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filmhack
filmowy
hackathon
historyczny

narzędzia do tworzenia interaktywnych narracji

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technologie & rozwiązania

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Project Thesis Use Cases

Open Hypervideo Project

Hypervideo on the Web that works like the Web

- Film as Information Architecture & Interface
- Document Access through Non-linear Narrative

Checkout frametrail.org for the open source hypervideo environment

The Idea

Open Hypervideo is about interpreting the organizational concept of hypertext for a film environment. Imagine the World-Wide-Web (as a hypertext system) where all the interconnected text fragments are replaced by film. The resulting web of film fragments becomes the organizational structure and the basis for document access.

From Hypertext to Hypervideo on the Web

The first hypertext ideas are based on Ted Nelsons assumption that any form of text is part of a "system of interconnected writings", which means that in between all existing documents, there are visible and invisible links and references. The foundation for all hypertext implementations is thus an ubiquitous but mostly invisible universe of already interconnected documents.

However, text is always built out of a certain system of words, symbols and grammatical rules. This system guarantees that the medium itself is fragmented, open and re-usable (even if a sentence only exists on a photograph, it can easily be transferred elsewhere through written or spoken language). In this context, moving images can be described as a closed medium that consists of one big entity, whose fragments can neither be explicitly referenced nor remixed in a way that does justice to text. To be able to apply the idea of functional intertextuality to film, one has to create at the very basis a surrounding that is as fragmented and accessible as possible.

This surrounding already exists within film editing software, where the film can be accessed with all it's raw fragments, cuts, text overlays, effects, etc. This state has to be preserved to be able to integrate film in an open and extendable information structure. Moreover, all that normally happens in an editing environment, must be part of the information architecture itself in order to be accessible beyond the frontiers of proprietary software, as well as to allow the any changes at runtime. Or in other words: Film shall be "programmed" with Open Web Technologies, rather than rendered out of an editing interface.

Tweets by @OpenHypervideo

Joscha Jaeger Retweeted

Sound and Vision R&D
@benglabs

As part of the project Share that Knowledge! we would like to share a survey about [#sharing](#) knowledge of AV [#archivists](#) worldwide. Read all about it and fill out the survey. The survey deadline is extended until the 22nd of May! sharethatknowledge.com

Share that Knowledge
Finding Strategies for Passing on Knowledge Across Generations of sharethatknowledge.com

May 13, 2020

Joscha Jaeger Retweeted

WikimediaDeutschland
@WikimediaDE

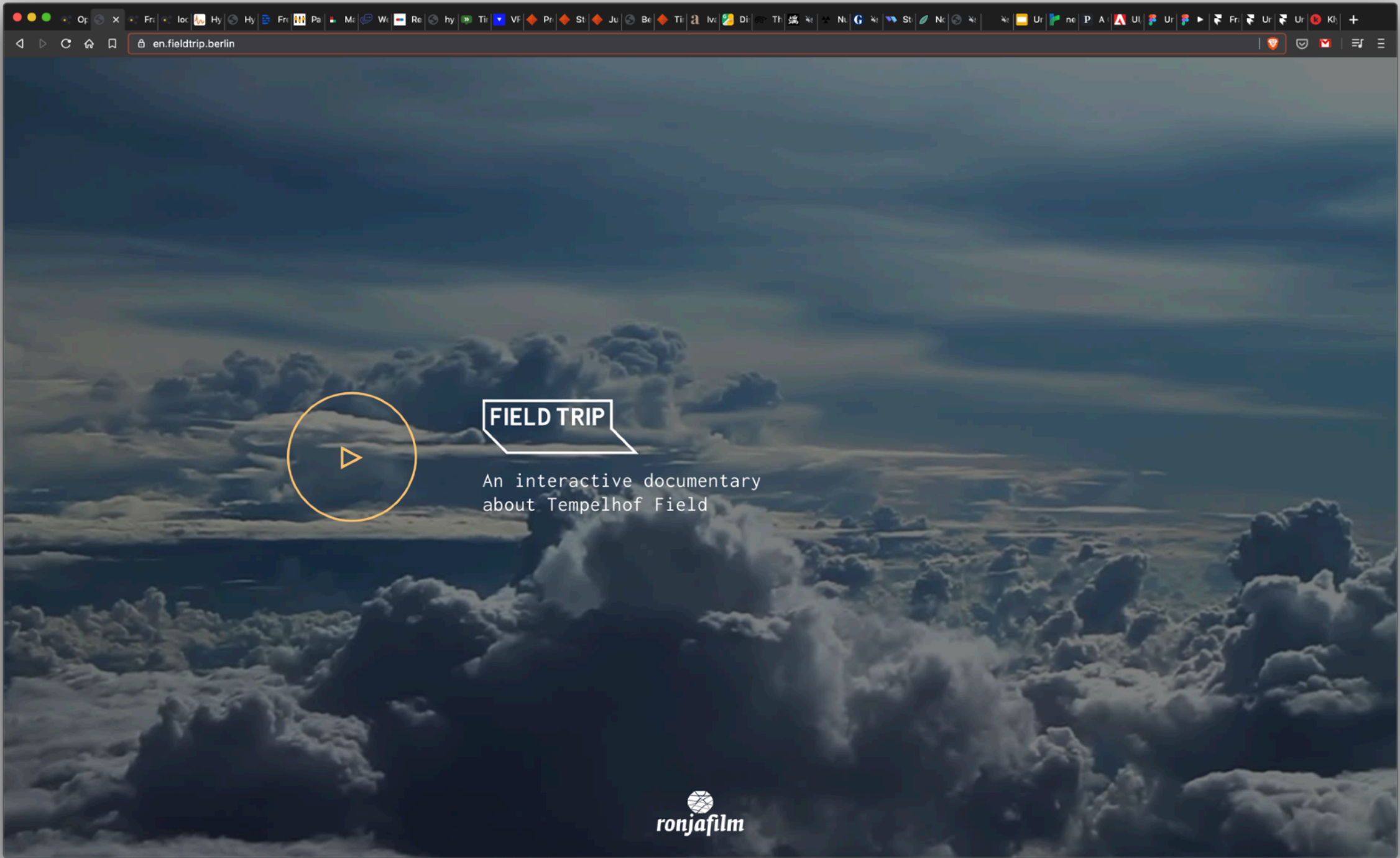
Replying to @WikimediaDE

The [#Wikimedia2030](#) movement strategy is online: It contains 10 recommendations and 10 guiding principles for the future of Wikimedia and

<http://www.open-hypervideo.org/>

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<https://en.fieldtrip.berlin/>

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FrameTrail

Create, Annotate & Remix Interactive Videos

FrameTrail is an open source software that lets you experience, manage and edit interactive video directly in your web browser.

It enables you to hyperlink filmic contents, include additional multimedia documents (e.g. text overlays, images or interactive maps) and to add supplementing materials (annotations) at specific points.

[Try Demo](#) [Download Source \(v0.9.6-beta\)](#)

In the new version (v0.9.6-beta) many things have changed, including the data format and even some of the core concepts. The demo page and API Docs have not yet been updated.

Please get in touch via Twitter ([@FrameTrail](#)) or mail us at joscha.jaeger@filmicweb.org if you need help setting up a FrameTrail project. We offer both technical assistance and consulting. If you have ideas for a joint project / collaboration that involves FrameTrail, let's talk!

Features

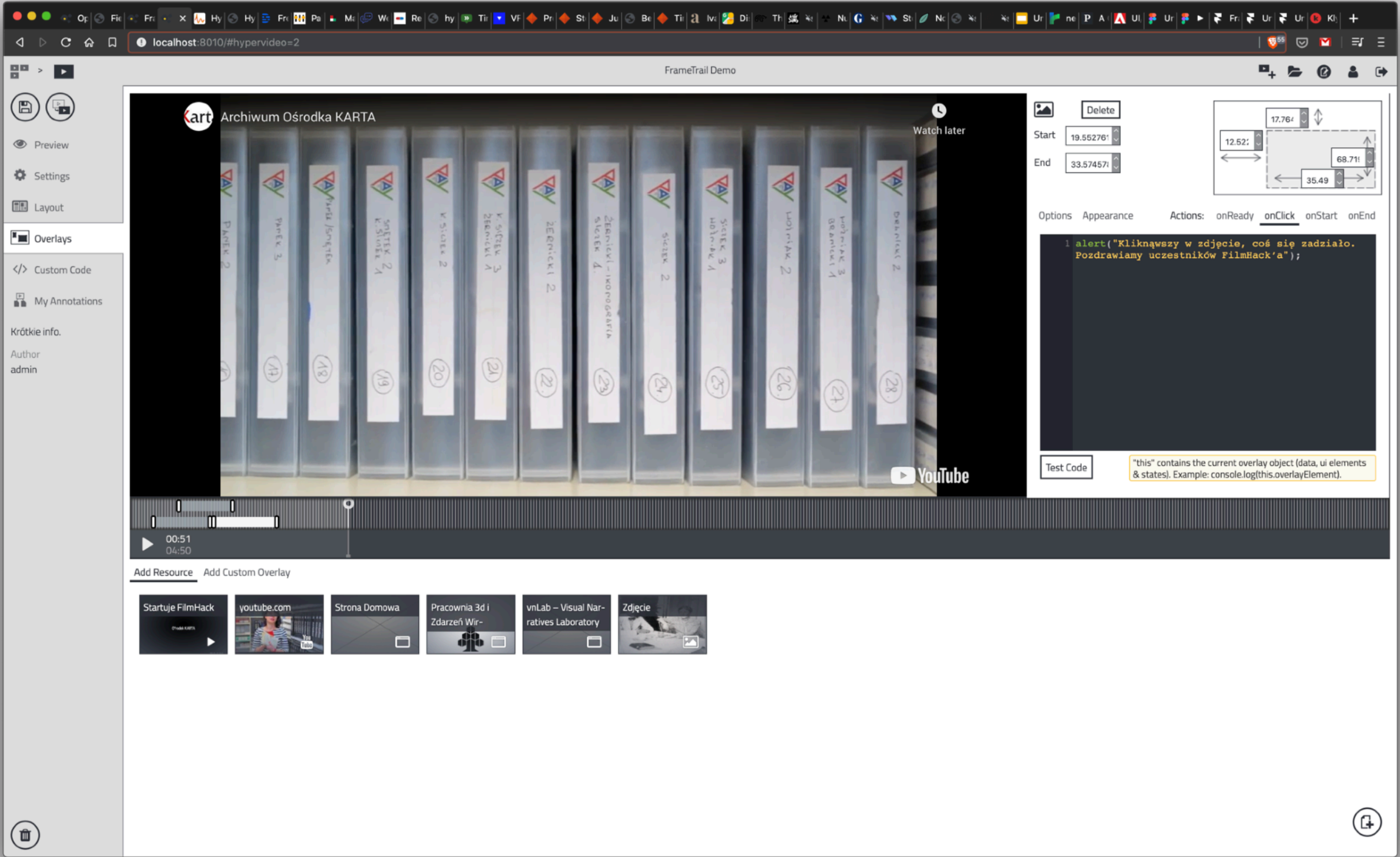
Timebased Documents
Use any video file or even an empty video with a defined length as a basis for synchronization.

Linked Video Fragments
Create non-linear networks of video fragments (Hypervideos) which can be freely navigated by the user.

<https://frametrail.org/>

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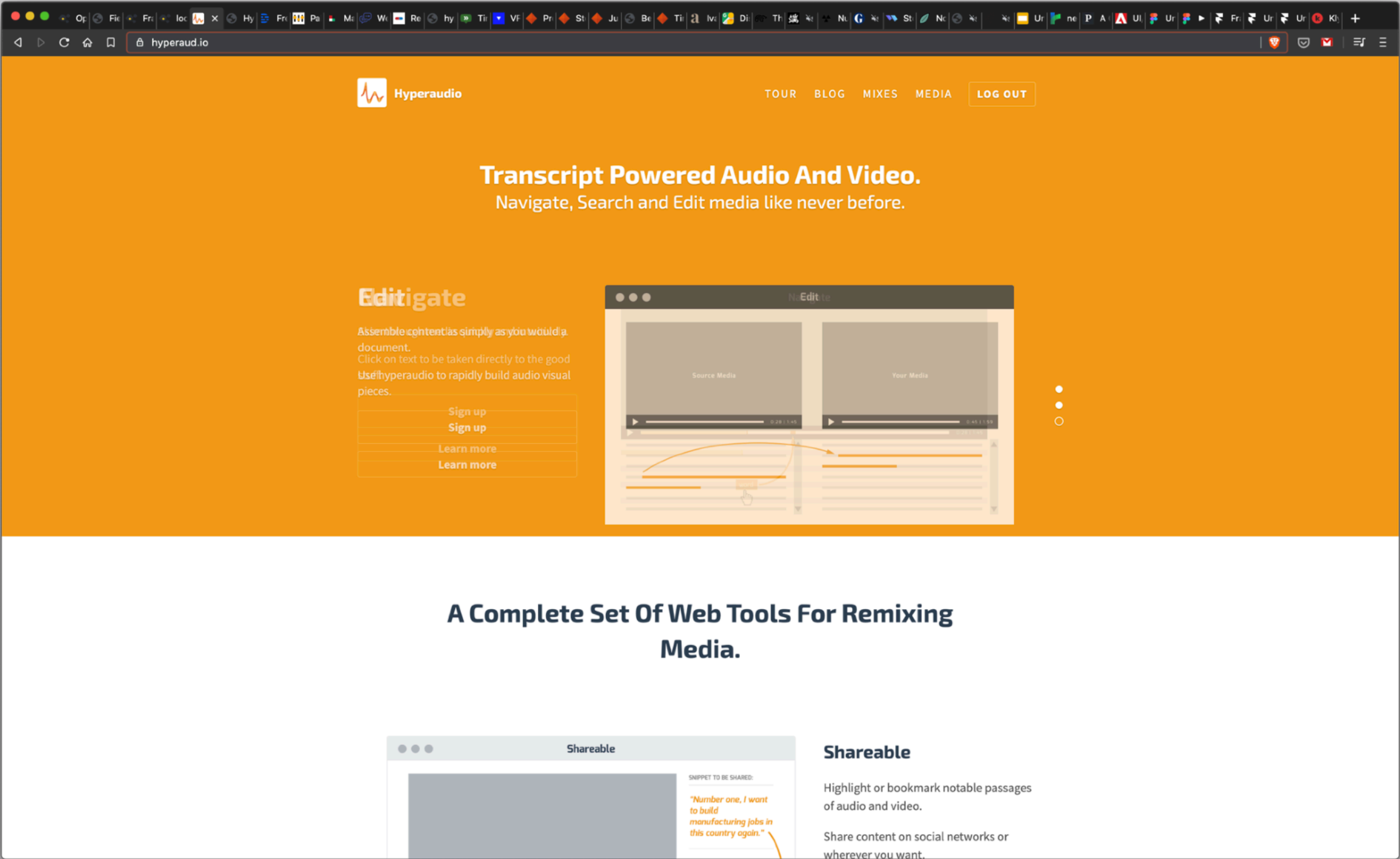
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<https://frametrail.org/>

