

# CS 1033

## MULTIMEDIA AND COMMUNICATIONS

### Lab 9: Video

Remember to have your memory stick or a place in the cloud ready to back up your work in every lab!

### **Learning objectives for this lab**

- Place images, video and audio files into the Playlist area of Shotcut
- Add new audio and video tracks
- Move media files from the Playlist area onto the audio and/or video tracks
- Create transitions between the clips
- Add captions (hardsubs) to the clips in Shotcut
- Add subtitles (softsubs) to a rendered video
- Fade in and out sound
- Split clips at the Playhead and remove clips
- Export the video file to an mp4 format
- Modify the bit rate to increase or decrease the file size of the mp4 file

## Introduction

### Video Editor

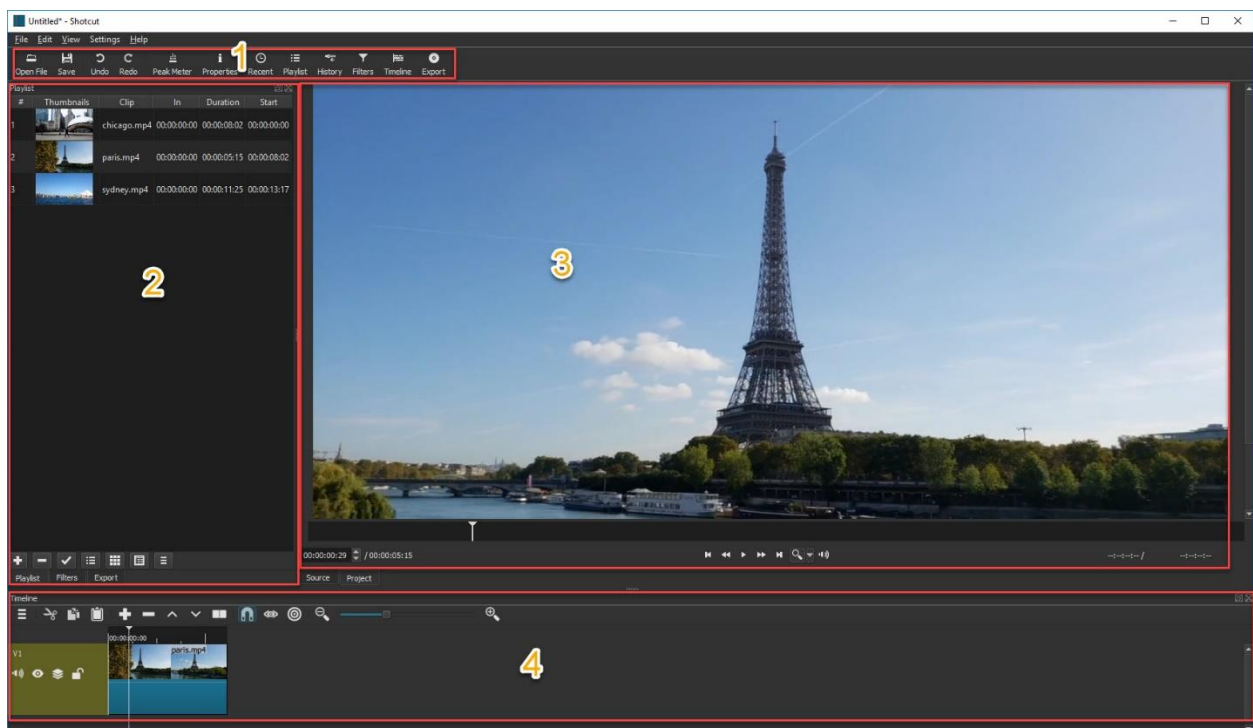
Video editors are powerful software that provide an interface for loading media and combining them to create and edit videos. They typically provide a wide range of pre-built effects, transitions, and other features to enhance the overall feel of the videos. While the software's provided options make it relatively easy to edit videos, the user always has full control over every part of the process.

There are many great video editors available for purchase or free download online, including iMovie, Adobe Premiere Elements/Pro, Final Cut Pro, and CyberLink PowerDirector. In this course, we will use a free video editor called Shotcut.

## Shotcut

Shotcut is a free video editing program with virtually every feature and function you would need in a video editor. It is available for free download and works on both Windows and Mac machines. The MC 230 and NCB 105 labs have it already installed. If you want to install it on your personal laptop or home computer, download Shotcut for free here: <https://www.shotcut.org/download/>

### Shotcut Reference Page



This image shows the 4 primary regions of the Shotcut interface. The 4 regions are:

1. The **Toolbar** along the top contains several icons that are used to open/save your files, undo or redo the last action, or activate different panels.
2. The **Playlist** on the left side holds media that you want to include in your video. Note: this left panel usually contains other tabs that you can switch between, i.e. Filters and Export. The **Filters** panel is used for adding text, transitions, and other effects. The **Export** panel is used when you are finished and ready to render the video.
3. The largest region is called the **Preview** area and it gives you a look at your project while you work on it. At the bottom of this area is a control panel with buttons to play, pause, skip backward, skip ahead, etc.

4. The **Timeline** is the bottom panel and this is where almost all the work will be done. This is where you will combine your media files, edit the clips, delete unnecessary portions, apply transitions, etc.

The basic order of operations when using Shotcut is:

1. Press the Playlist button to make sure the Playlist area is appearing along the left. Drag your media items such as images, video and audio to the Playlist area.
2. Press the Timeline button to make the Timeline area appear.
3. Right click in the Timeline area to Add a Video Track.
4. Drag the media items from the Playlist area to the Timeline area in the order you want them to appear.
5. In the Timeline area, if you want to remove any parts of the video or create transitions, then split the video.
6. Press the Filter button to see the Filter area in order to add any text or effects.
7. Press the Export button to see the Export area and select the type of file you want to create.
8. Press the Export File button and select a name and location when you are ready to have the system create (export or render) your final video.

## Glossary

<b>playhead</b>	the white vertical line with a triangle on top, which indicates the current position of the video playback in the Preview area's blue bar
<b>splice</b>	to split a video clip at a specific time
<b>render</b>	to export the project as a finished video file into MP4, AVI, etc.
<b>codec</b>	a compression/decompression algorithm applied to a video to reduce its filesize

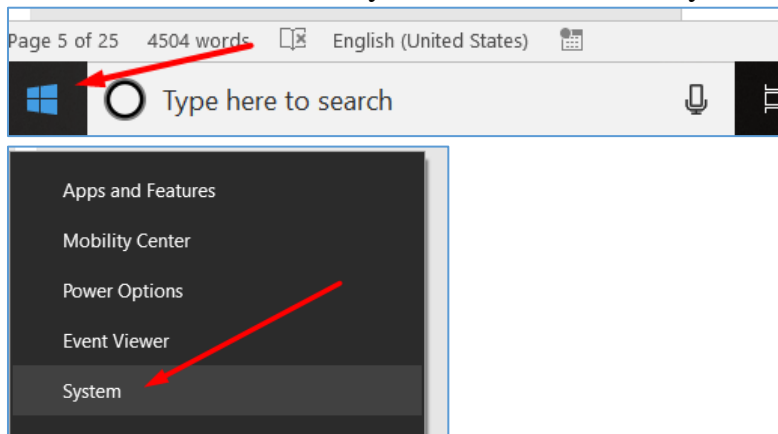
# Activity 1

## Installing Shotcut in Windows

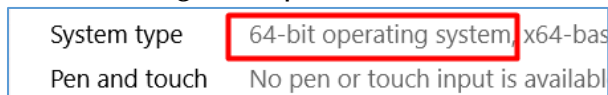
1. In Chrome, go to <https://www.shotcut.org/download/>
2. Select either the 64-bit Windows installer or the 32-bit Windows installer based on the Windows version you have on the machine/laptop you are working on.

Windows	
(Windows 7+)	
Site 1 (FossHub)	Site 2 (GitHub)
64-bit Windows installer	64-bit Windows installer
64-bit Windows portable zip	64-bit Windows portable zip
32-bit Windows installer	32-bit Windows installer
32-bit Windows portable zip	32-bit Windows portable zip

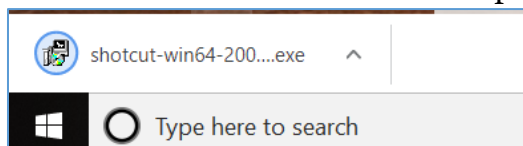
If you are unsure which Windows version you have, right-click on the Windows icon on the bottom left of your screen. Click on System.



On the About page, find the System type field and there you will see whether your Windows is 32 or 64 bit.

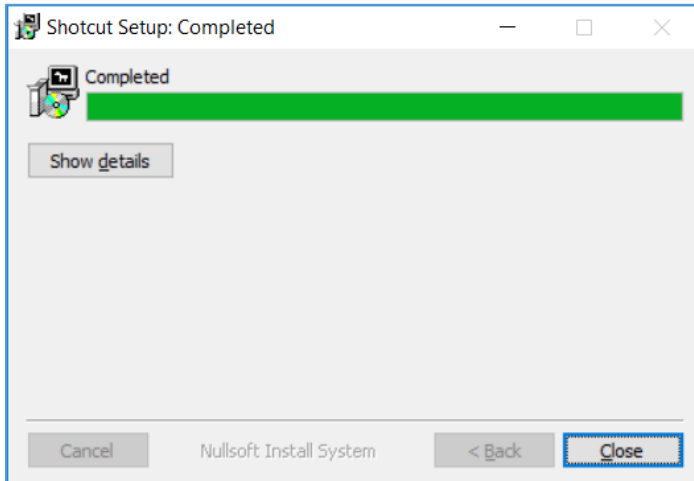


3. Once the Shotcut installer has completed downloading click on it.



4. You will get a prompt for which you will click Yes.
5. Go through with the installation prompts and steps.

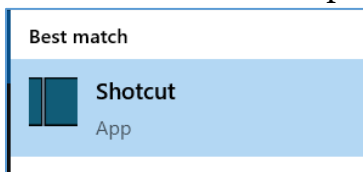
6. Once the installation is complete, click on Close. Now you should have Shotcut on your machine/laptop.



