USTH MM2. I Soft. Eng. for Interactive Media



Visual Time Line

Due April 21st 2014 (midnight) see also the general intro for rules/warnings (Lecture #1)

Visual Time Line (VTL) Project

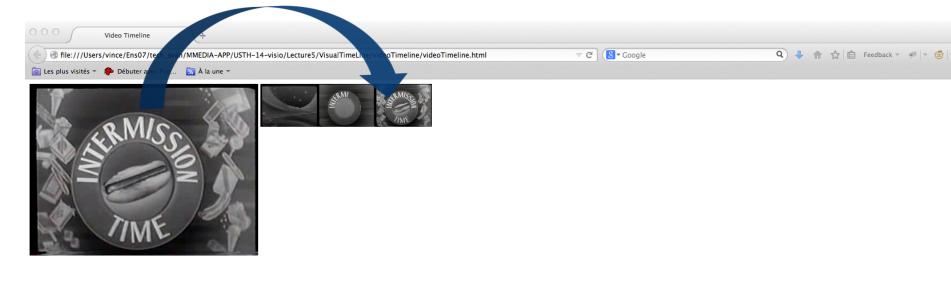
- Devise an advanced video player VP
- Evaluate it through a (small) user study
- The VP Functioning in decomposed in two rounds:
 - Construction of clickable panels
 - Navigation with the obtained panels
- Technology:
 - multimedia extensions of HTML5 +javascript

Contruction (Time 0):

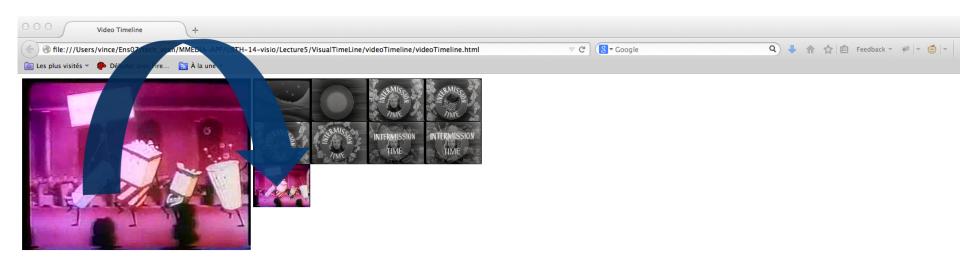
Read a video source, Export and copy frames
THIS CODE IS AVAILABLE



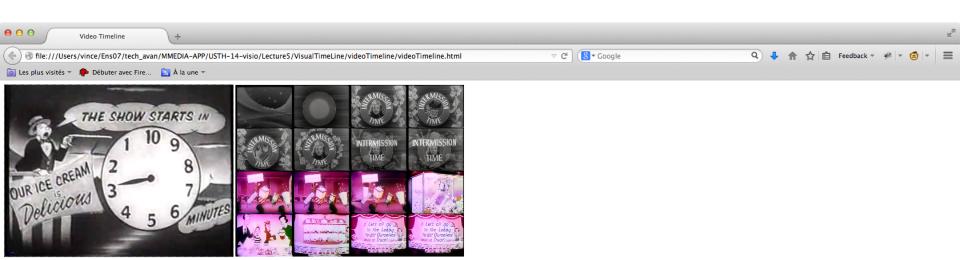
Contruction (Time 2X, 2X seconds later):
 Read a video source, Export and copy frames



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



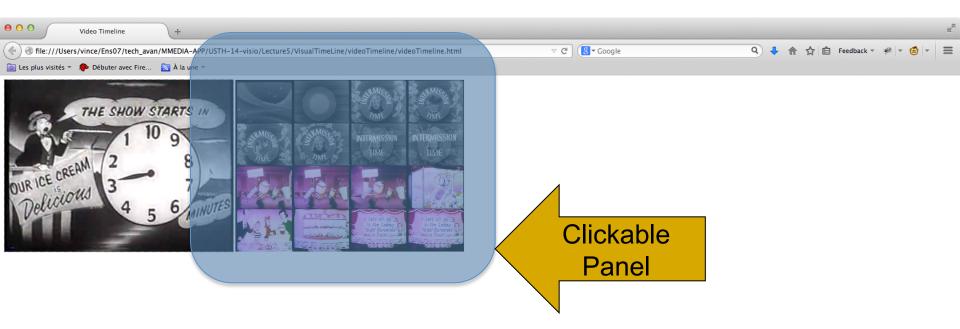
End of construction phase (Time I5X+):
 Video playout (and construction phase) are over
 A panel is constructed with keyframes