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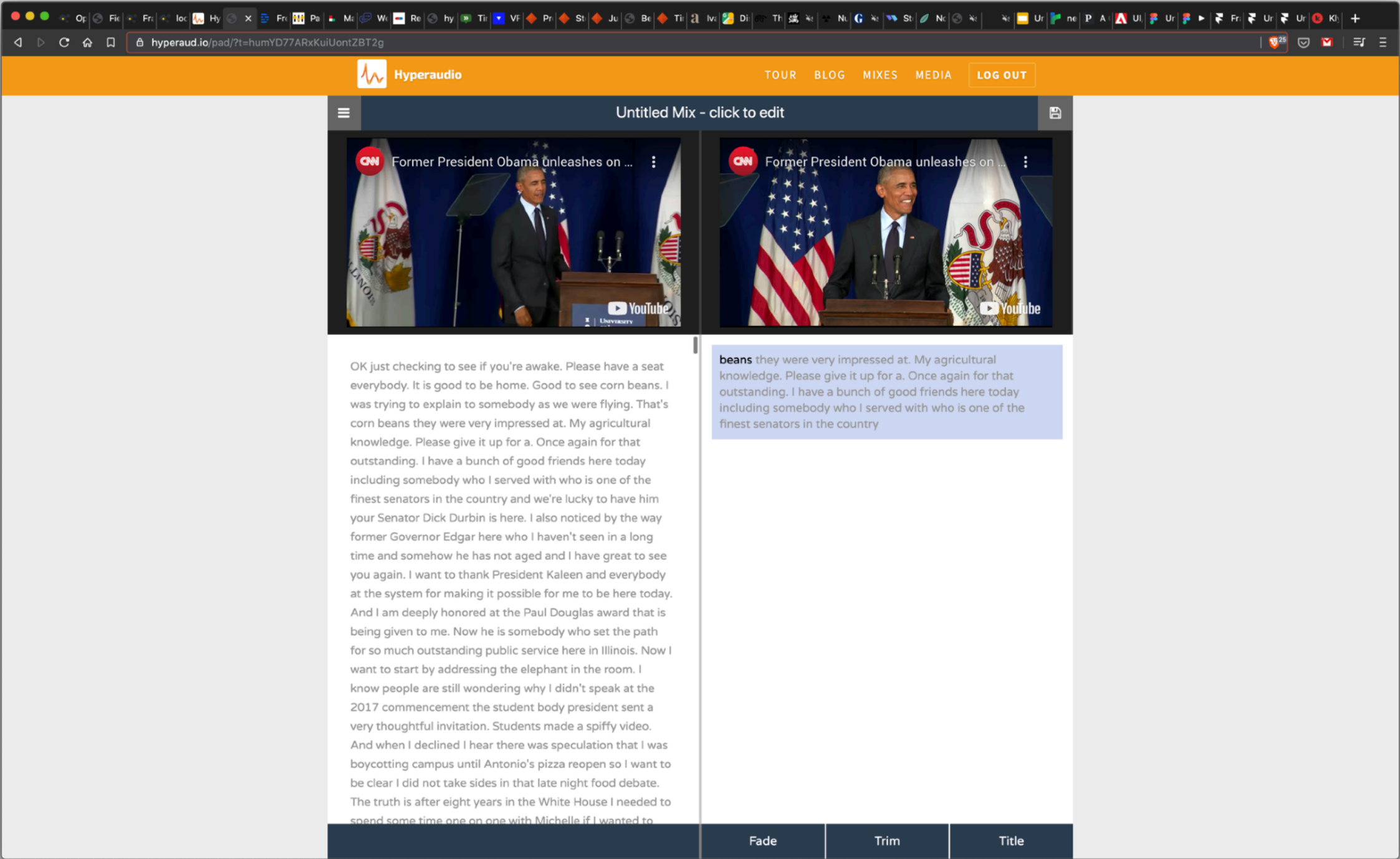
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<https://hyperaud.io/>

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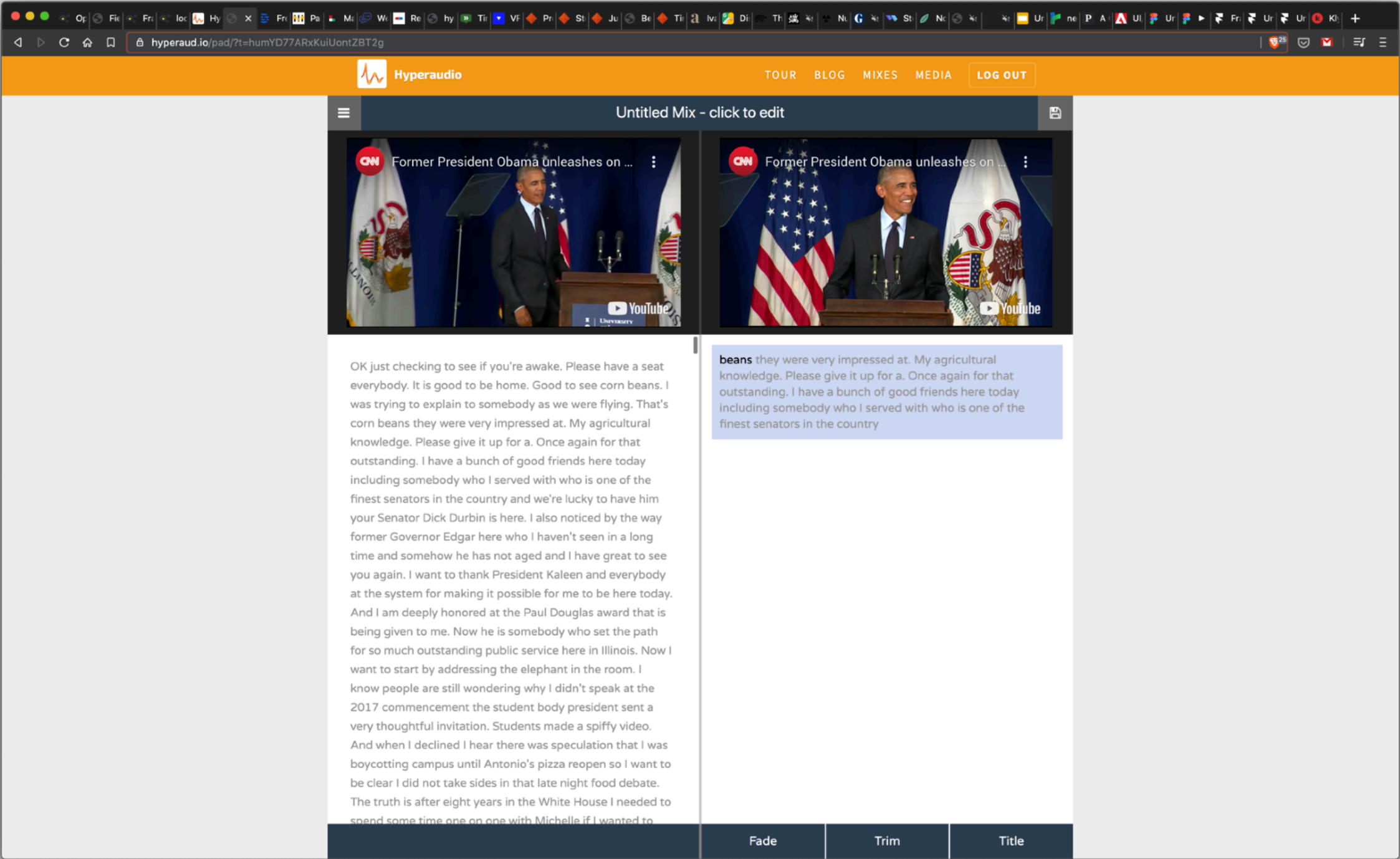
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<https://hyperaud.io/pad/?t=humYD77ARxKuiUontZBT2g>

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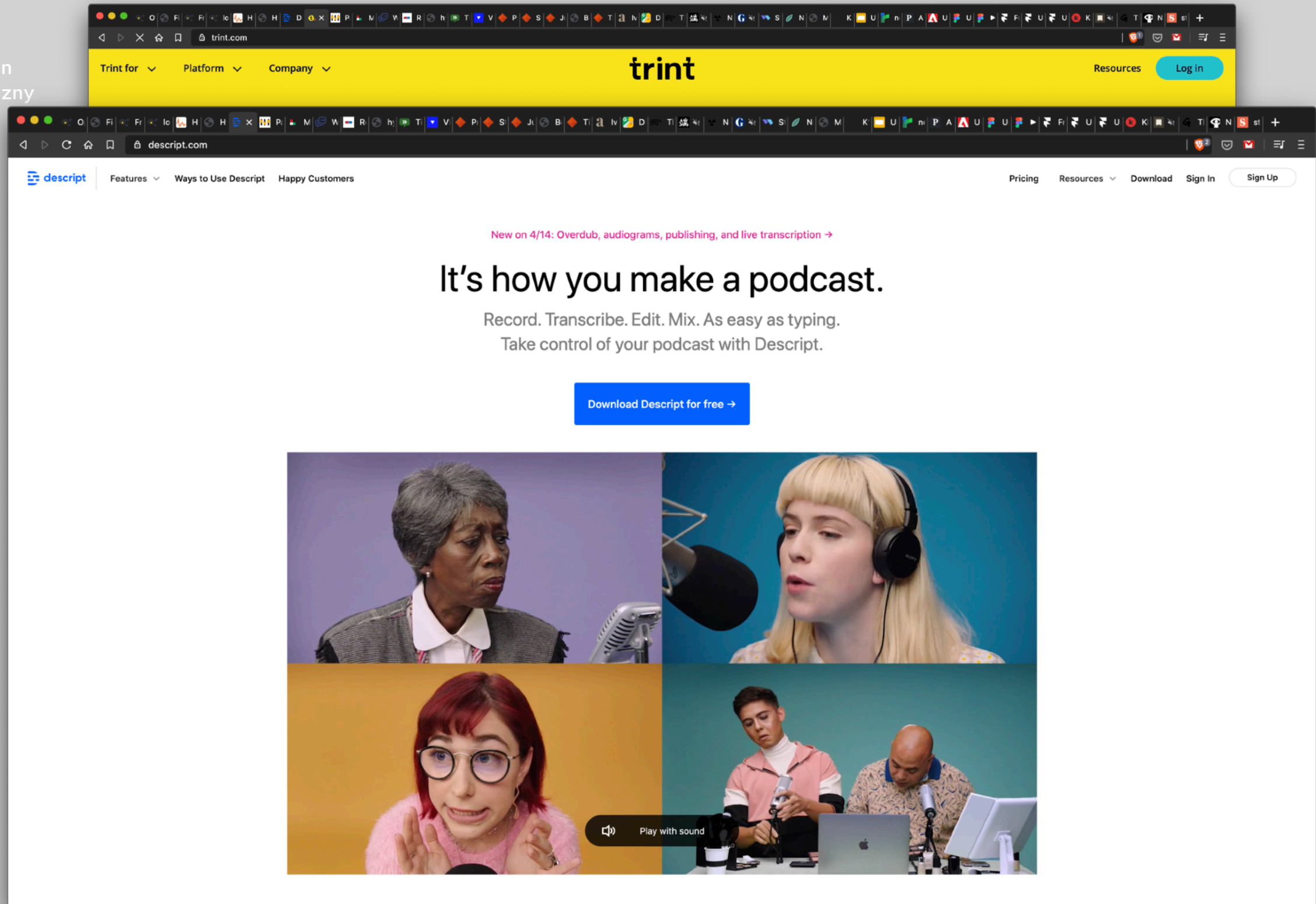
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<https://hyperaud.io/pad/?t=humYD77ARxKuiUontZBT2g>

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<https://trint.com/>

<https://www.descript.com/>

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The screenshot shows the autoEdit 3 website in a browser window. The browser's address bar displays 'autoedit.io'. The website's navigation bar includes links for 'autoEdit 3', 'Guide', 'Github', 'Demo', 'Download app', 'Mailing list', 'Documentation', and 'Contact'. The main content area has a dark blue background with the text 'autoEdit 3' in large white letters, followed by 'Making editing interviews as easy as editing a word document'. Below this, a central image shows the autoEdit 3 application interface. The interface is divided into two main sections: 'Transcripts' on the left and 'Program Script' on the right. The 'Transcripts' section shows a video player with a man's face and a list of transcripts. The 'Program Script' section shows a list of transcripts with a search bar. A curved arrow points from the 'Automated Transcriptions' text to the 'Transcripts' section. Another curved arrow points from the 'Audio / Video editing' text to the 'Program Script' section. Below the main content area, the text 'Audio / Video production workflow' is displayed, followed by 'For interview based documentaries and factual productions.' At the bottom of the website, there is a row of icons representing various media production tools: a smartphone, a video camera, a document with a dollar sign, a pencil, a film strip, a list of items, a newspaper, and a computer monitor.

autoEdit 3

Guide Github Demo Download app

Mailing list Documentation Contact

autoEdit 3

Making editing interviews as easy as editing a word document

Automated Transcriptions

Use speech to text services to generate a first draft transcription.

