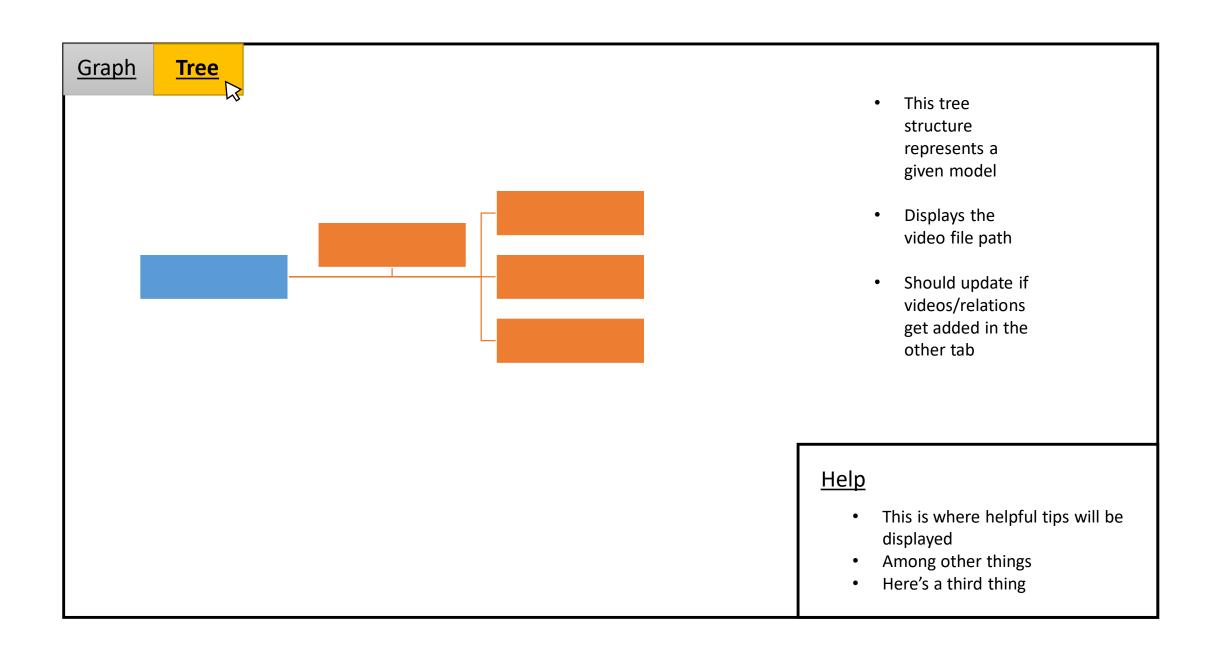
Tree



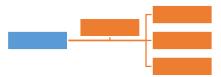
Videos can be linked by updating the relations of a node pair, or graphically by clicking a node and dragging a link to the targeted related node, which would then produce a form to define the relation.

- This is where helpful tips will be displayed
- Among other things
- Here's a third thing





<u>Tree</u>



- This tree structure represents a given model
- Displays the video file path
- Should update dynamically if videos get added

Properties

- This is where properties of a selected video will display
- The lower three tabs will divide info
- Here's a third thing

Attributes	Relations	Video