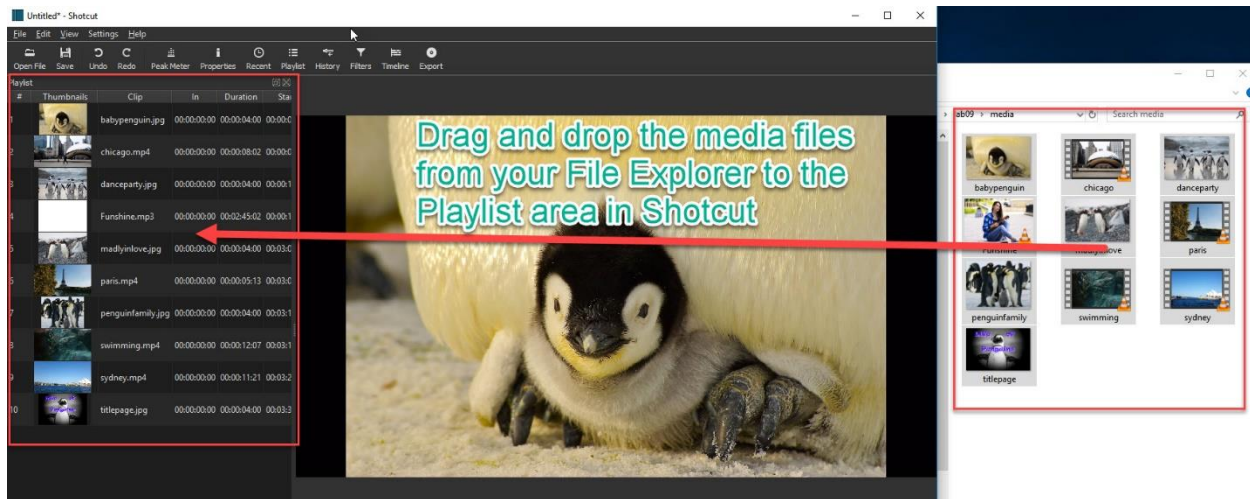
## Creating a simple video in Shotcut

To start, you will be creating a video about penguins using a collection of provided images, video clips, and a music track.

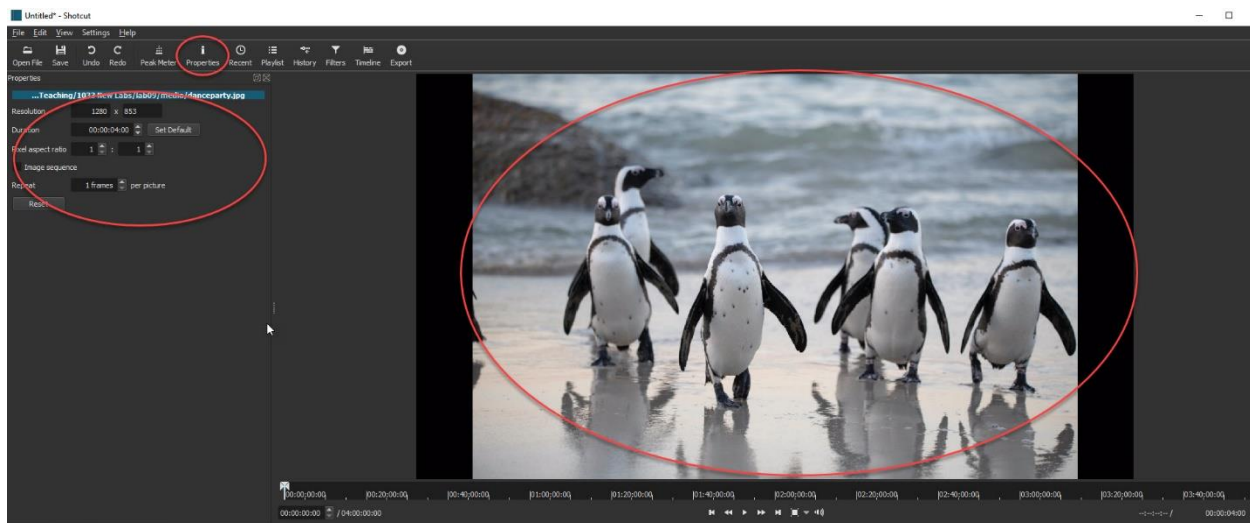
1. Create a directory on your memory stick/cloud storage within the **cs1033** directory to use for this lab and name it **lab09**.
2. Create a sub-directory within **lab09** and name it **media**.
3. Open the following URL in a browser:  
<http://www.csd.uwo.ca/~bsarlo/cs1033/labs/lab09/media>
4. Download all the files listed there and save them into your memory stick/cloud storage e.g. **F:\cs1033\lab09\media**.
5. If it's not already open, use the File Explorer to find and open the media directory you created on your memory stick/cloud storage.
6. Click on the magnifying glass next to the Start Button in the lower left corner and search for "Shotcut". Open Shotcut.



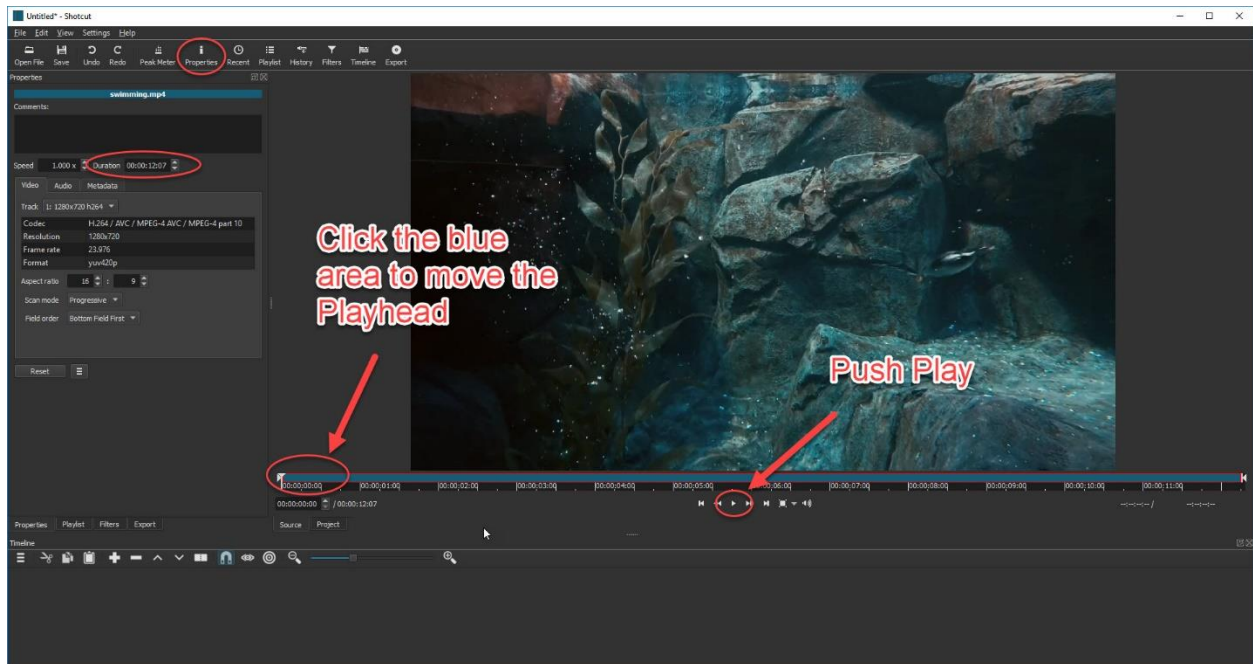
7. In the Toolbar, press the Playlist button to ensure the Playlist area is showing. Go back to the File Explorer and drag all the media files from that folder and drop them onto the Playlist area in Shotcut.



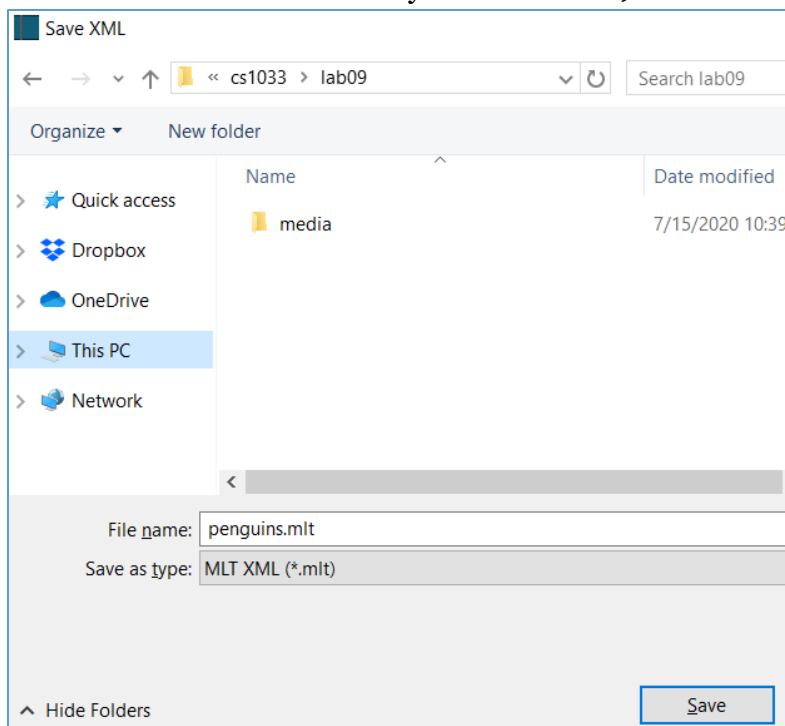
- Double-click in the Playlist area on the *danceparty.jpg* file to see it in the Preview area and then click on the Properties icon in the Toolbar to see the duration (length) of this file.