Audio / Video editing

Export your digital paper edit / programme scripts as an audio or video sequence, in the editing software of choice.

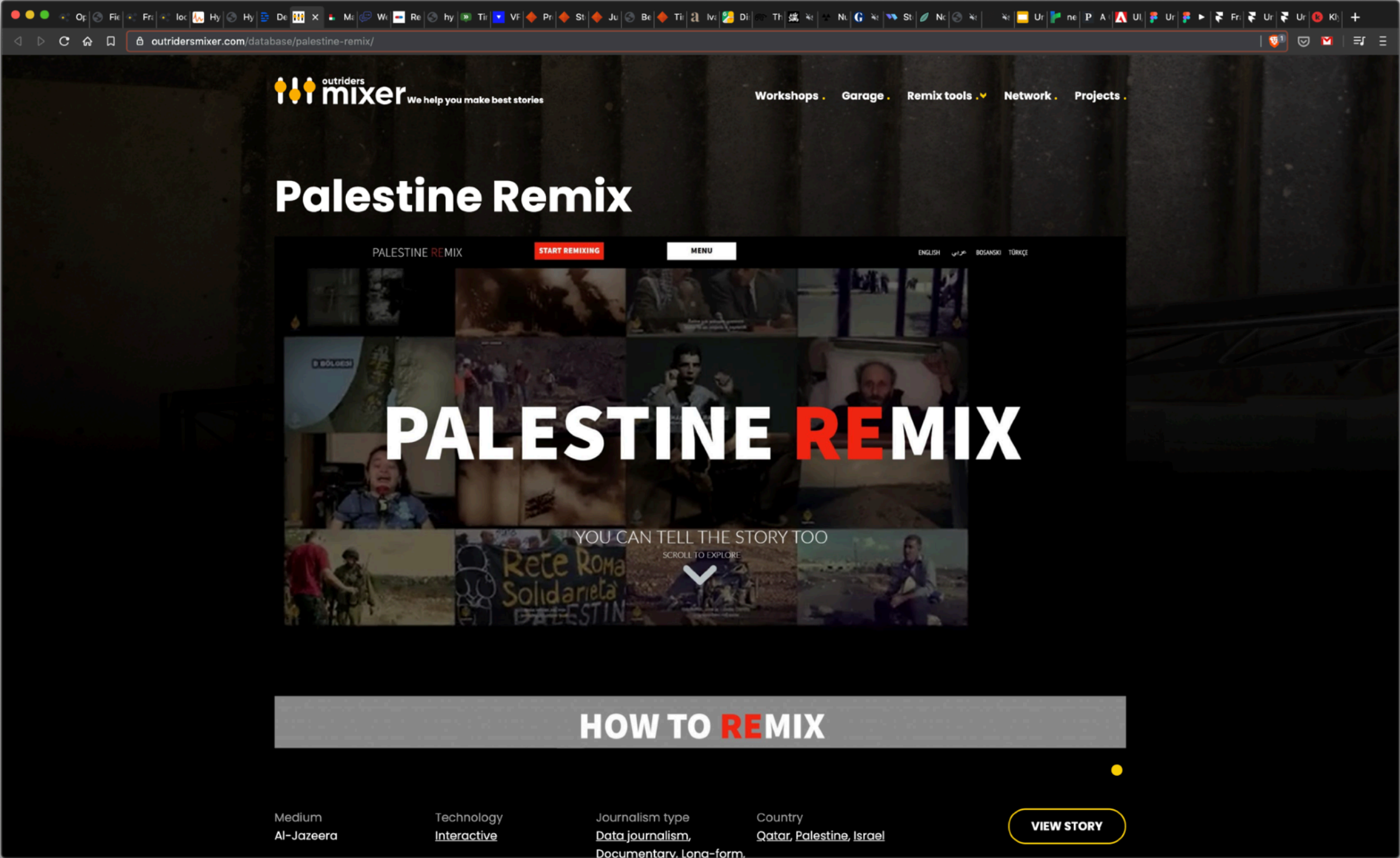
Audio / Video production workflow

For interview based documentaries and factual productions.

<https://www.autoedit.io/>

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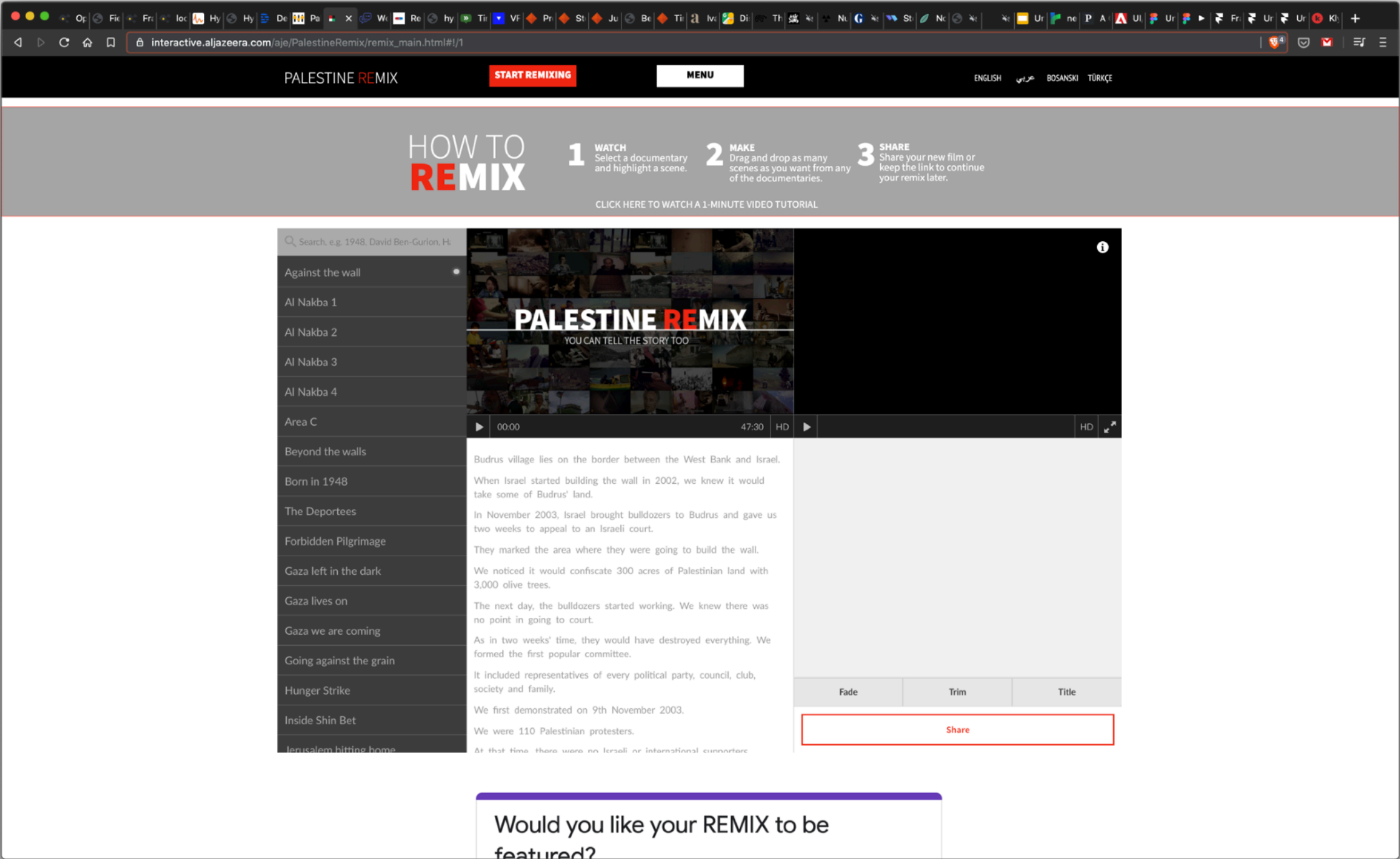
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<https://outridersmixer.com/database/palestine-remix/>

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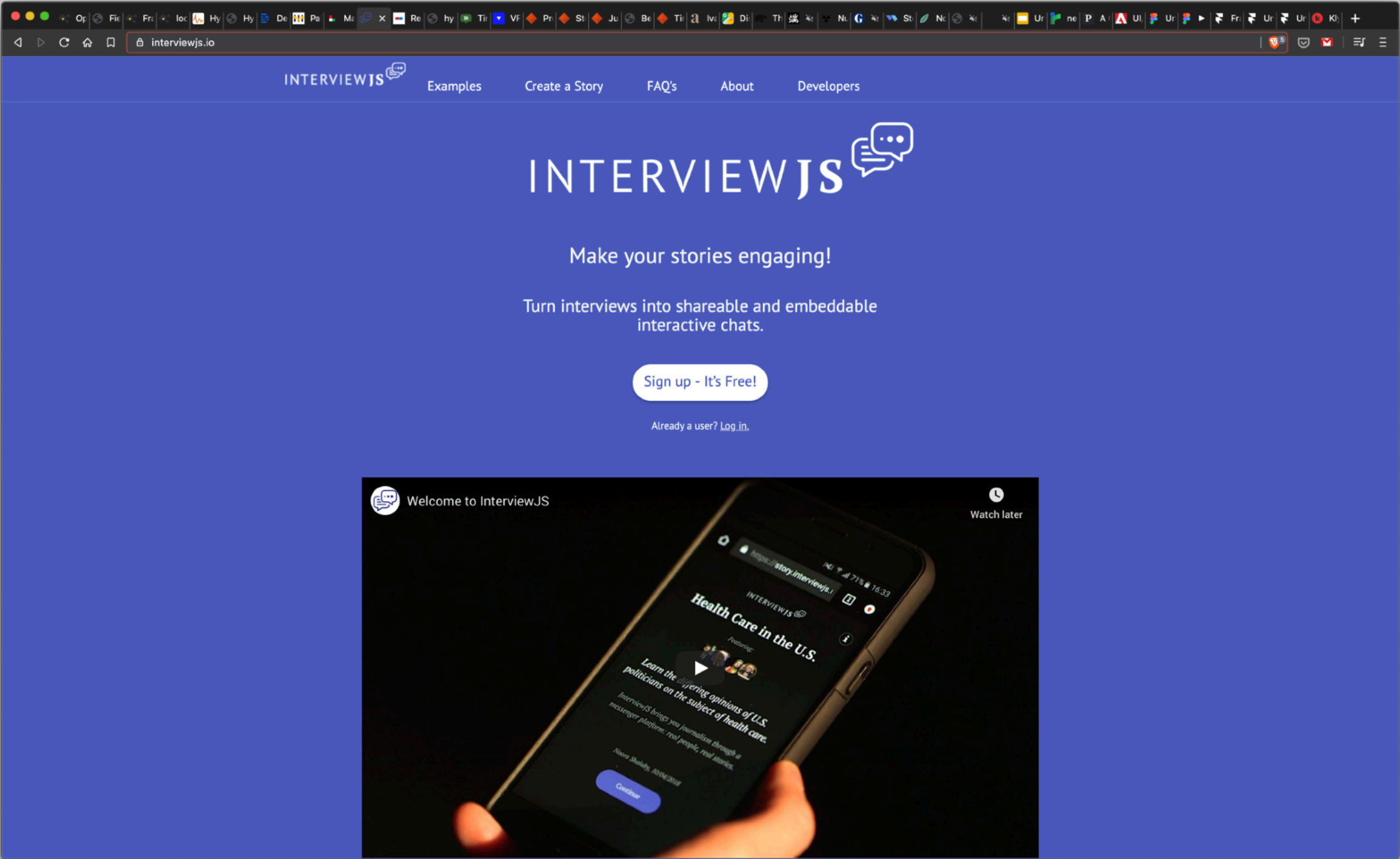
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https://interactive.aljazeera.com/aje/PalestineRemix/remix_main.html#/1