Navigation :

Video playout (and construction phase) are over A panel is constructed with keyframes

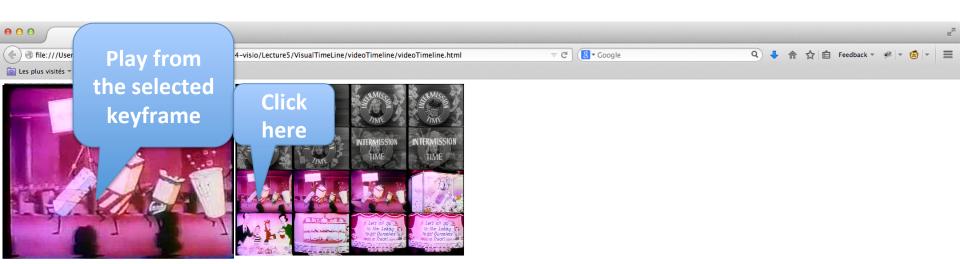
Make the panel interactive (it's a visual-time line)



Navigation:

Video playout (and construction phase) are over A panel is constructed with keyframes

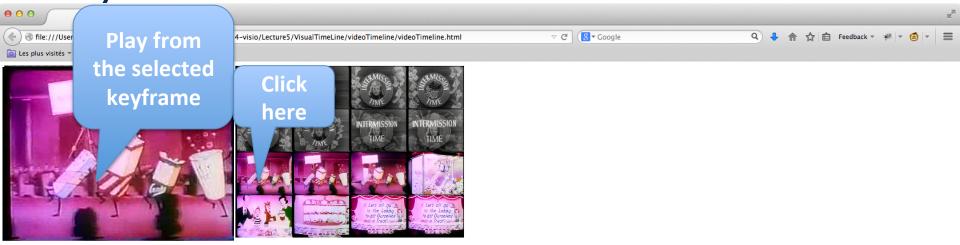
Make the panel interactive (it's a visual-time line)



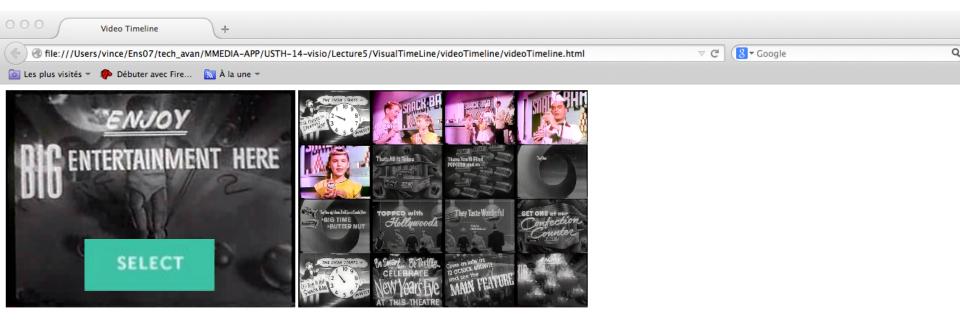
Warnings:

I expect 3 different projects with additional ideas and interaction tricks

The 3 interfaces will be evaluated through a user study



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



Alternative Navigation Method :

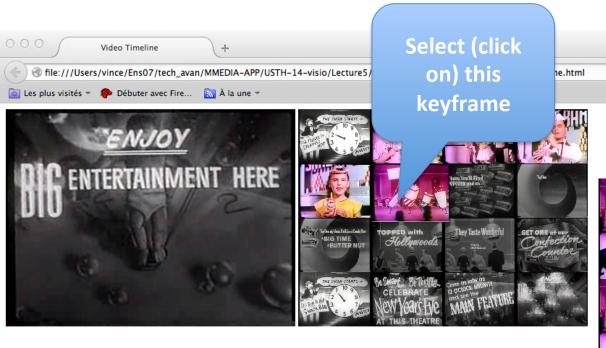
Use a visual slider to navigate

through the keyframes



Alternative Multiresolution Navigation:

Coarse to fine selection



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



An Original VTL project

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