- Click on the Playlist button again to get back to that area and double-click on the file *swimming.mp4* to bring it up in the Preview area. Then click on the Properties button again to see the properties of this file. For example, you can see that this video clip is just over 12 seconds long. Push the Play button below the video in the Preview area to see a preview of the video:

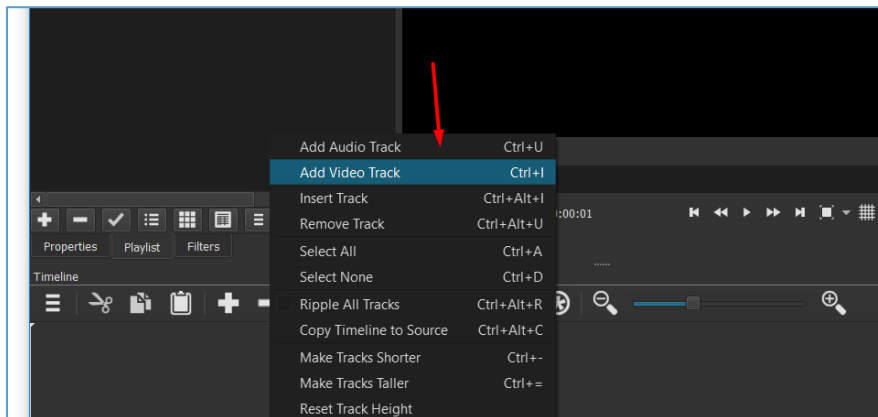
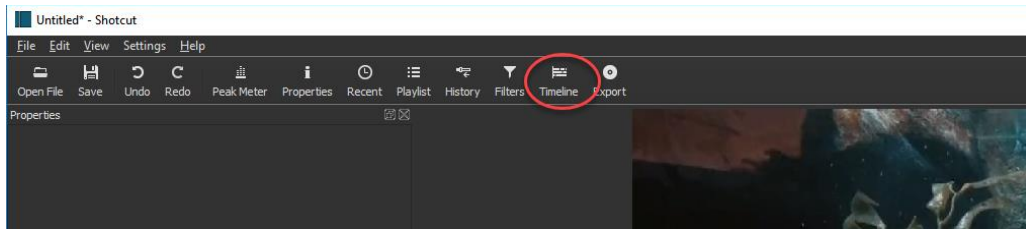


10. Click File > Save As and save this new project we are about to build in the **lab09** folder with the name *penguins.mlt* (Note: the extension .mlt is the native format for video projects in Shotcut. This format allows you to come back and edit the video later with individual layers and tracks).

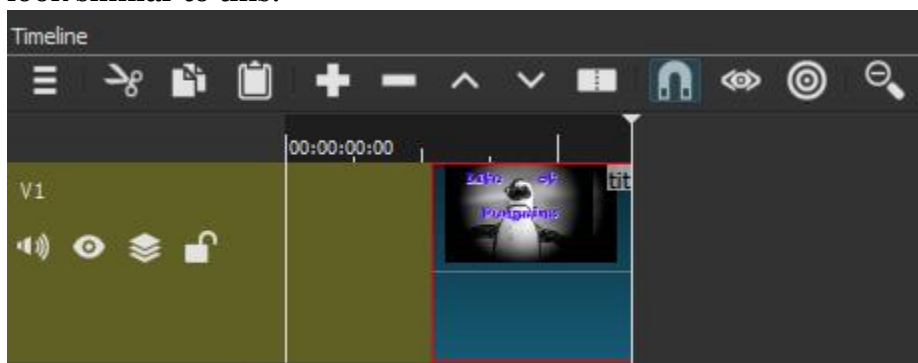


11. Push the Playlist button again to see the list of media items. Now we are going to build our video. Press the Timeline button to ensure the Timeline area is showing. Right-click on the Timeline area and select *Add Video Track*.

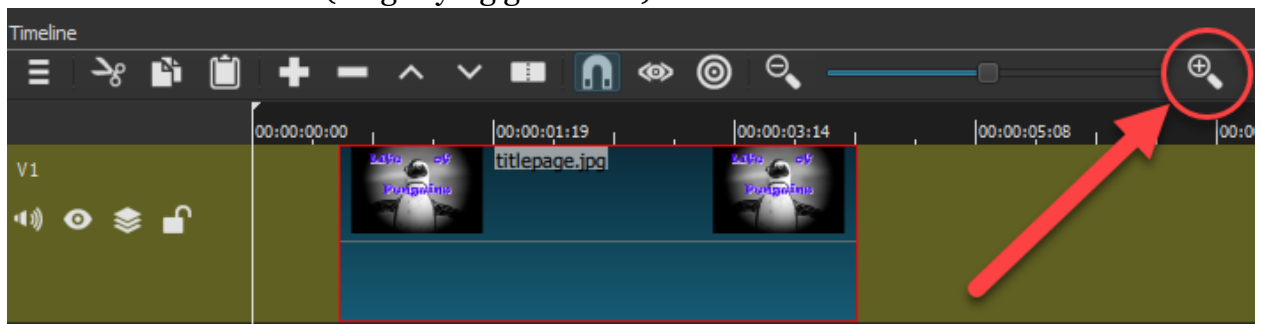




12. Drag the file *titlepage.jpg* from the Playlist area and drop it on the green V1 area. Don't worry about where exactly it is placed – we will be re-positioning the clips shortly so it doesn't matter right now if it's not tight to the left edge. It should look similar to this:



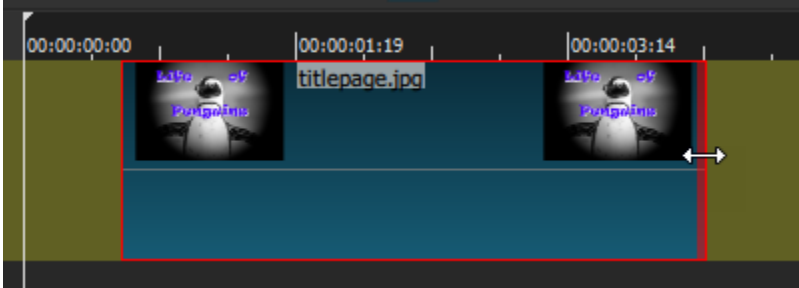
13. Push the zoom button (magnifying glass icon) to zoom in on the Timeline:



Zooming in or out does not change the amount of time a picture or video plays for; it simply allows you to see the Timeline at different scales. Zooming in is

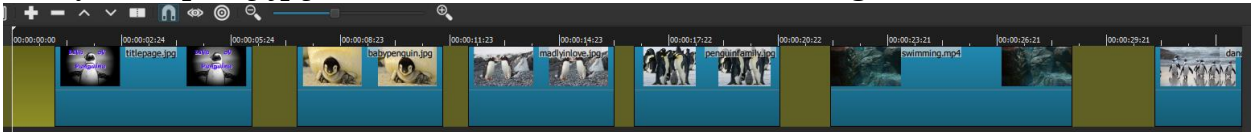
helpful for finding a precise moment or frame in the video, while zooming out allows you to see more of the overall video structure.



14. Right now the image is showing for about 3 and a half seconds. To make it stay on the screen a bit longer, put your mouse over the right edge of it until the edge turns red and you see a drag handle like this:



Drag this edge to the right so that the image will hold for about 5 seconds.

15. You may want to zoom out a few times now for the next step. You can always adjust the zoom as needed while you work.
16. Go back to the Playlist area and drag the file called *babypenguin.jpg* onto the Timeline and drop it AFTER (to the right) the titlepage image. Then do the same thing with *madlyinlove.jpg*, then *penguinfamily.jpg*, then *swimming.mp4*, and finally *danceparty.jpg*. Your Timeline should look something like this:

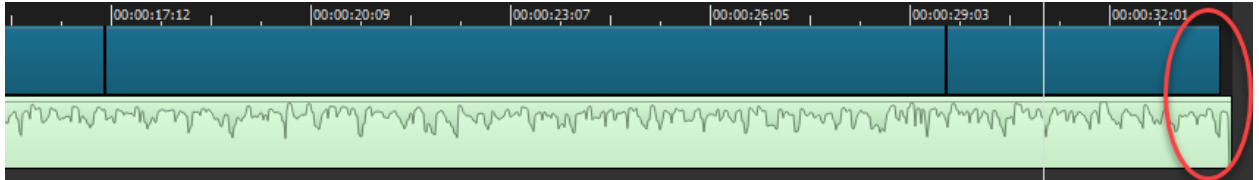


17. Right-click on each of the "in-between" green areas in the Timeline and click Remove to close those green gaps and pull all the clips back-to-back.
18. Drag the Playhead to the very start (or press the  backtrack button several times until the Playhead is at the start). Then push the  play button to see what you have so far.
19. Save your file again (File > Save).
20. Right-click on the Timeline in the dark gray region below or to the right of the media (do not right-click on one of these images). From the right-click menu, select *Add Audio Track*. You should see a new track called A1 is added below V1. You may have to use the scrollbar on the right to bring A1 into view.