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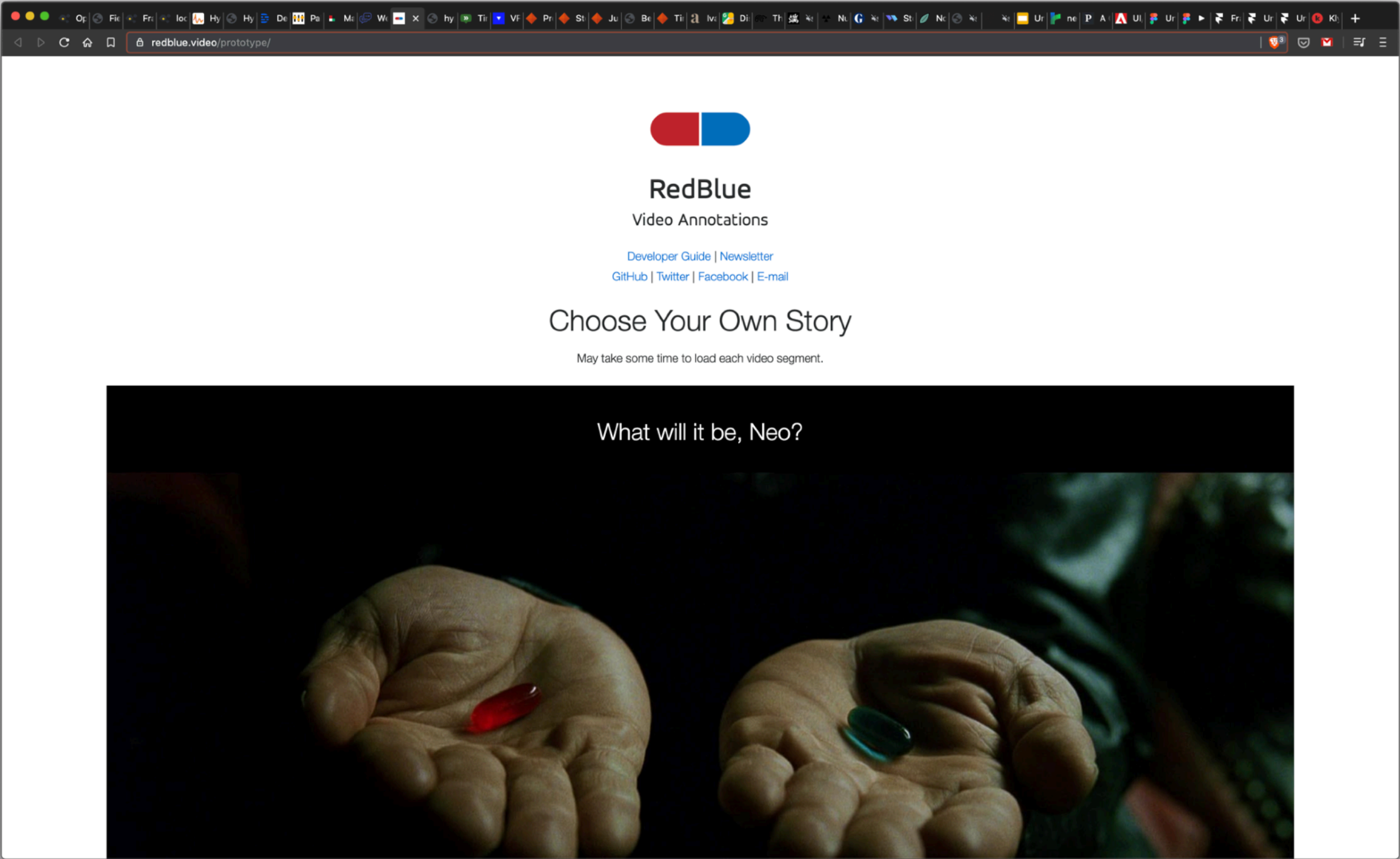
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<https://interviewjs.io/>

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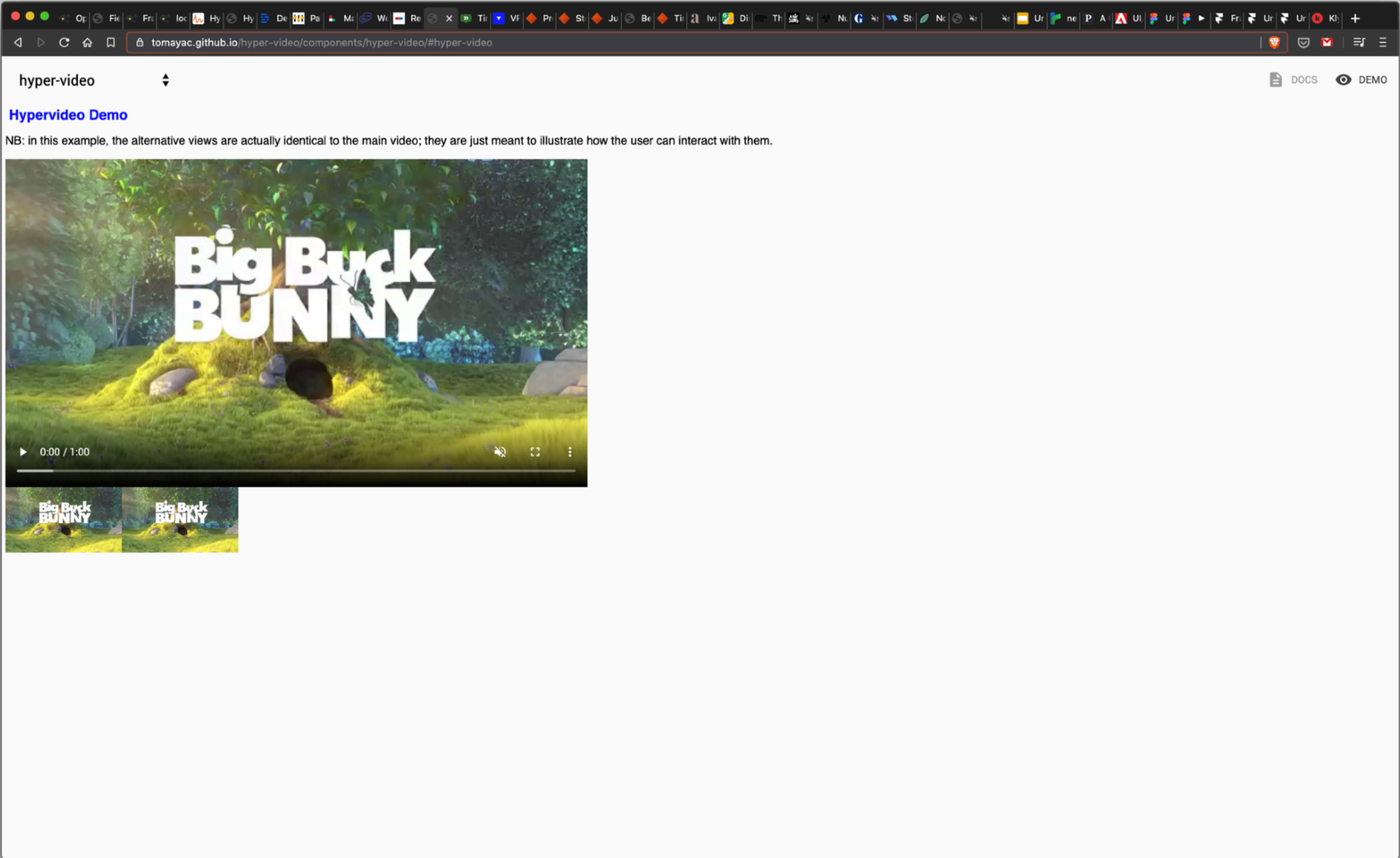
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<https://redblue.video/prototype/>

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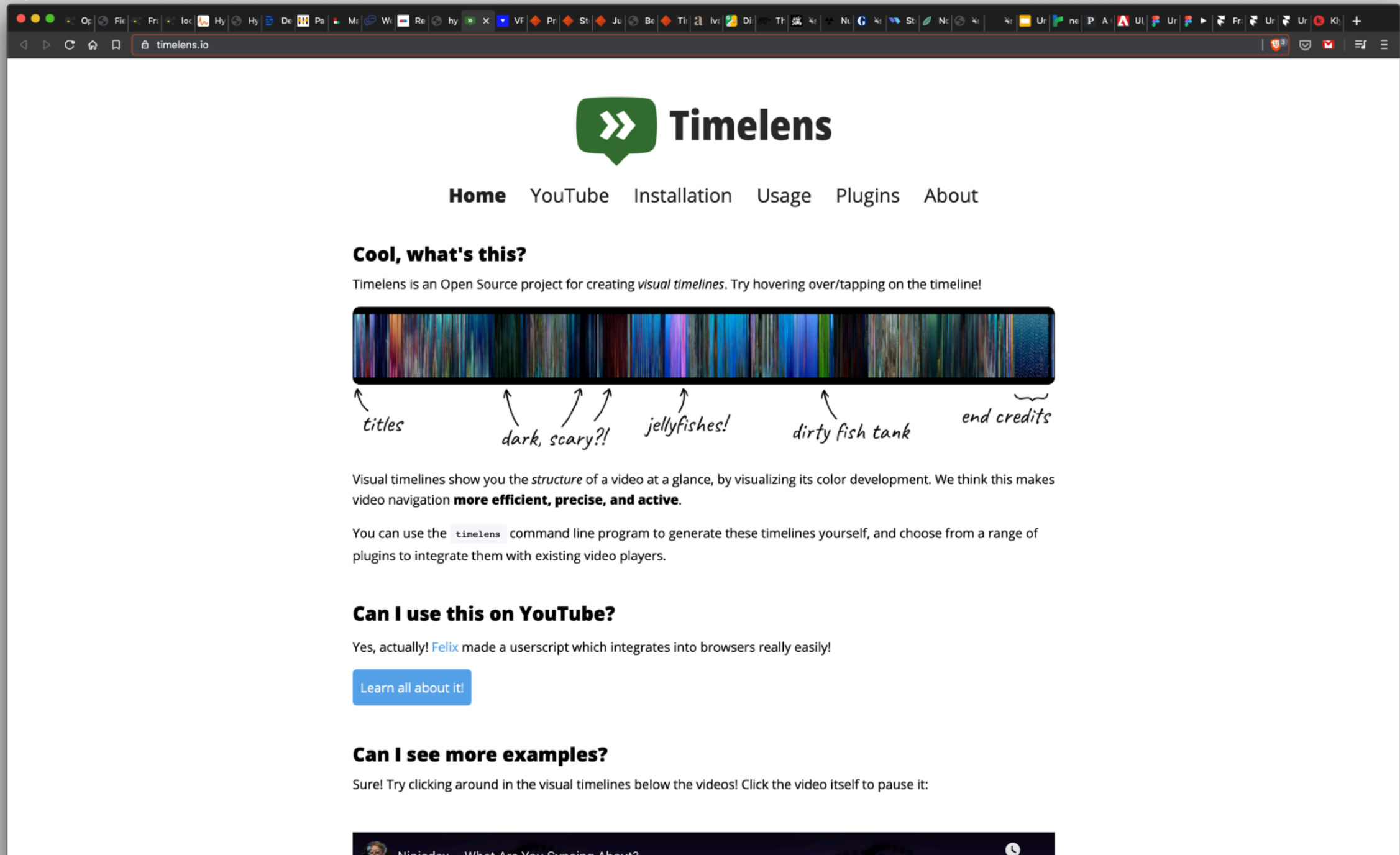
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<https://tomayac.github.io/hyper-video/components/hyper-video/#hyper-video>

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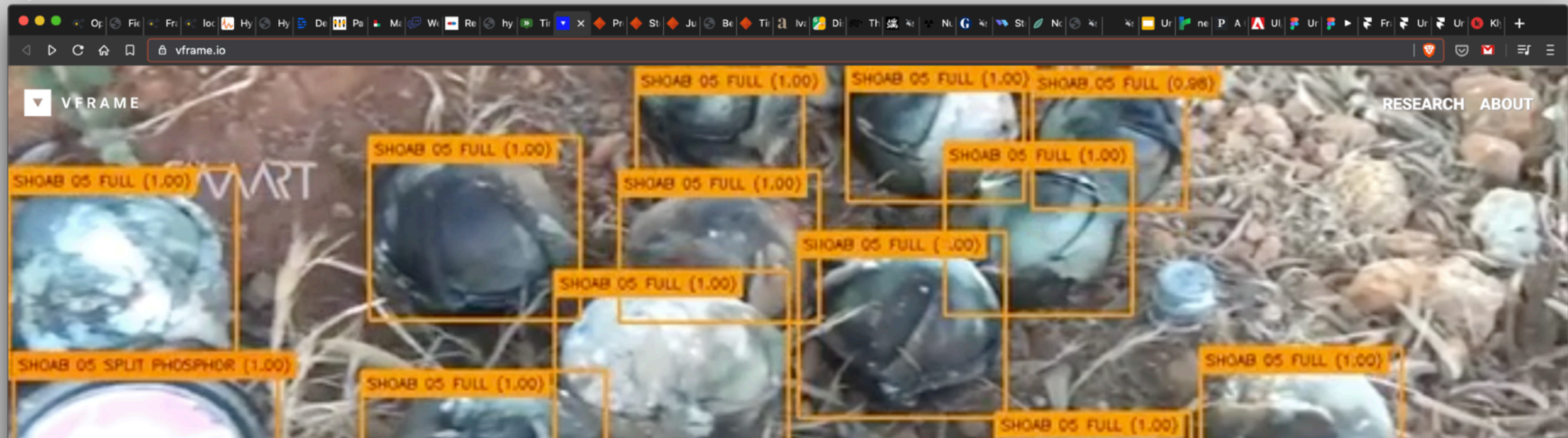
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<https://timelens.io/>

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VFRAME is a collection of open-source computer vision software tools designed specifically for human rights investigations that rely on large datasets of visual media.

