## **User Guide of Annotation Tool**

## Screen Layout and Basic Operation

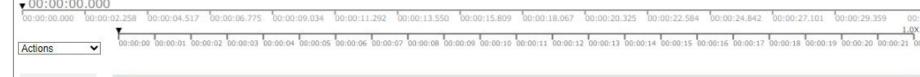
## Screen Layout (after loading a project file and a video)



### **Control Panel**

- ① Open a video
- ② Open a VIA Project file
- Save a VIA Project file
- 4 Timer display
- Start/Stop button for Timer
- 6 Reset button for Timer





#### Video View

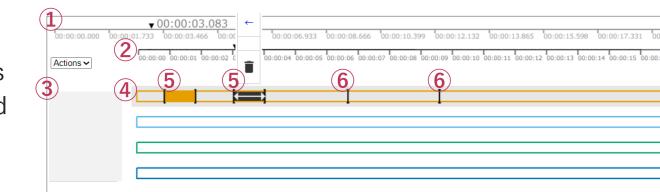
- ◆ **Space:** Play/Pause Video
- ♦ N: Move forward by "Skip delta" seconds
- N + Shift: Move forward to the next multiple of "Skip delta" seconds
- ◆ P: Move backward by "Skip delta" seconds
- ◆ P+Shift: Move backward to the previous multiple of "Skip delta" seconds

#### **Click for more keyboard shortcuts**



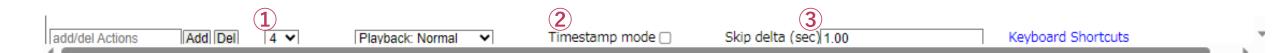
## **Action Segment Panel**

- Seek bar
  - The triangle shows the current position
  - Jump to the position if clicking the lower part of the bar
- ② Magnified seek bar
  - Same as the seek bar but magnified
- 3 Name of an action class
- 4 Action segment bar
  - Shows action segments/point labels of a class
  - Selected bar is highlighted by grey background
- 5 Action segments
  - Selected segment is filled by black
- 6 Timestamps
  - Point labels entered in the timestamp mode



#### **Tool Bar**

- 1 Number of displayed action segment bars
- 2 Toggle Timestamp mode
  - Point labels, instead of action segments, are entered in the timestamp mode
  - Use this for point-level/AAPL annotations
  - Change of the modes affects the labels input after the change
- 3 Skip delta (see the "Video View" page for how this works)

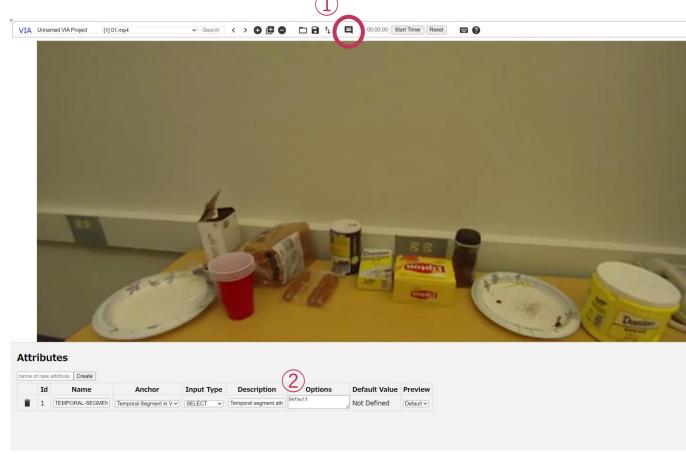


# **Annotation Operation**

## Preparation for Full/Point-Level/AAPL Annotation

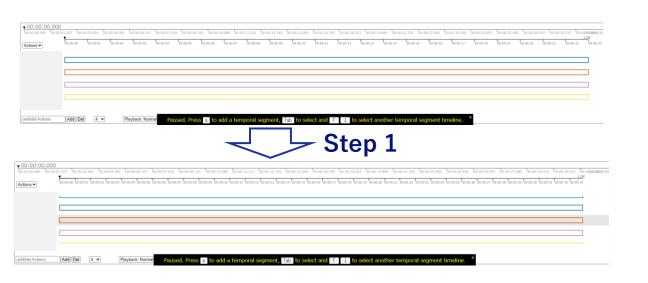
#### Steps

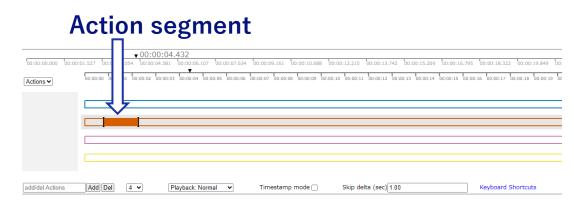
- Click Show/Hide Attribute Editor to show the attribute editor
- 2 Enter the comma-separated list of action class names in "Options"
- 3 Hide the attribute editor
- (Point-Level/AAPL only)
  Enable the timestamp mode
  (see "Tool Bar" for how to do this)
- (5) (AAPL only) Enter "Skip delta" (see "Tool Bar" for how to do this)
- 6 Now you are ready to annotate the video



## Adding an Action Segment

- 1. Select an action class by click the Action Segment Bar next to the class name
- 2. Record the starting point of an action segment by pressing the "A" key
  - Segment of one second long starting at the current position (default mode) or a point label (timestamp mode) is recorded
- 3. Update the ending point of the segment by pressing "Shift + A"
  - This operation is invalid in the timestamp mode





## **Editing/Deleting an Action Segment**

- Change the starting/ending time of an action segment
  - Two methods
    - 1. Drag the edge of the action segment on the action segment bar
    - 2. Select the segment by clicking it, and then press L, Shift+L, R, Shift+R (see the keyboard shortcut list for the effects of these keys)
- Move an action segment
  - Two methods
    - 1. Drag the body of the action segment
  - 2. Select the segment, and then press the left/right arrow key
- Delete an action segment
  - Two methods
    - 1. Select the segment, and click the trash bin icon
    - 2. Select the segment, and press the backspace key



### **Preparation for Video-Level Annotation**

- Steps to enter video-level labels
  - Click Show/Hide Attribute Editor to show the attribute editor
  - ② Select "Attribute of a File" in "Anchor"
  - 3 Select "CHECKBOX" in "Input Type"
  - 4 Enter the comma-separated list of action class names in "Options"
  - 5 Video-level labels can be entered using the checkbox at the top-left of the video view