**Note: Please plug your headphones into the computer if you haven't already!**

21. In the Playlist area, click on *Funshine.mp3* and drag it down and drop it over the new A1 track. Note that because this track is long, it may pull your Playhead to the end of the track.
22. Zoom out as needed and remove the green area before this song so that it begins at the start of the video.

23. The length of the song is still an issue as it goes about 2 minutes longer than the video portion. Hover your cursor over the right edge of the audio track (you may have to zoom out or scroll to the right in order to see the right edge of the audio track), like you did with the titlepage image above. This time, however, drag this edge to the LEFT until it's close to the same length as the video portion. This will stop the song early so that you don't have to watch a black screen while the song finishes.

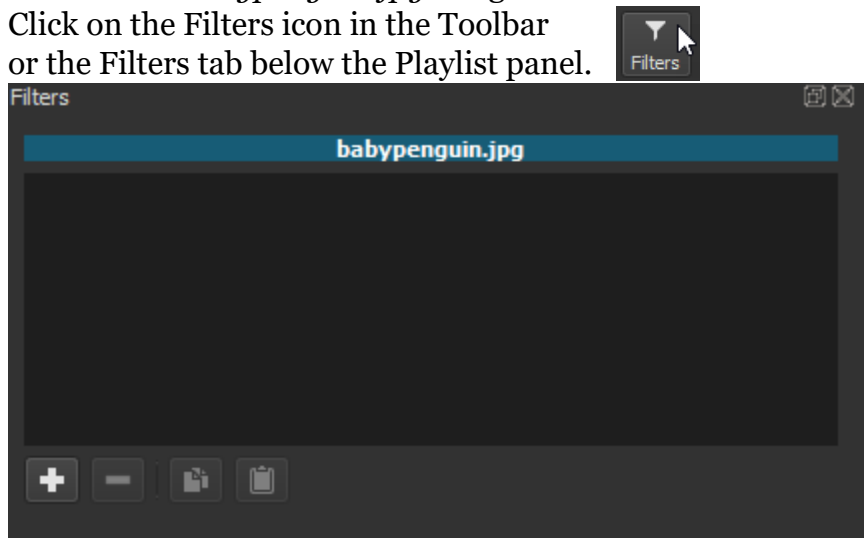


24. Play the video over again from the start. You should hear the music play while the video plays out.
25. Save your file again.

## Activity 2

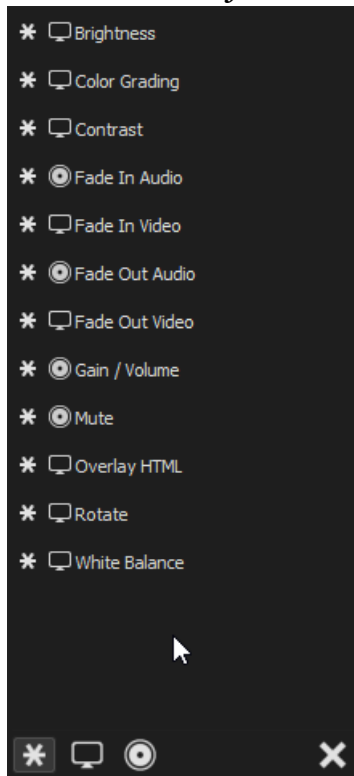
### Adding transitions and effects

1. If you closed *penguins.mlt*, re-open it now. You will continue working in this same file for this activity.
2. Click on the *babypenguin.jpg* image in the Timeline.
3. Click on the Filters icon in the Toolbar or the Filters tab below the Playlist panel.

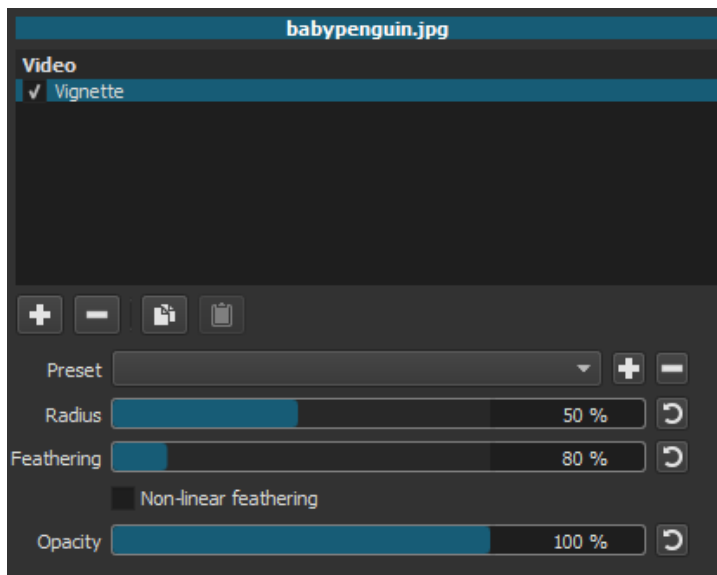


4. The Filters panel will display which filters are applied to the selected file. In this case, the selected file is *babypenguin.jpg* and there are no filters applied yet.

5. Click the *Add a filter* button (plus sign icon) to bring up the list of filters.



6. Notice there are 3 icons in the bottom-left corner of this menu. The asterisk, which is probably selected by default, represents the *Favorite filters*. The next icon looks like a TV screen and it represents the *Video filters*. The last icon with a donut-like shape (supposed to look like an audio jack) represents the *Audio filters*. Any time you toggle between these icons, the menu will update with filters within the selected category.
7. Select *Video filters* and then select the filter "Invert Colors".
8. Move your Playhead so that is in somewhere over the babypenguins.jpg image. Notice this looks psychedelic but not fitting for this video. Notice in the Filters panel, it now says *Video* followed by *Invert Colors* and a checkbox on the left. Click the checkbox so it's un-checked and you'll see the picture returns to the original colours. The checkboxes make it easy to experiment with showing and hiding filters while editing. Remove this filter by clicking the *Remove selected filter* (minus sign button) to delete it completely.
9. Click the + plus sign again and this time scroll down to *Vignette*. The filter might not be noticeable yet – it just adds a dark circle around the border. However, there are settings you can change to adjust how it looks.