Current Research and Prototypes



Synthetic Data

Using 3D modeled scenes to build synthetic training datasets for objects in conflict zones



Scene Summarization

Content-based scene summarization to find the most representative frames in videos



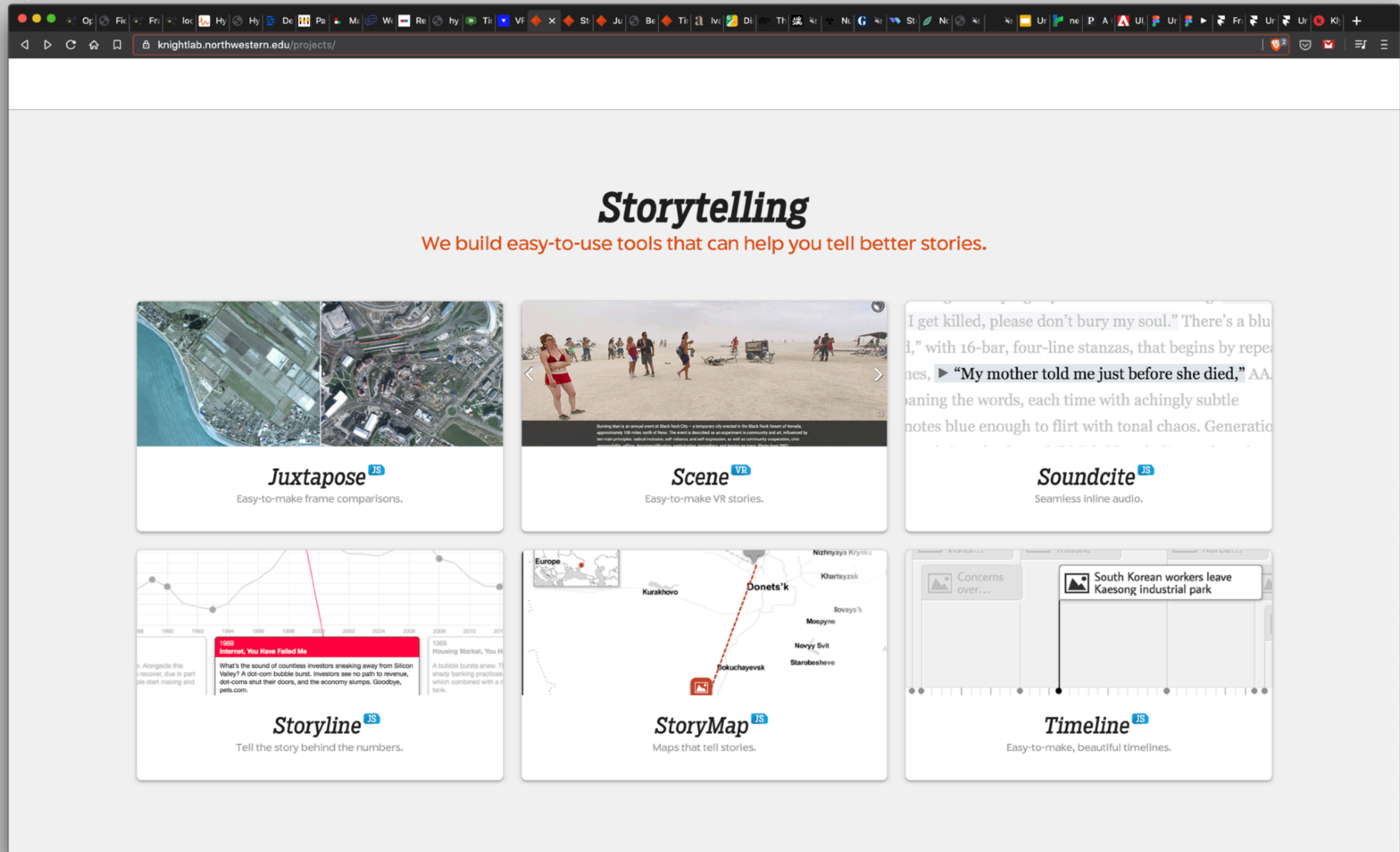
Munition Detector

Training object detection algorithms to locate illegal munitions

<https://vframe.io/>

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<https://knightlab.northwestern.edu/projects/>

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StoryMap JSOverviewExamplesMake a StoryMapAdvancedHelp

Mean US Mean Center of Population 1790-2010

wikipedia

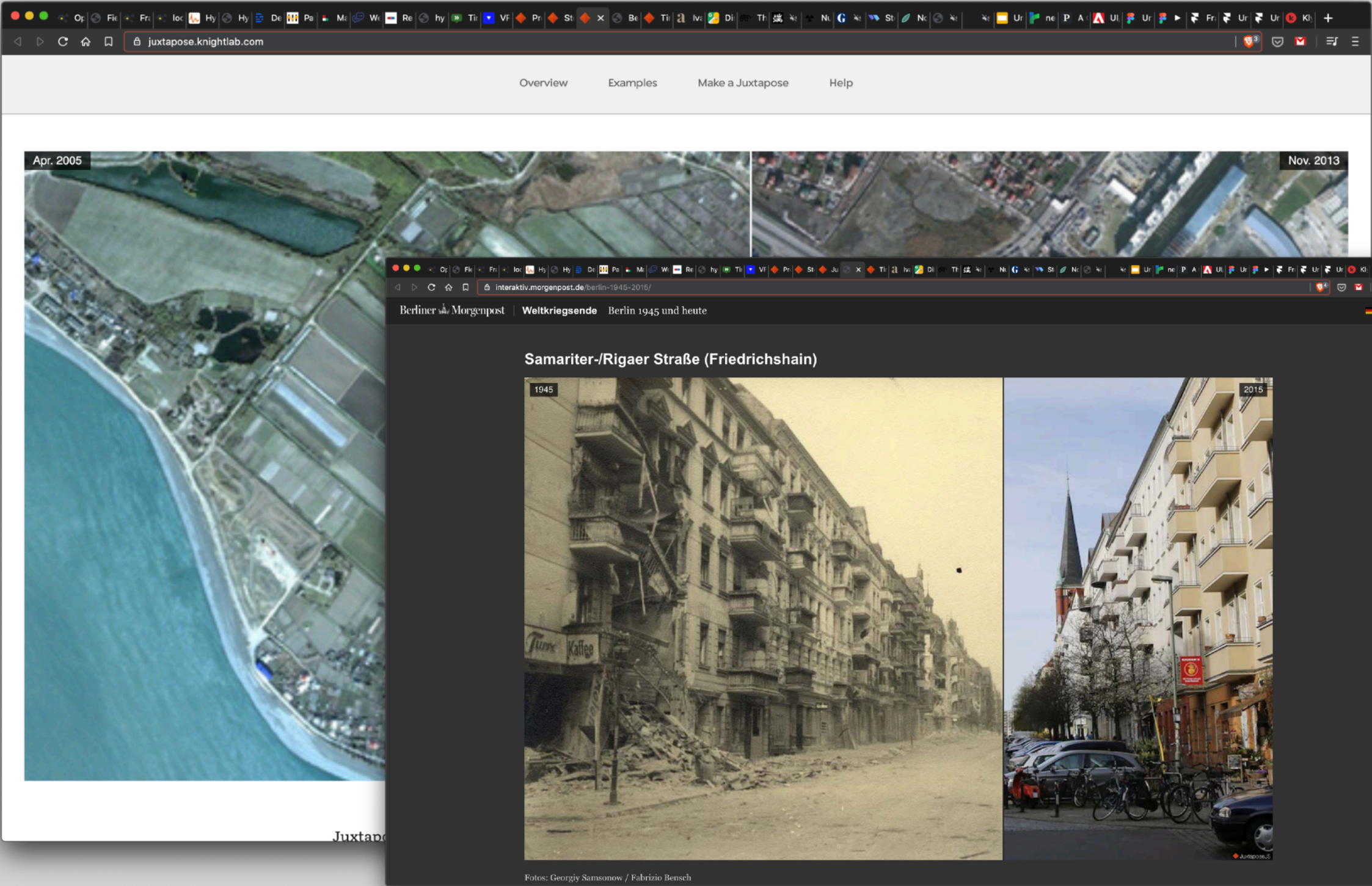
US MANIFEST DESTINY

MEAN CENTER OF UNITED STATES POPULATION

The mean center of U.S. population is determined by the United States Census Bureau from the results of each census. Defined as the point at which an imaginary, flat, weightless, and rigid map of the United States would balance perfectly if weights of identical value were placed on it so that each weight represented the location of one person on the date of the census.

This is an overview or title slide to show all the points in your story routed on your map.

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<https://interaktiv.morgenpost.de/berlin-1945-2015/>

<https://juxtapose.knightlab.com/>

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Timeline JS

OverviewExamplesMake a TimelineHelp

Internet Hall of Fame Induction 2014: Radia Perlman

Watch later

KAREN SPÄRCK JONES MAKES SEARCH POSSIBLE

Radia Perlman's acceptance speech at being inducted into the Internet Hall of Fame.

Imagining the Internet

1985

"THE MOTHER OF THE INTERNET"

Often called "the Mother of the Internet," Radia Perlman's work on spanning tree protocol enabled the development of modern networking. She holds more than 100 patents, which is what mothers do best.

The First Computer

Edith Clarke: Bucking...

Contributions to space exploration

Karen Spärck Jones...

"The Mother of the..."

...And the women who mad...

Rózsa Péter writes recursion

The First PhD in Computer...

Grace Hopper invents t...

Timeline JS

194519481950195219551958196019621965196819701972197519781980198219851988199019921995199820002002200520082010201220152018202020222025

TimelineJS is an open-source tool that enables anyone to build visually rich, interactive timelines. Beginners can create a timeline using nothing more than a Google spreadsheet, like the one we used for the Timeline above. Experts can use their JSON skills to create custom installations, while keeping

Tips & tricks

1

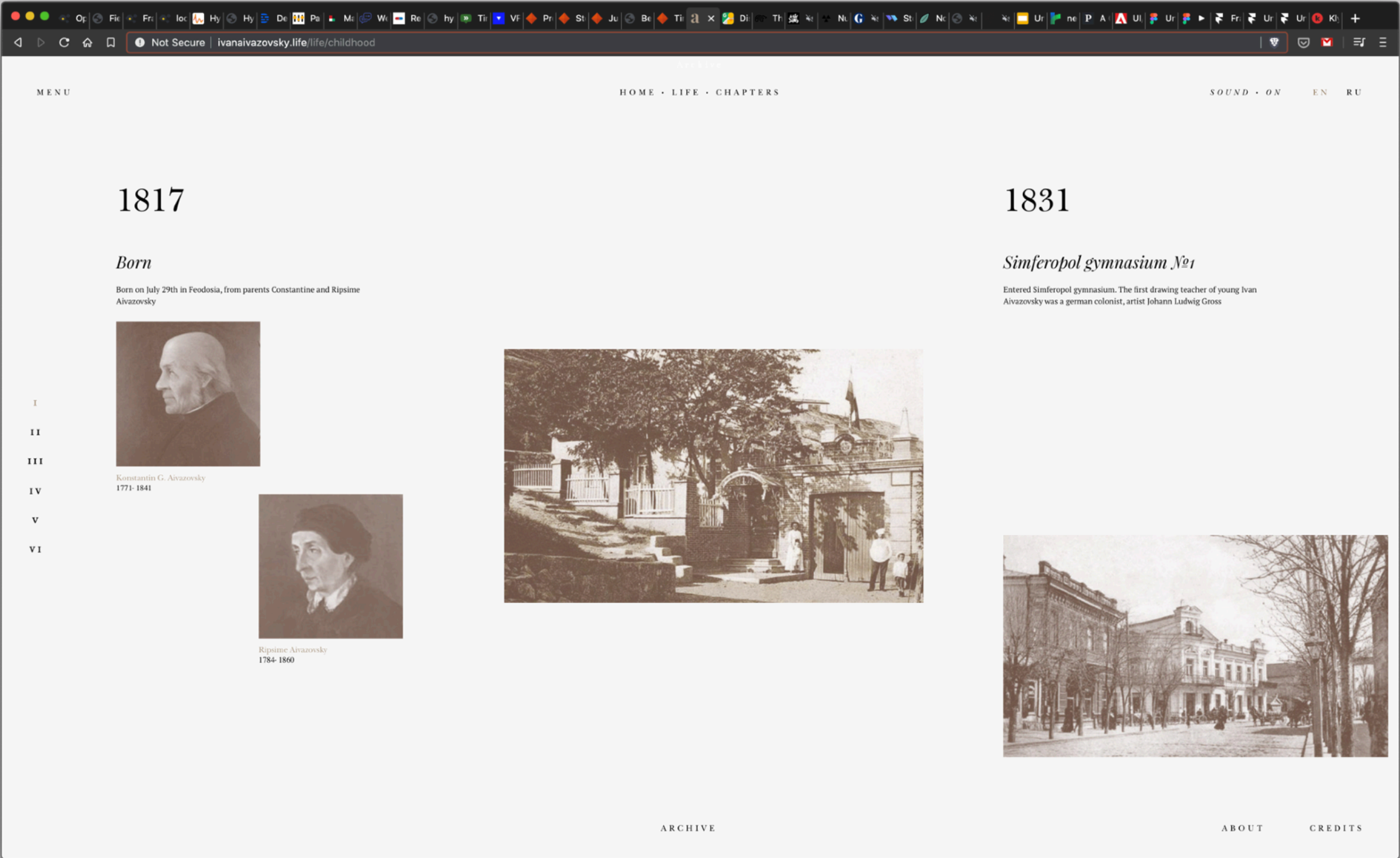
Keep it short. We recommend not having more than 20 slides for a reader to click through.

