USTH MM2. I Soft. Eng. for Interactive Media



Visual Time Line

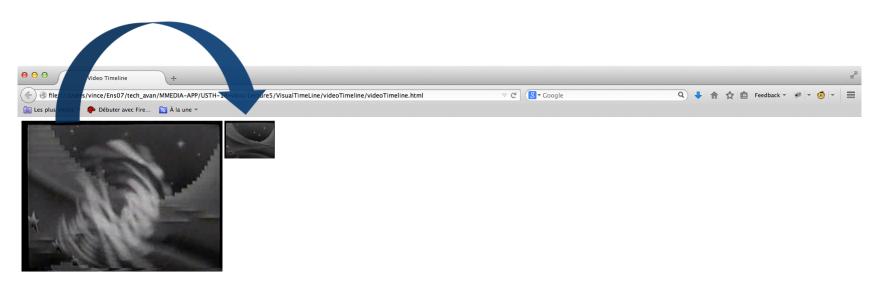
Due Nov. 28th 2016 (midnight, Hanoi time) see also the general intro for rules/warnings (Lecture #1)

Visual Time Line (VTL) Project

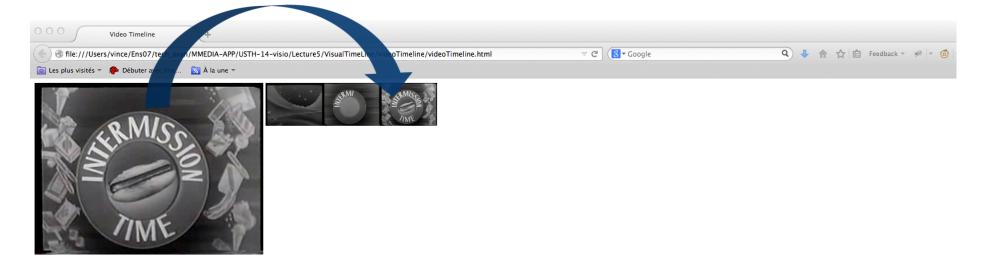
- Devise an advanced video player VP
- Evaluate it through a (small) user study
- The VP Functioning in decomposed in two rounds:
 - Construction of clickable panels
 - Navigation with the obtained panels
- Technology:
 - multimedia extensions of HTML5 +javascript

Contruction (Time 0):

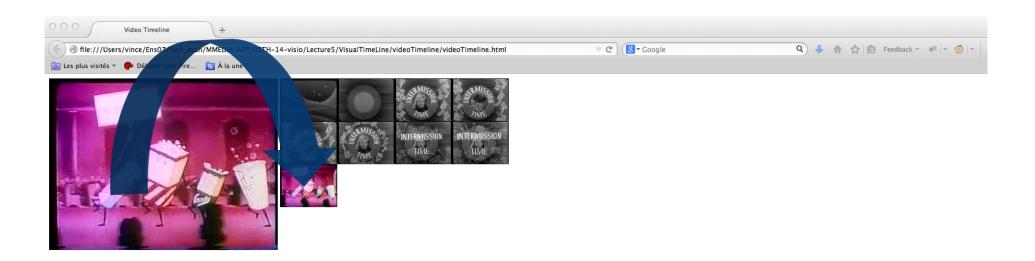
Read a video source, Export and copy frames
THIS CODE IS AVAILABLE



Contruction (Time 2X, 2X seconds later):
 Read a video source, Export and copy frames



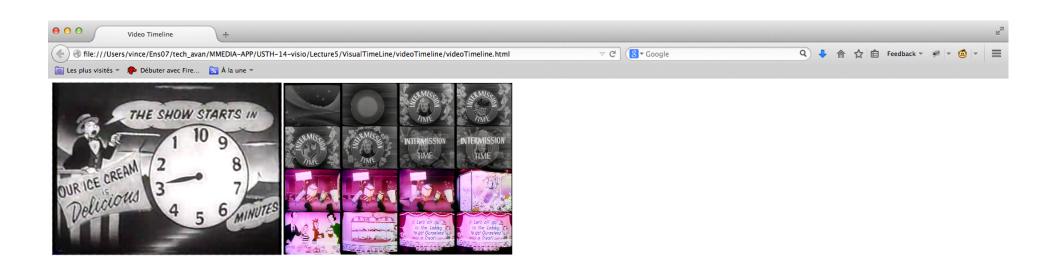
Contruction (Later on):
 Read a video source, Export and copy frames



• End of construction phase (Time 15X+):