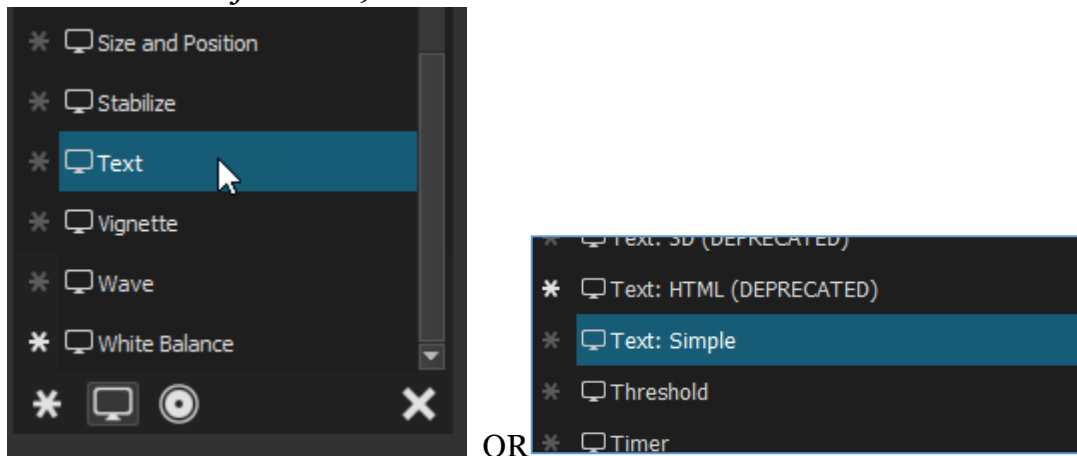


10. Drag the *Radius* setting down to 20% so that the effect is very noticeable.

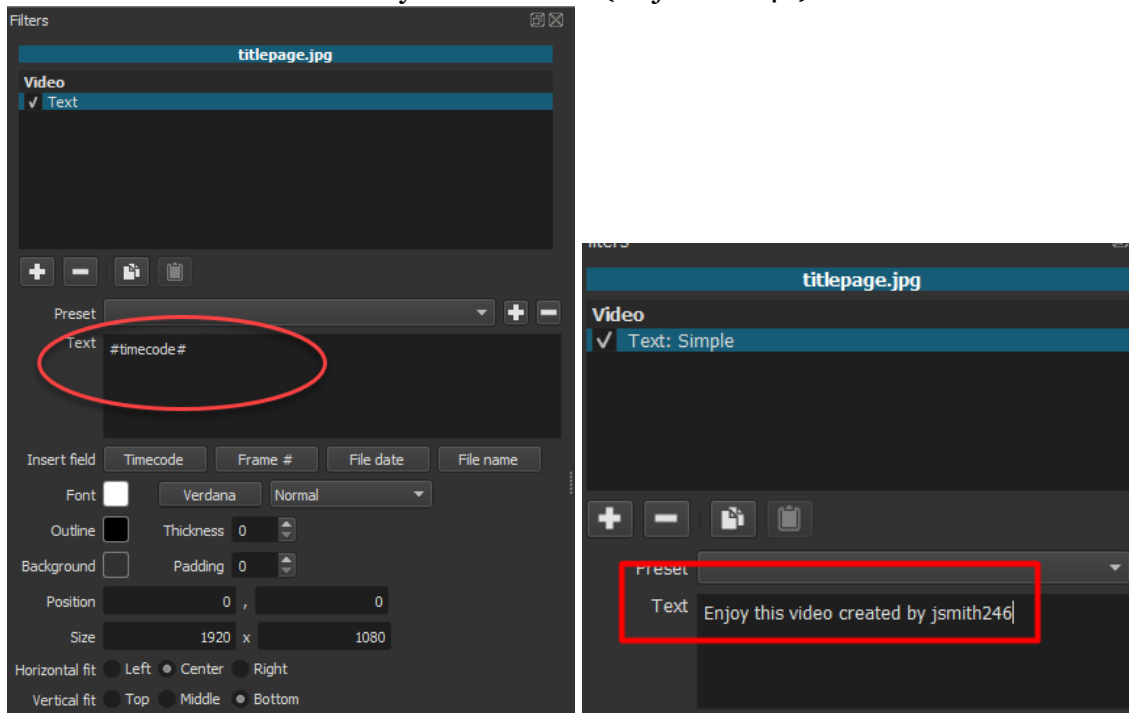


11. In the Timeline, move the playhead to other images and notice that the filter is not applied to them. It's important to remember that these filters are applied to individual files and not to the entire project at once.
12. Click on the *madlyinlove.jpg* image in the Timeline and move your Playhead to that image and then add a new filter: *Fade In Video*. Drag the Playhead back and forth along the start of this image to see how it starts dark and gets gradually brighter. There's also an option to fade out the video which is the same but it makes a clip get darker at the end.
13. In the Timeline, move the playhead to the image *titlepage.jpg*.
14. Open the Filters panel if it's not already open.

15. Add a new filter under the *Video filters* category, called *Text* (or *Text: Simple* in recent version of Shotcut).

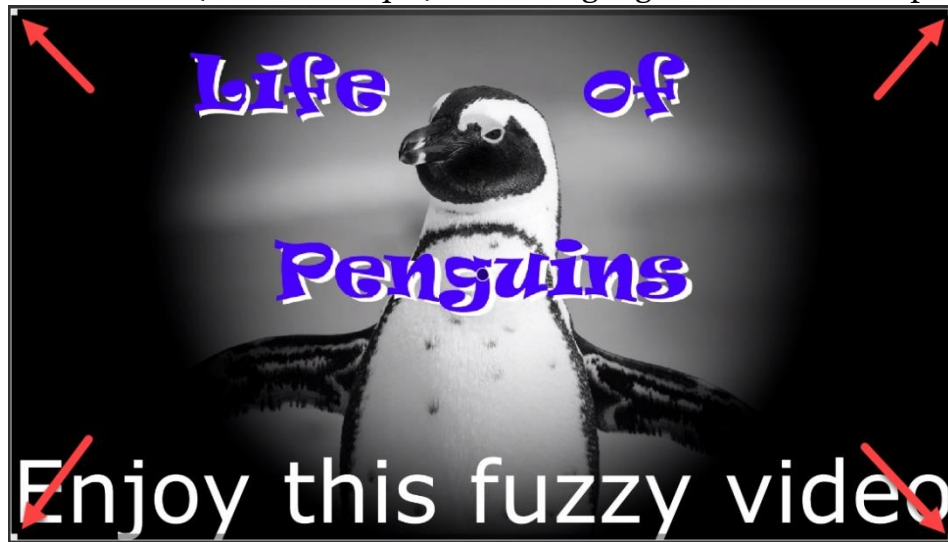


16. By default, this filter puts an enormous timestamp onto the video but we will change this.
17. The Filters panel contains various settings that correspond to the *Text* (or *Text: Simple*) filter. The main one is labelled *Text* and defaults to `#timecode#` which is a way of displaying the current time in the video through the use of a variable. Delete that default text and type "Enjoy this video created by **StudentUWOID**" where **StudentUWOID** is your UWO ID (ex jsmith246).

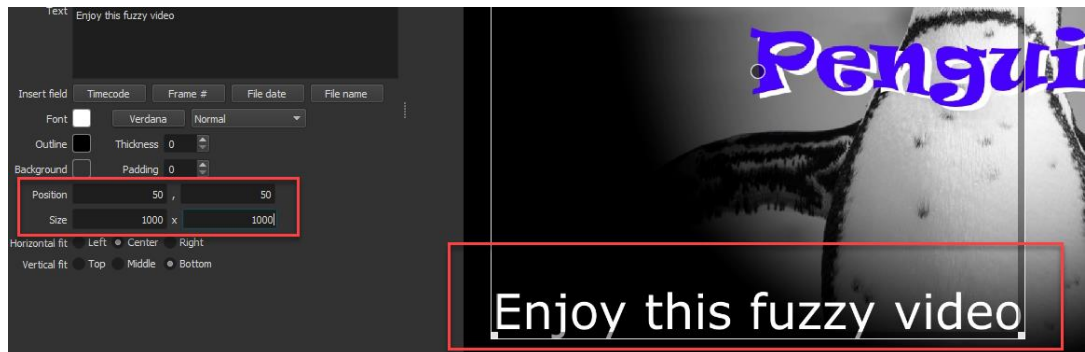


18. The text is still fairly large. Changing the font size isn't quite as easy as Word or Photoshop. We have to resize the textbox itself in order to change the font size.
- In the Preview region, if you see the white border around the text and white squares in the corners, then click on one of those corner squares and drag the mouse to resize it. If you can't see the white border and squares,

you may have to first resize the whole Shotcut window or double check that the *Text* (or *Text: Simple*) filter is highlighted in the Filters panel.



- b. The other way to resize the textbox is in the Filters panel using the Position (X and Y) and Size (width and height) settings. Change the Width and Height values to 1000. Adjust the two Position values (X and Y positions) a little (about 50) to bring the text out from the lower-left corner.

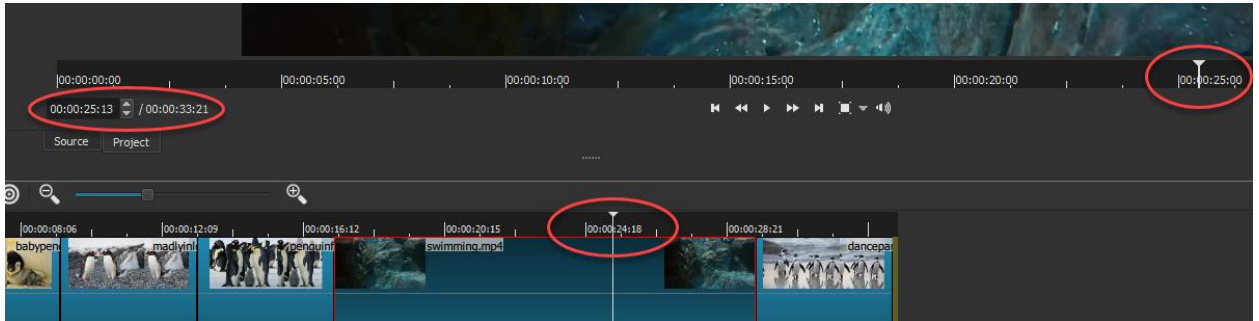


19. Save the file again.

# Activity 3

## Splitting clips

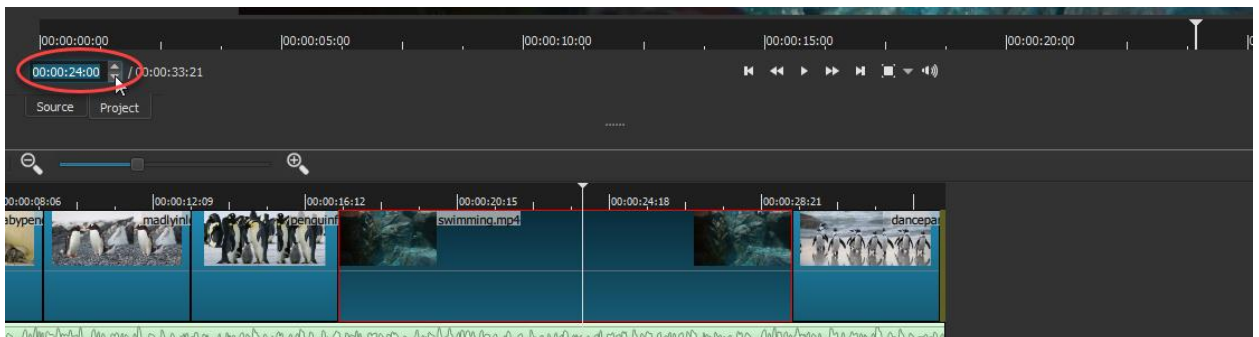
1. Continue working in penguins.mlt.
2. Click on *swimming.mp4* in the Timeline to select it and move your Playhead to it
3. Make sure you understand how the video's time is displayed so that you can find precise moments or frames to work on.



4. From the above screenshot, observe the 3 circled regions. All of these indicate the timestamp that the Playhead is currently pointing at. Use any or all of these when finding an exact frame during your editing.

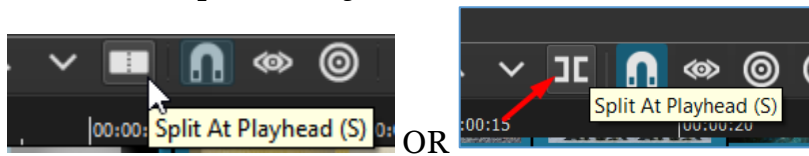
Note: these "timestamps" are written in the format hh:mm:ss:ff (where hh = hour, mm = minute, ss = second, and ff = frame number). It's important to know that the last two digits are NOT the milliseconds but rather the frame number. This is why they typically go up to 24 rather than 59.