2

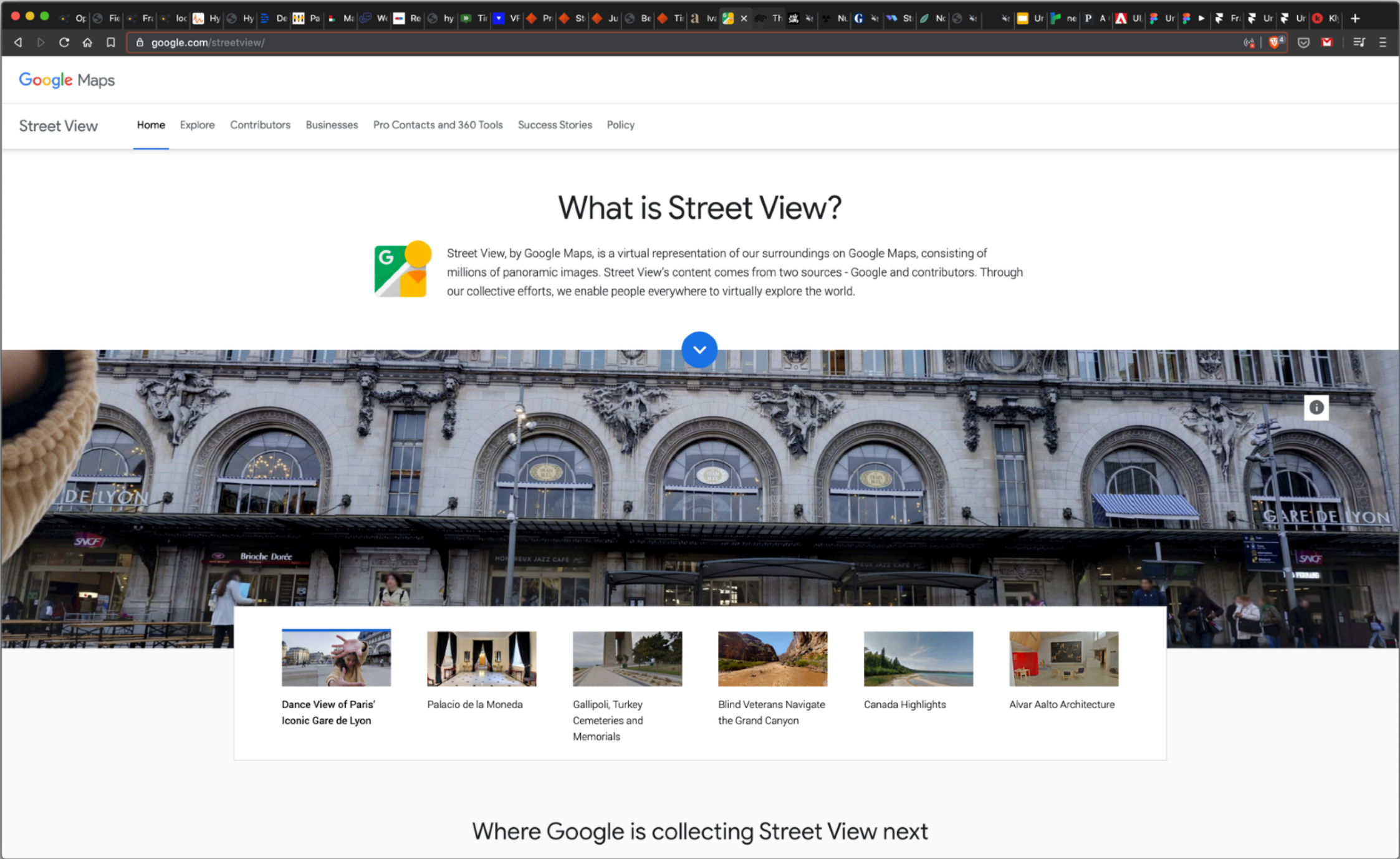
Pick stories that have a strong

<http://timeline.knightlab.com/>

Karta



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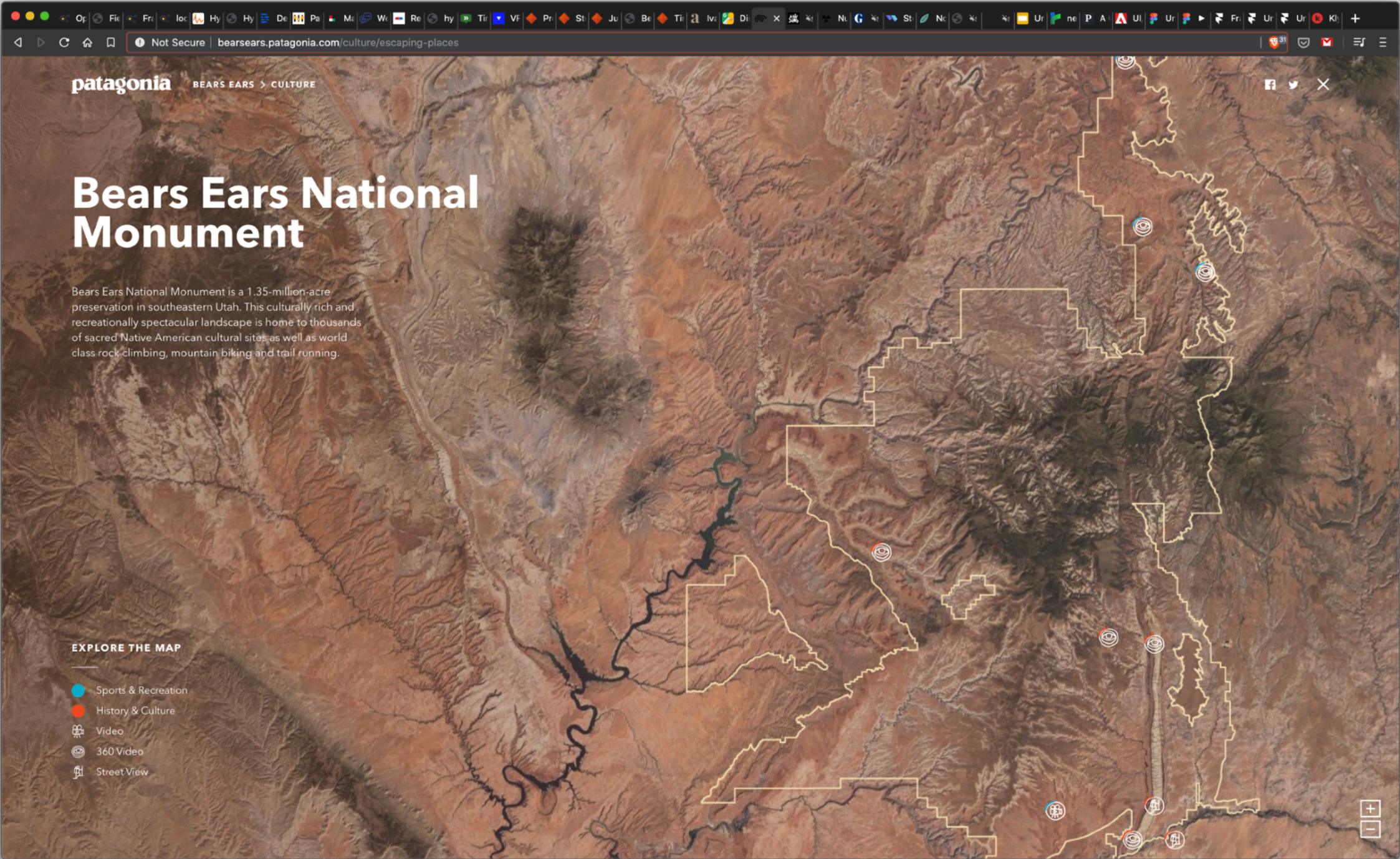


<https://www.google.com/streetview/>

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<http://bears.ears.patagonia.com/culture/escaping-places>

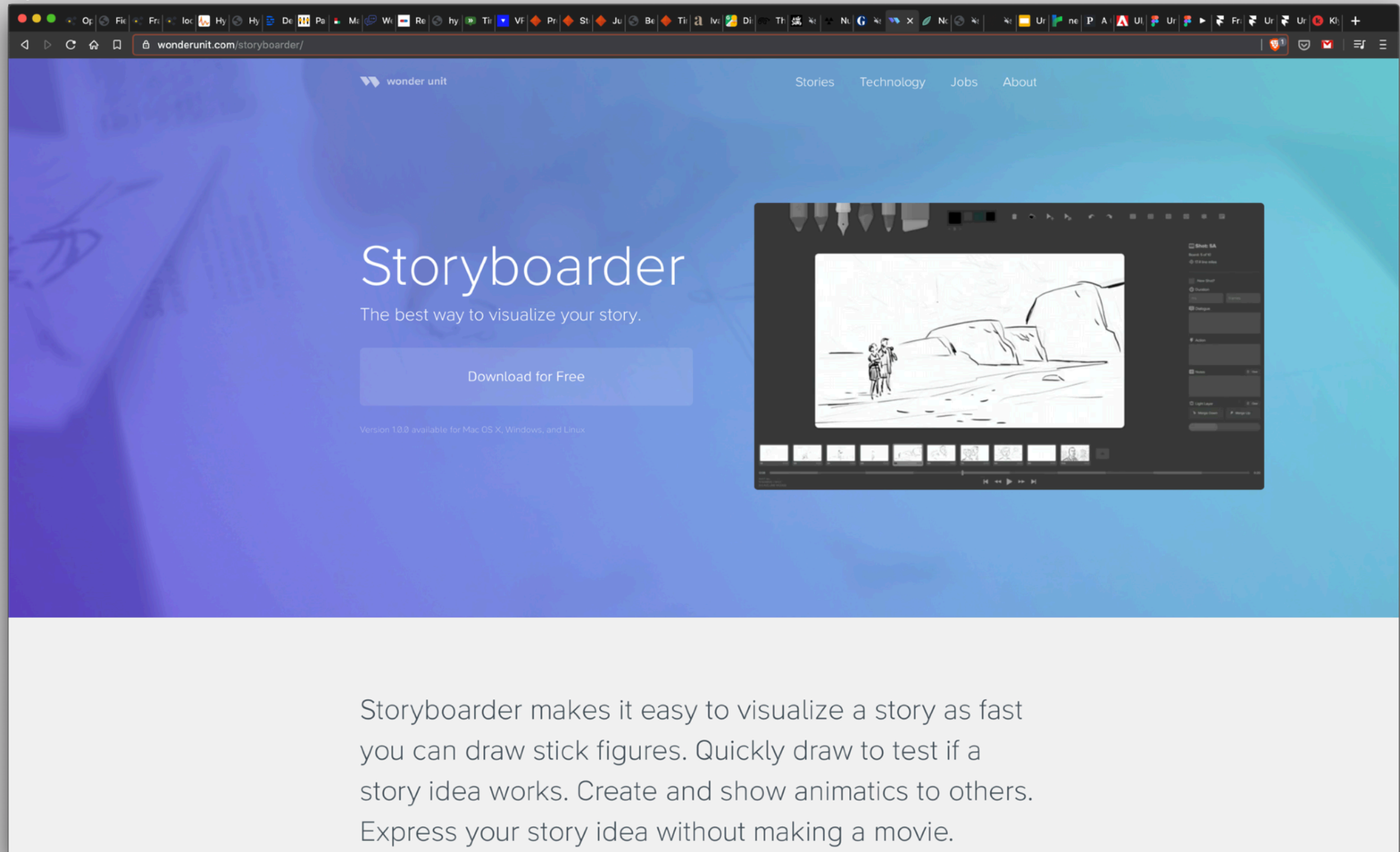
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narzędzia

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Storyboarder

The best way to visualize your story.

Download for Free

Version 1.0.0 available for Mac OS X, Windows, and Linux

Storyboarder makes it easy to visualize a story as fast you can draw stick figures. Quickly draw to test if a story idea works. Create and show animatics to others. Express your story idea without making a movie.