Video playout (and construction phase) are over

A panel is constructed with keyframes

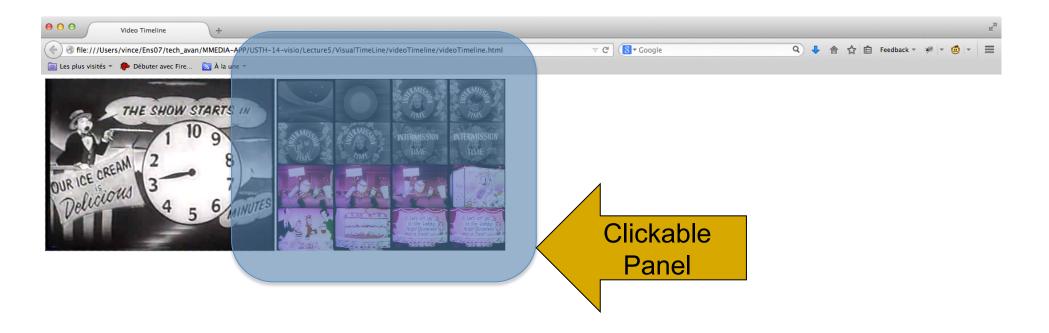


Navigation :

Video playout (and construction phase) are over

A panel is constructed with keyframes

Make the panel interactive (it's a visual-time line)

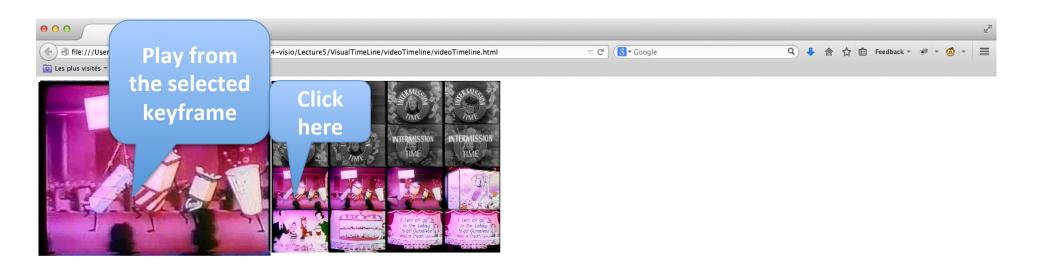


Navigation :

Video playout (and construction phase) are over

A panel is constructed with keyframes

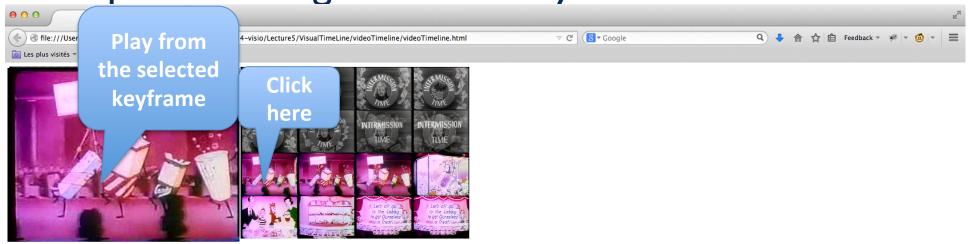
Make the panel interactive (it's a visual-time line)



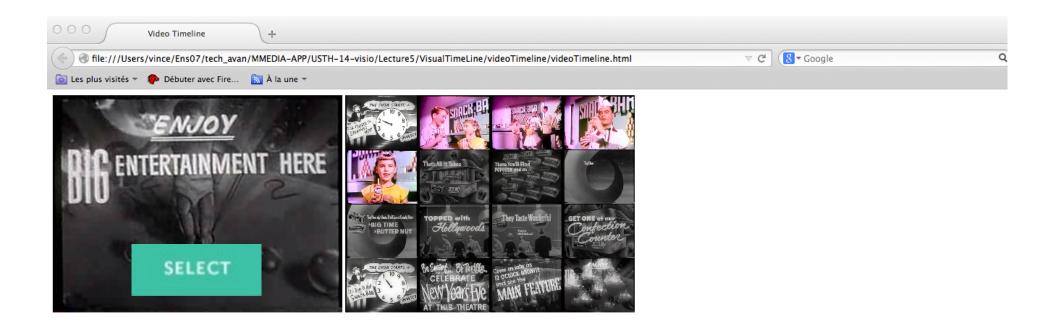
Warnings:

I expect different projects with additional ideas and interaction tricks

Ideally differents interfaces will be evaluated/ compared through a user study



Alternative Contruction Method :
 Use a toggle button to select a keyframe



Alternative Navigation Method :

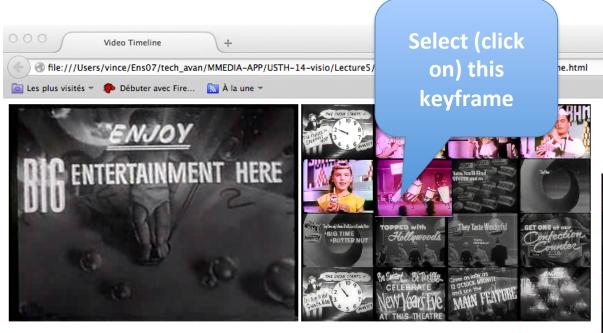
Use a visual slider to navigate

through the keyframes



Alternative Multiresolution Navigation:

Coarse to fine selection



Get more keyframes around the selected time (fine grained keyframe selection panel)

Refine your initial selection

An Original VTL project

- Implement a (HTML5) tutorial for your interface
- Set-up a user study (in HTML 5):