5. Using the above highlighted timestamps and frame indicators, move the Playhead to the 24 second spot (00:00:24:00) which is about halfway through the *swimming.mp4* clip. If you have trouble finding that exact spot, you can use the leftmost timestamp (upper left corner in the image below) and click the up and down arrows to move forward or backward one frame at a time.

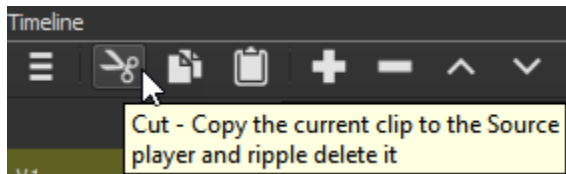




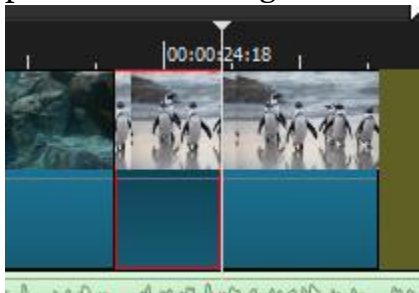
6. Click on the *Split At Playhead* icon in the Timeline's little toolbar.



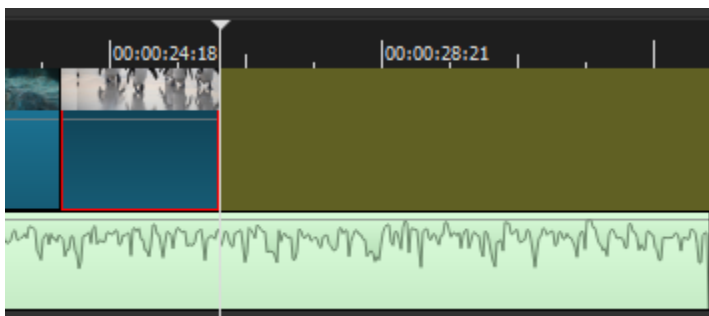
7. This splits the clip into two separate clips at the exact place where the Playhead is sitting, which in our case is at 24 seconds.
8. Click on the **right** portion of this *swimming.mp4* clip and move your Playhead there, to select just that half of the video clip.
9. With that portion selected, click the *Cut* icon to delete this portion from the Timeline.



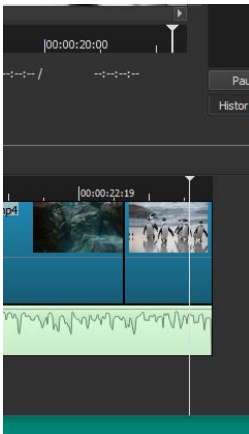
10. Now select *danceparty.jpg* in the Timeline and use the timestamps to bring the Playhead to 00:00:25:15 (remember 15 is the frame number between the 25<sup>th</sup> and 26<sup>th</sup> second).
11. Use the *Split At Playhead* tool again to split this image clip in two portions.
12. Select the **left** portion of this image and then *Cut* it, leaving the second (longer) portion of the image remaining.



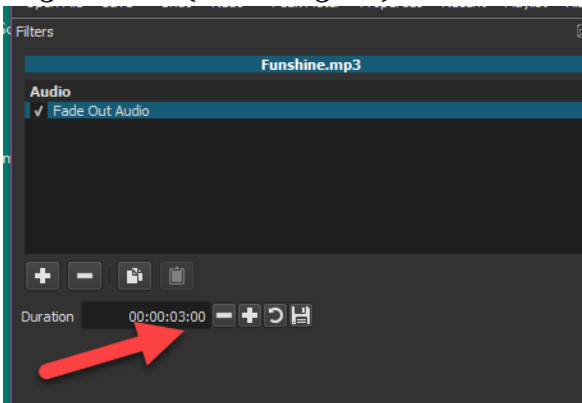
13. Notice the audio goes beyond the video again because we cut out some of the video portions.
14. Use the *Skip to the previous point* or *Skip to the next point* buttons to lock in the Playhead at the very end of the video but to the right of the green area.



15. Hover your cursor over the audio track and the cursor will change to a hand symbol.
16. Right-click there on the audio track and select *Split At Playhead*.
17. By splitting it through the right-click menu here rather than the icon you used previously, it splits the audio instead of the video. You should now see that the *Funshine.mp3* song is split in two parts lining up with the end of the video.
18. Select the **right** portion of the audio track and *Cut* it so that both the audio and video end at the same exact time.
19. Move your Playhead just a little bit to the left so that the Playhead is still within the video as shown below:



20. Click on the last image in the video to select it. Open the Filters panel and add a *Fade Out Video* filter on *danceparty.jpg*
21. Click on the audio track and add a *Fade Out Audio* (you will have to change to the Audio category) filter on *Funshine.mp3*. Change the duration of Audio Fade out to 3 seconds (00:00:03:00)



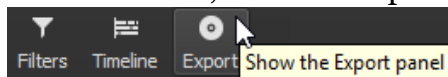
22. Play the last 5 or 10 seconds to make sure both fade outs work properly.
23. Save your project again.

# Activity 4

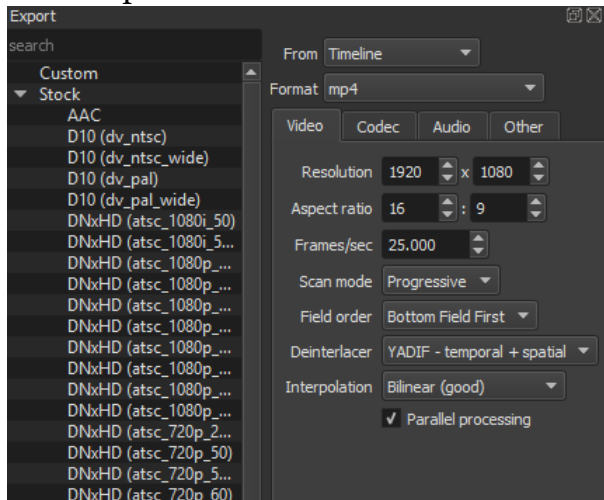
## Exporting the finished video

Remember that Shotcut uses the .mlt file format while you are editing your video. This format only works within Shotcut though, so you must render the finished video in a different format that is recognizable in other programs. MP4 is the most widely supported video format so this activity will teach you how to export it as an MP4.

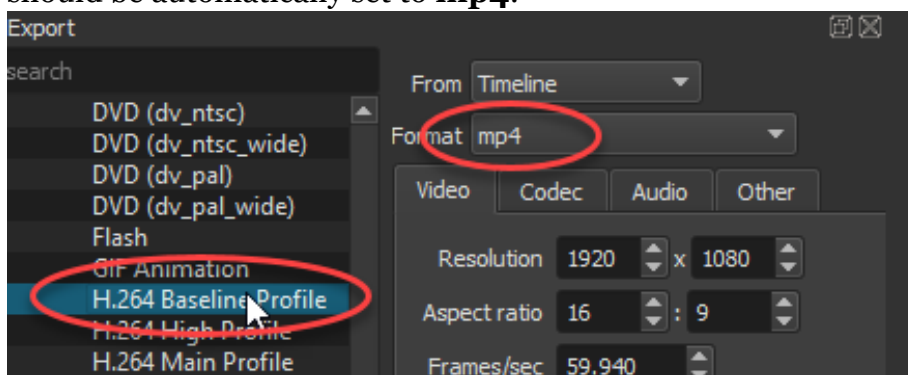
1. Open *penguins.mlt* in Shotcut if it's not still open from before.
2. In the Toolbar, click the Export button.



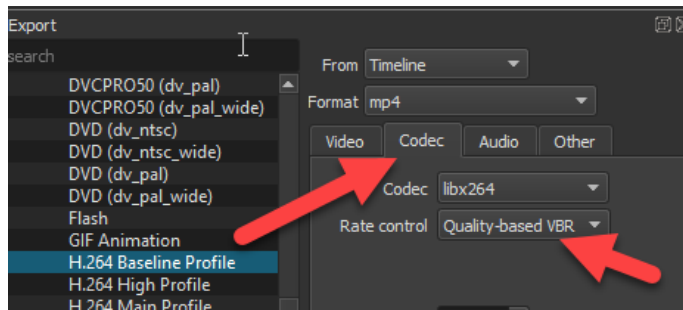
3. The left panel should now contain several Export-related settings.



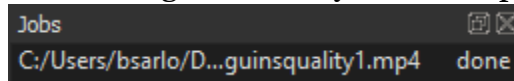
4. The left part of this panel is a list of formats and codecs you can choose from. If the left part of the panel is not appearing, click on “Advanced”
5. Scroll down and select **H.264 Baseline Profile**. When you select it, the Format should be automatically set to **mp4**.



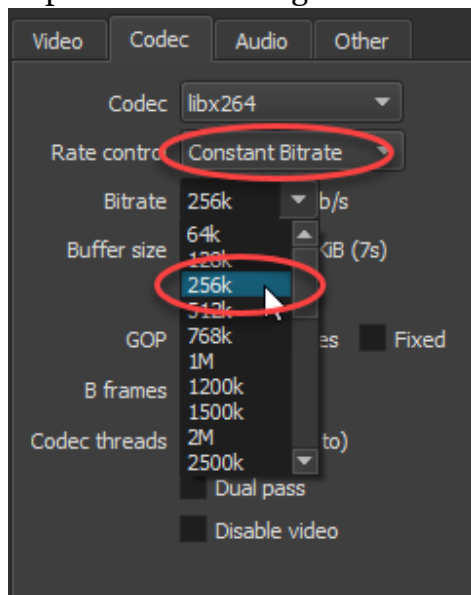
6. Click on the Codec tab and notice that the Rate control is Quality-based VBR.