<https://wonderunit.com/storyboarder/>

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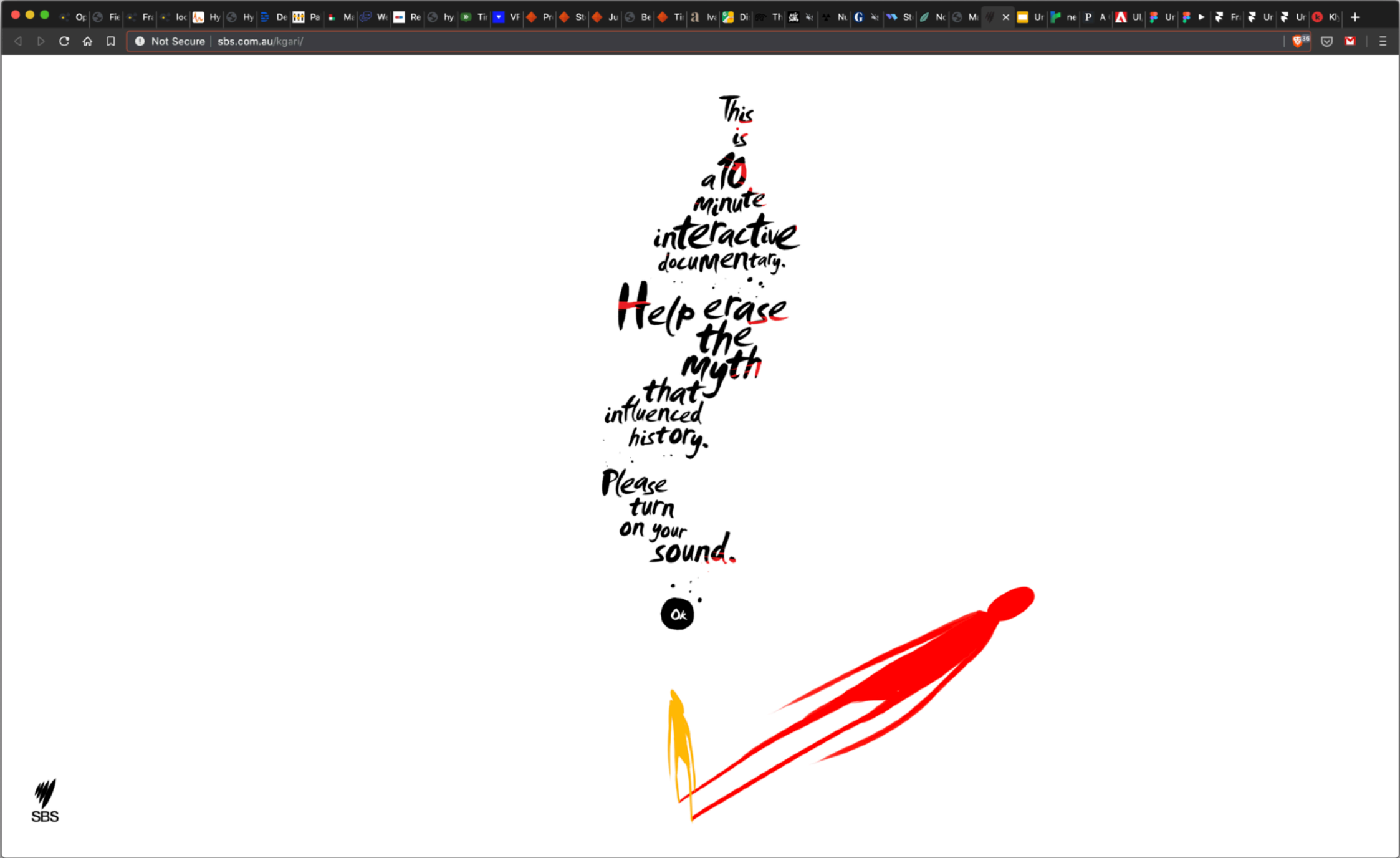
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<https://2019.makemepulse.com/>

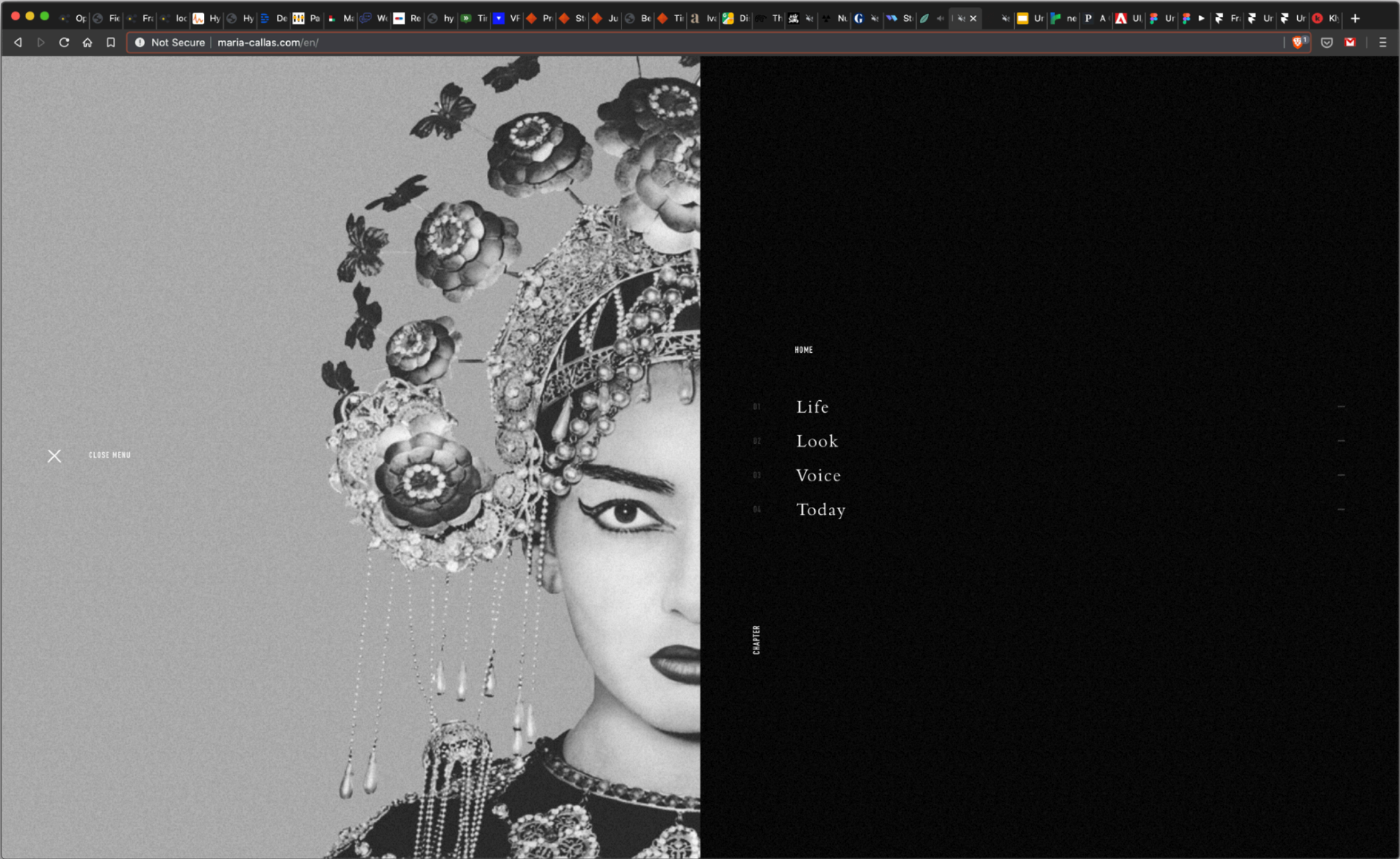
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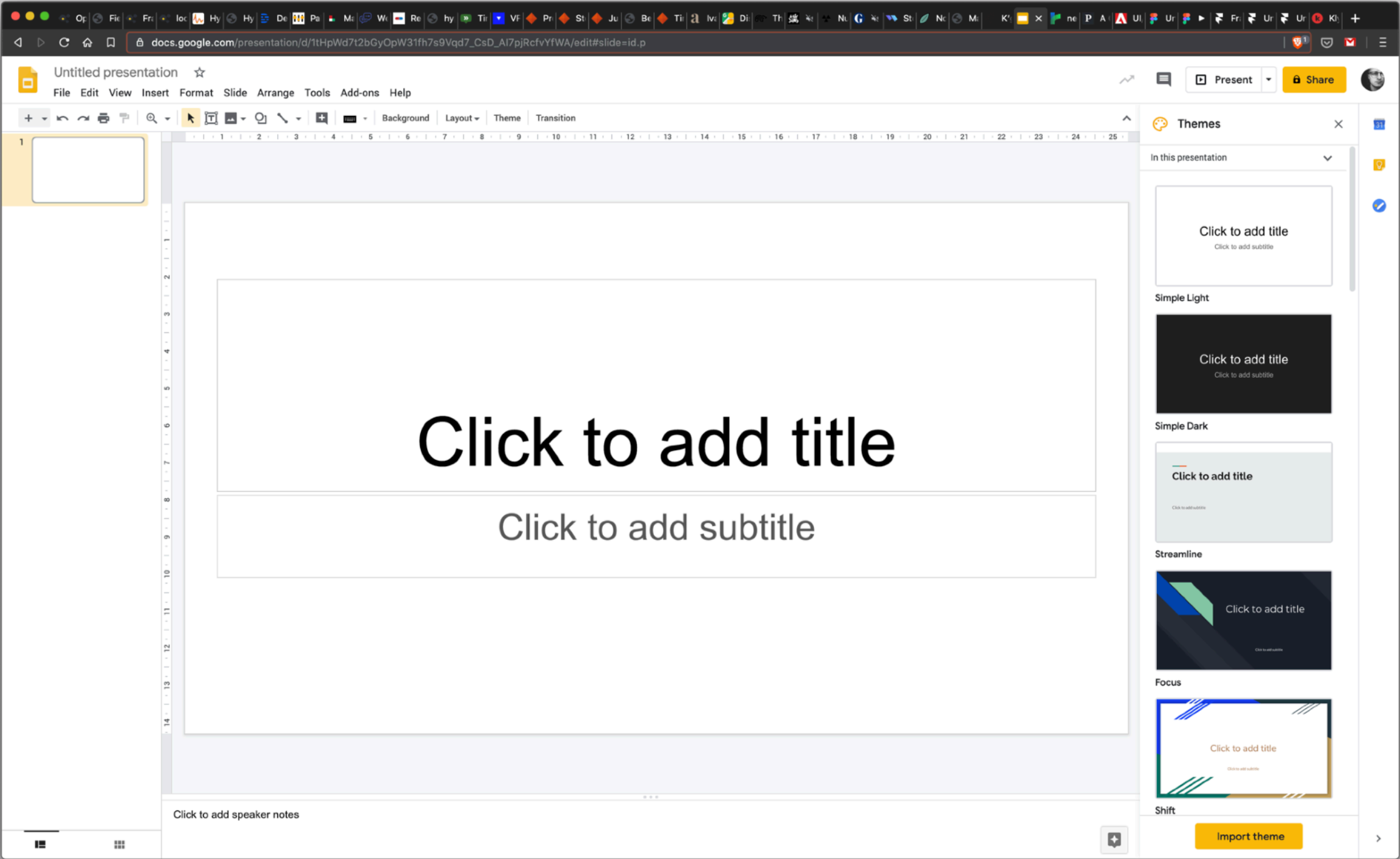
<http://www.sbs.com.au/kgari/>

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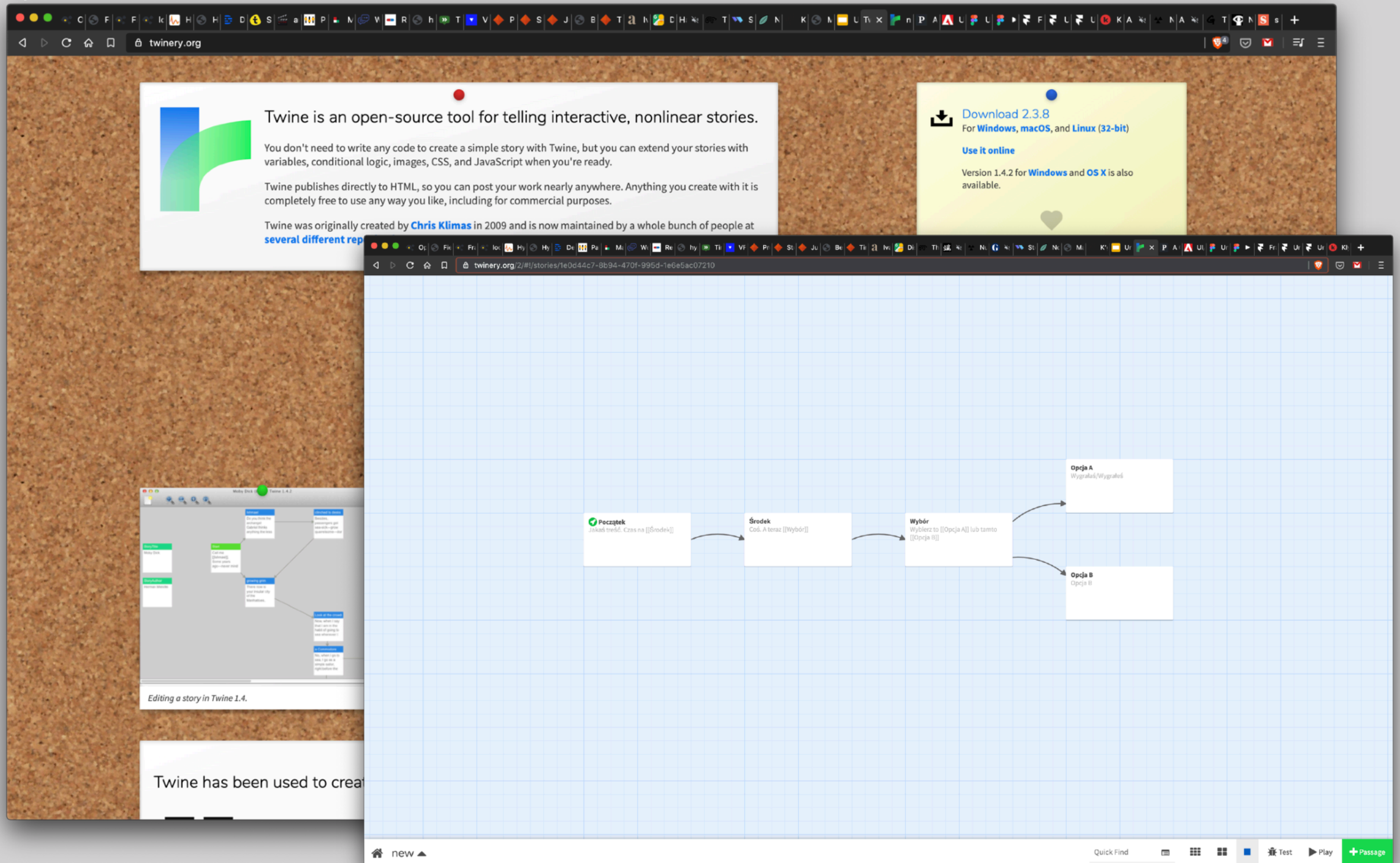
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<https://www.google.com/slides/about/>