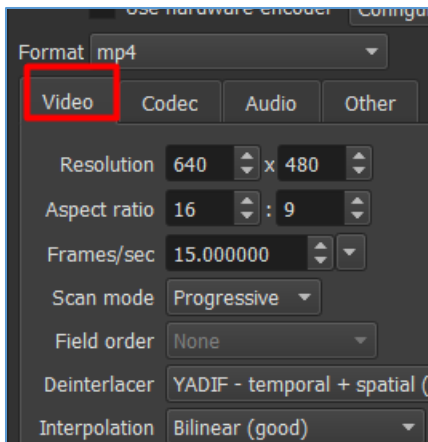
7. Click on the Export File button at the bottom of this area and output the file in your **lab09** folder with the name *penguinsquality1.mp4*.
8. Notice that along the right side of the window, you can now see the progress in the Jobs area. It may start with "pending", then show the percentage as the video is rendering (which may take a couple minutes), and then it will say "done".



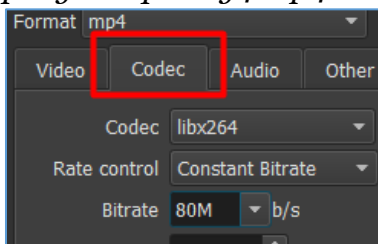
9. On the Codec tab, select the dropdown menu beside Rate control and this time select Constant Bitrate. In the Bitrate dropdown, select a bit rate of 256k. Hit the Export File button again and save it with the name *penguinsquality2.mp4*.



10. Export the video again but this time give it a Resolution of 640 by 480 and a Frames/sec of 15.000, and name this file *penguinsquality3.mp4*.



11. Export the video again but this time give it a Bitrate of 80 M and name this file *penguinsquality4.mp4*.



12. Go to File Explorer and into your **lab09** folder. Look at the difference in the file size of each of the MP4 videos. Try playing each video making sure you let it play till you get to the part where the penguins are swimming. In general, try to keep the bit rate below 8M or use Quality-based VBR so that the file sizes aren't too large.

Name	Date modified	Type	Size
media	6/21/2019 3:24 PM	File folder	
exer3.mlt	6/20/2019 5:46 PM	MLT File	8 KB
lab09	7/3/2019 1:31 AM	Microsoft Word D...	4,043 KB
penguins.mlt	6/25/2019 11:52 AM	MLT File	17 KB
penguins_subs.mlt	6/25/2019 12:54 PM	MLT File	21 KB
penguinsquality1	7/3/2019 1:14 AM	MP4 Video File (V...	24,541 KB
penguinsquality2	7/3/2019 1:30 AM	MP4 Video File (V...	973 KB
penguinsquality3	7/3/2019 1:31 AM	MP4 Video File (V...	23,904 KB
penguinsquality4	7/3/2019 1:32 AM	MP4 Video File (V...	105,797 KB

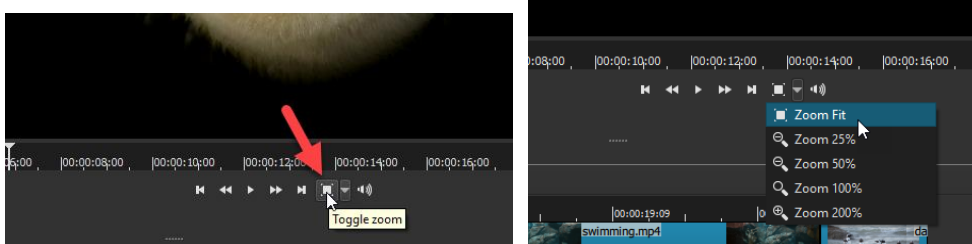
# Activity 5

## Hardsubs and softsubs

This activity has two portions. First you will add hardsubs using the Text filter to embed captions directly into the video that will always be visible. In the second portion, you will add closed captions which are not part of the actual video but saved in a separate file. These are called softsubs because they can be turned on or off.

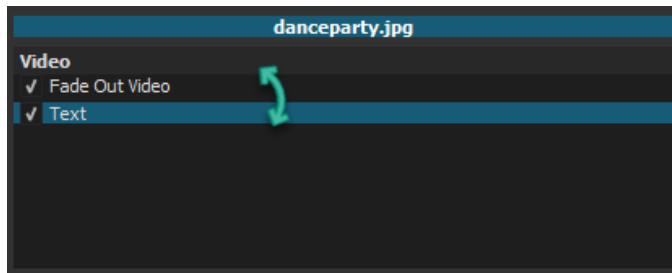
### Hardsubs

1. Open *penguins.mlt* in Shotcut if it's not still open from before. We will be making another copy of this file. Click File > Save As and name it *penguins\_subs.mlt*.
2. In *penguins\_subs.mlt*, select *babypenguin.jpg* in the Timeline and move the Playhead there.
3. Open the Filters panel. You should see the Vignette filter listed there from earlier.
4. On the Playback menu, under the Preview Area, click on the Toggle Zoom icon and select Zoom Fit.



5. Add a new *Text (or Text: Simple)* filter (in the Video category). Remove the timecode and enter the text "Starring Lil' Penny". Reduce the Width so that it's not overly large and play with the X Position value to roughly center the text horizontally.
6. Go to the last image on the Timeline and add the following text to this image: "YourWesternUserID making hard captions over dancing penguins". For example, if you were Homer Simpson, it should say:  
*hsimpson2 making hard caption over dancing penguins*
7. Play the last 5 seconds of the video. You may notice that the text stays clear while the image fades to black. This looks unprofessional but we can fix it! In the Filters panel, drag the Text filter up so that it appears before the Fade Out filter. The

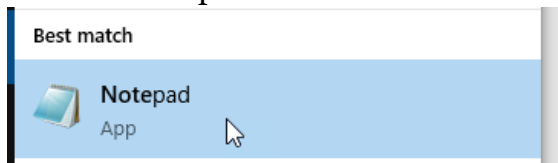
order matters here!



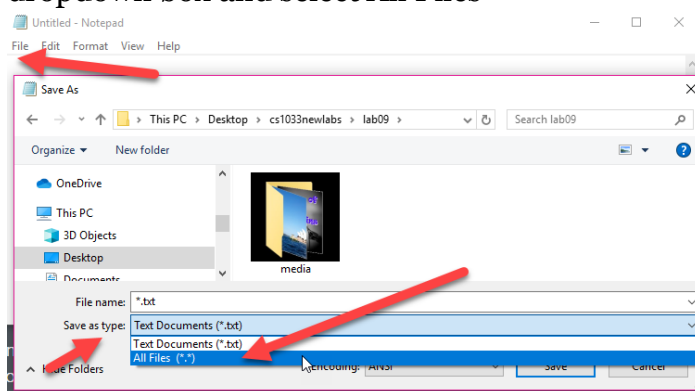
8. Now play the last 5 seconds again and you should see the text will fade out along with the video.
9. Click on the Export icon, then click on the Codec tab and set the Rate control back to: Quality-based VBR
10. Export this video as an MP4 into **lab09** and name it *penguins\_hardsubs.mp4*

## Softsubs

1. Find and open Notepad through the Windows search tool (magnifying glass at the bottom of the screen). Note: you **cannot** use Microsoft Word for this because it is a rich-text editor, meaning it provides a lot of formatting options, and we need to use a plain-text editor so that the text does not have any formatting.



2. In Notepad, immediately click File > Save As. Click on the Save as type: dropdown box and select All Files



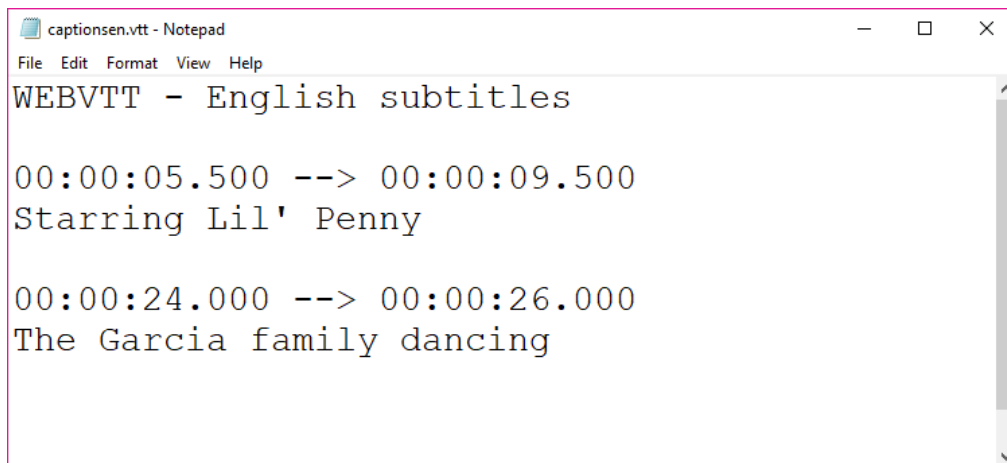
3. Navigate into your **lab09** folder and save the file with the name *captionsen.vtt* (it is important to use the .vtt extension and do NOT put it in the media subfolder).
4. Type out all the text you see in the following screenshot, exactly as is. The first line is a header. After that, each pair of lines of text include Start and End timestamps followed by the caption text to show up during the period specified by those timestamps.

NOTE: the timestamps MUST be typed exactly as shown below. The meaning of this line:

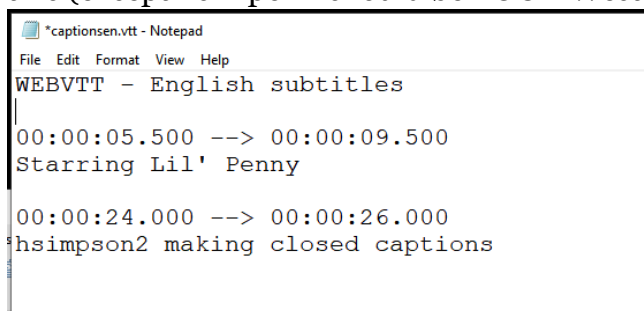
**00:00:05.500 --> 00:00:09.500**

is the time in your video should start displaying the caption, then you must put the characters "-->" then you must put the time to stop displaying the caption.

ALSO NOTE: the way to read the timestamp is hh:mm:ss.mil where hh means how many hours into your video, mm means how many minutes into your video, ss means how many seconds into your video and mil means how many milliseconds into your video. Make sure you put a colon between hh and mm and between mm and ss BUT put a period between ss and mil. And put a space before and after the characters: --> Your typing MUST be perfect.



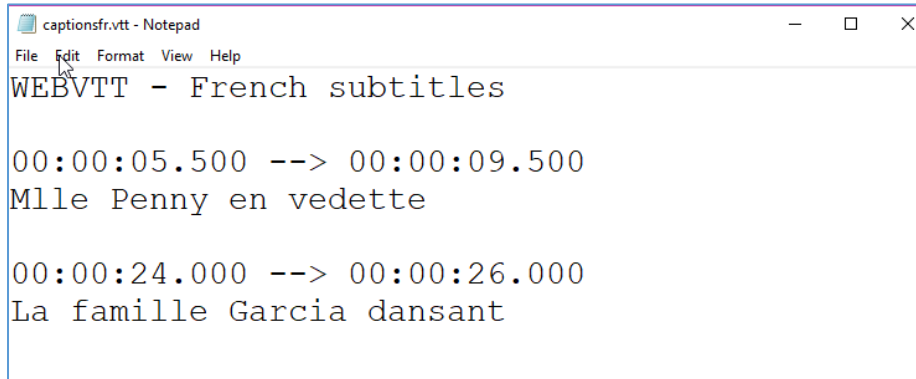
5. Click File > Save.
6. In Notepad, change the words "*The Garcia family dancing*" to be "*Your WesternUserID making closed captions*", so it should now look something like this (except hsimpson2 should be YOUR Western User ID):



7. Again save the file by clicking File > Save
8. In Notepad, select File > Save As , change the Save as type: dropdown box to All Files and save this file again in the same folder as captionsfr.vtt



9. Change the 4<sup>th</sup> line that says "Starring Lil' Penny" to be "Mlle Penny en vedette" and the last line to "La famille Garcia dansant" as shown:



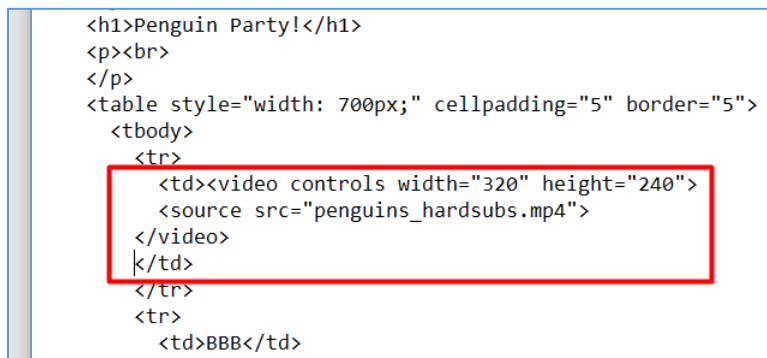
```
captionsfr.vtt - Notepad
File Edit Format View Help
WEBVTT - French subtitles

00:00:05.500 --> 00:00:09.500
Mlle Penny en vedette

00:00:24.000 --> 00:00:26.000
La famille Garcia dansant
```

10. Select File > Save and exit Notepad.
11. Open this link in Chrome: <http://www.csd.uwo.ca/~bsarlo/cs1033/labs/lab09/>, right-click on videos.html, and save it into your lab folder, i.e. F:\cs1033\lab09
12. Open **video.html** with Notepad.
13. Find the part where it says AAA. This is just a place holder for your <video> HTML tags. We are going to put the video you just created that you added captions using Shotcut (the hard captions) in this location.
14. Carefully delete just the three As (AAA) and replace the AAA between the <td> and the </td> with this:
- ```
<video controls width="320" height="240">
<source src="penguins_hardsubs.mp4">
</video>
```

Your code should look similar to this:



```
<h1>Penguin Party!</h1>
<p><br>
</p>
<table style="width: 700px;" cellpadding="5" border="5">
  <tbody>
    <tr>
      <td><video controls width="320" height="240">
        <source src="penguins_hardsubs.mp4">
      </td>
    </tr>
    <tr>
      <td>BBB</td>
```

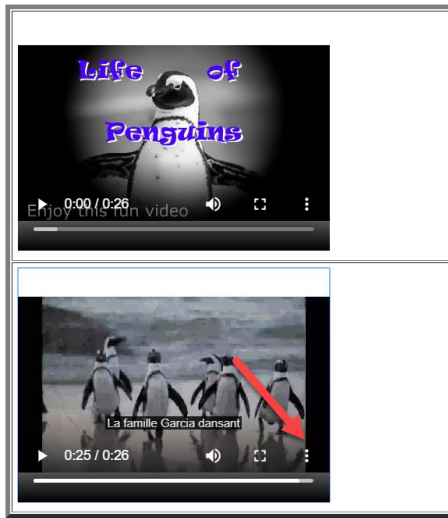
15. Where you see BBB, we are going to add one of the other videos you created that didn't have captions and add it. We are also going to allow the user to turn on or off captions with this video and pick between English captions or French captions. In this example, we will use the lowest quality video because it will upload the fastest when we go to test it, but you can do captions with any quality of video. Find the BBB and replace it with this:
- ```
<video controls width="320" height="240">
<source src="penguinsquality2.mp4">
<track label="English" kind="subtitles" srclang="en" src="captionsen.vtt">
<track label="French" kind="subtitles" srclang="fr" src="captionsfr.vtt">
</video>
```

It should look similar to this:

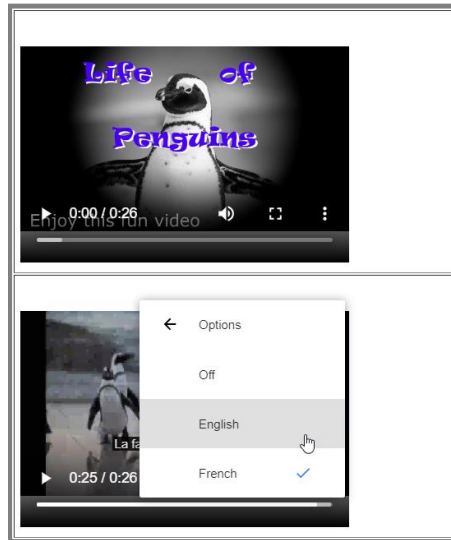
```
<tr>
  <td><video controls width="320" height="240">
    <source src="penguinsquality2.mp4">
    <track label="English" kind="subtitles" srclang="en" src="captionsen.vtt">
    <track label="French" kind="subtitles" srclang="fr" src="captionsfr.vtt">
  </video>
</td>
</tr>
```

16. Save your video.html Notepad file (File>Save)
17. Open the video.html file in Chrome. Notice that the captions work for the hardsubs (the top video) but not for the softsubs. Soft subtitles will only work once you upload your files to the internet. Let's try that now using WinSCP.
18. Search for the program WinSCP and open it. Fill in the boxes as follows:
  - a. **File protocol:** SFTP
  - b. **Host name:** cs1033.gaul.csd.uwo.ca
  - c. **Port number:** 1033
  - d. **User name:** Your Western User ID
  - e. **Password:** Your Western Password
19. Hit the Login Button.
20. If prompted, click on the Continue Button.
21. Find and go into your *lab09* folder on the left side
22. On the right side create a new folder called *testvideo* and double click on that folder to go into it.
23. Our system will NOT allow you move big files (over 75MB) onto our server so you will NOT be able to drag over the penguinsquality4.mp4 file up. Thus, you cannot drag the whole lab09 folder, you must only drag the files you want to test. You need to drag the 5 files: *videos.html*, *penguinsquality2.mp4*, *penguins\_hardsubs.mp4*, *captionsen.vtt* and *captionsfr.vtt* over to the right and drop them into the *testvideo* folder
24. Open a browser and go to this address: cs1033.gaul.csd.uwo.ca/~**youruserid** where **youruserid** is your own Western username.
25. Click on the *testvideo* folder. Then click on the *video.html* file. Notice that you cannot turn off the subtitles for the top video but you can for the bottom video by clicking on the three dots in the bottom right corner. In fact, you can even switch languages for the bottom video!

## Penguin Party!



## Penguin Party!



## Lab 9 OWL Submission

1. In your Internet browser, go to <https://owl.uwo.ca> and login with your UWO username and password.
2. Go to your CS1033 OWL site.
3. On the left-side panel, click on **Week By Week**. Click on the **Week 9** button, then click on the **Lab 9** button, this will take you directly to **the Lab 9** submission area in Owl.
4. In the textbox under Submission, copy and paste your submission link which is:
  - a. <http://cs1033.gaul.csd.uwo.ca/~youruserid/testvideo>
5. Click on Submit.

**Remember to save all your Lab09 folder on your backup memory stick or cloud storage!**