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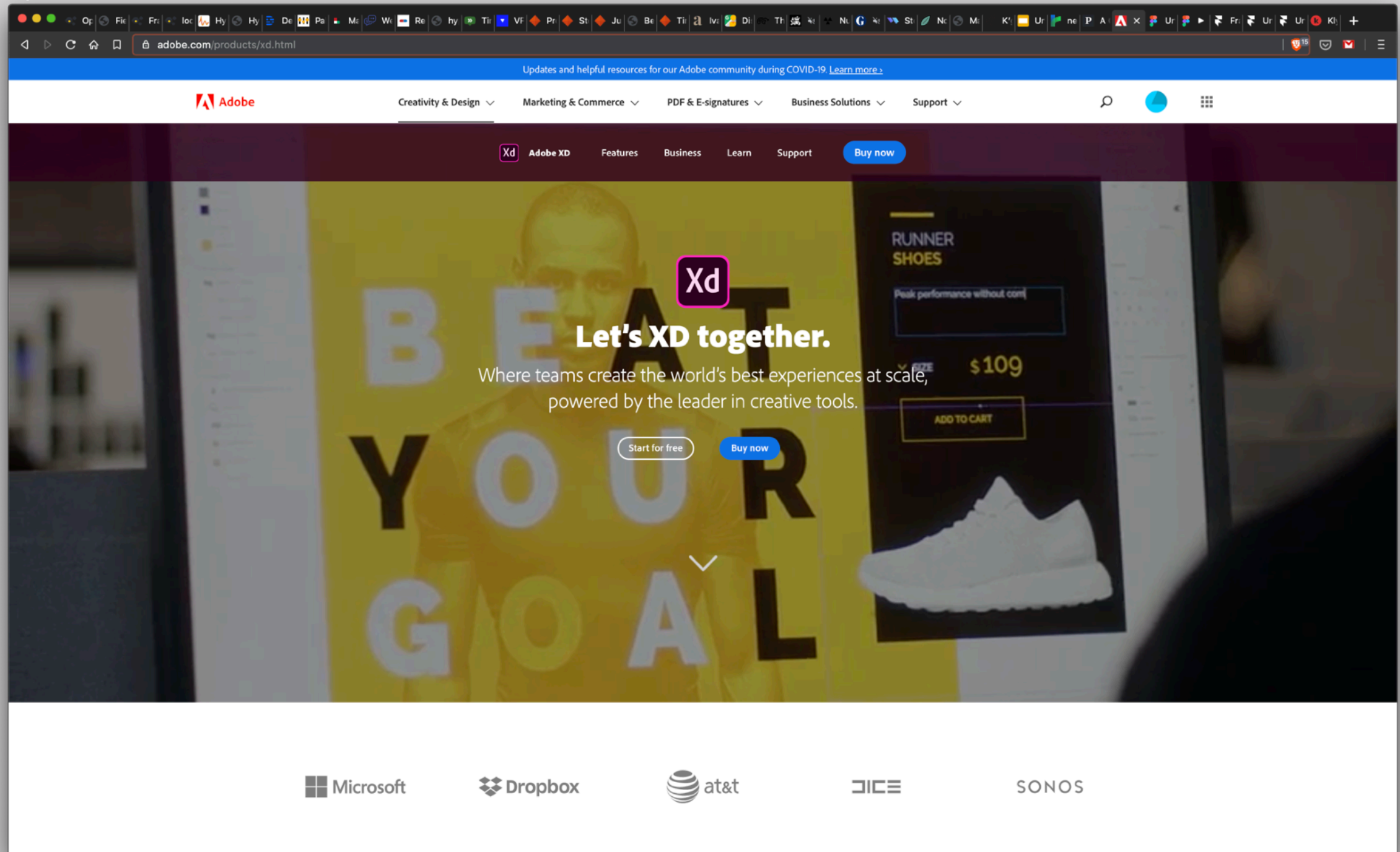
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<https://twinery.org/>
<http://catn.decontextualize.com/twine/>

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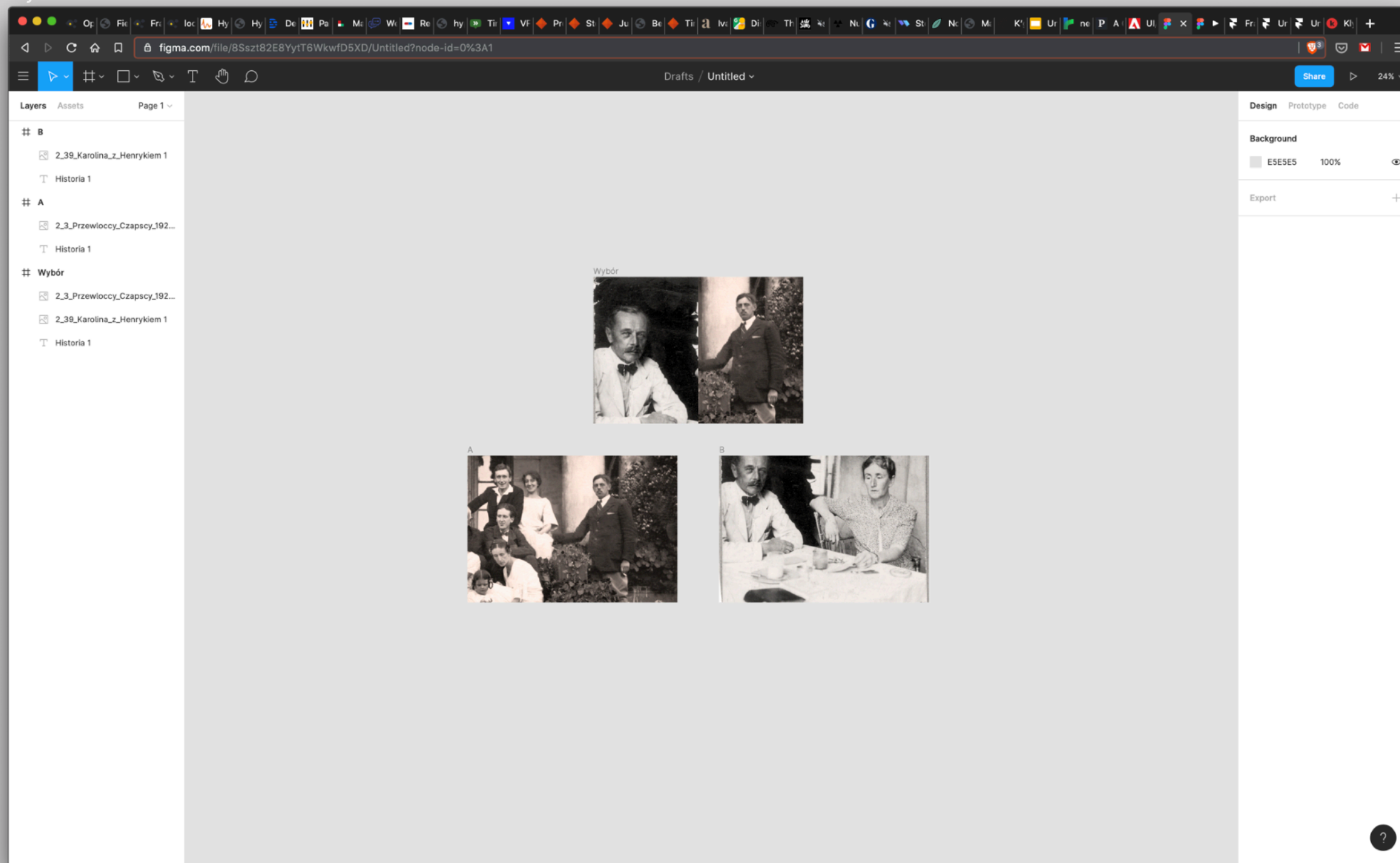
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<https://www.adobe.com/products/xd.html>

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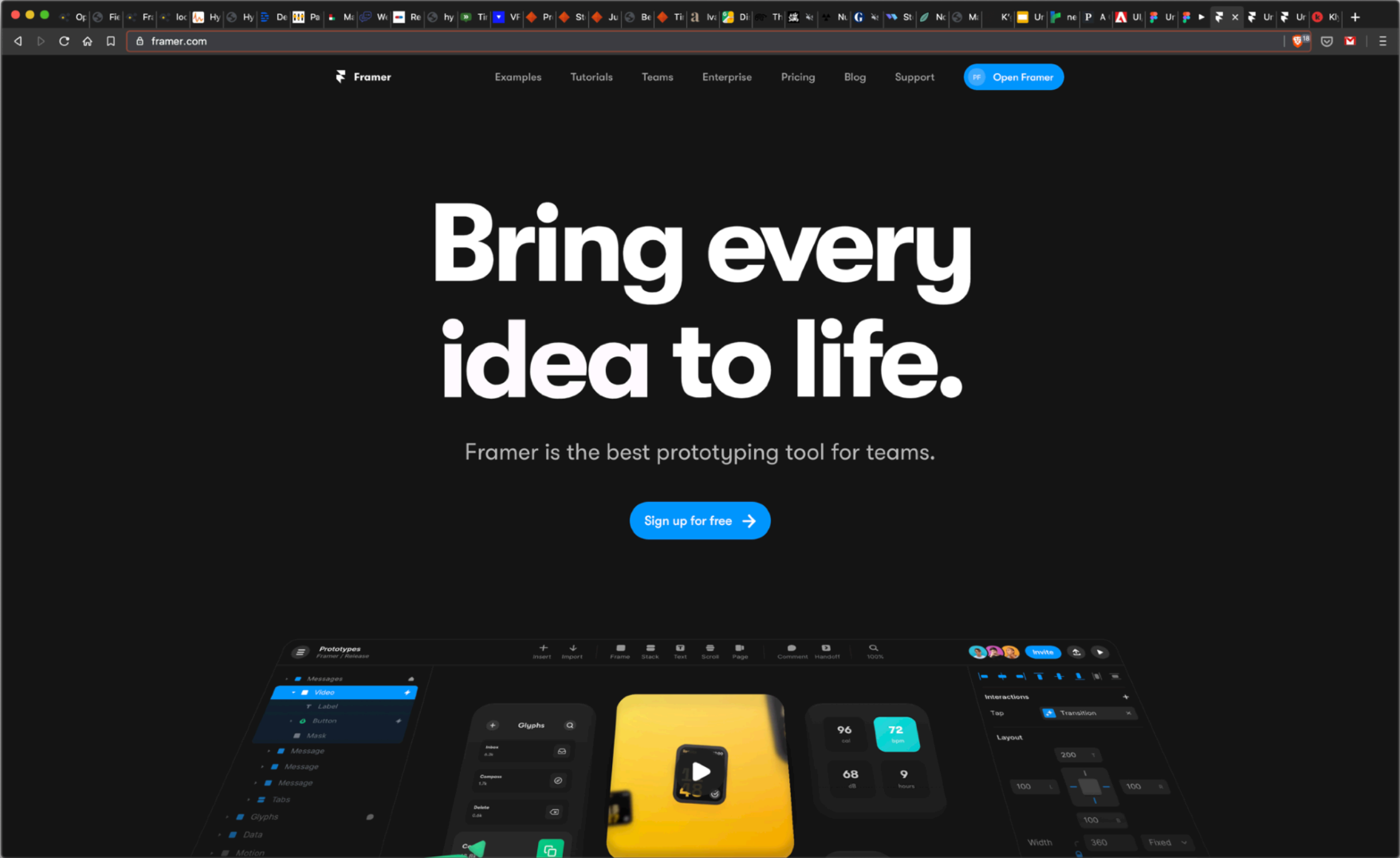
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[https://www.figma.com/
https://www.figma.com/proto/8Sszt82E8YytT6WkwfD5XD/Untitled?node-id=1%3A3&scaling=scale-down](https://www.figma.com/proto/8Sszt82E8YytT6WkwfD5XD/Untitled?node-id=1%3A3&scaling=scale-down)

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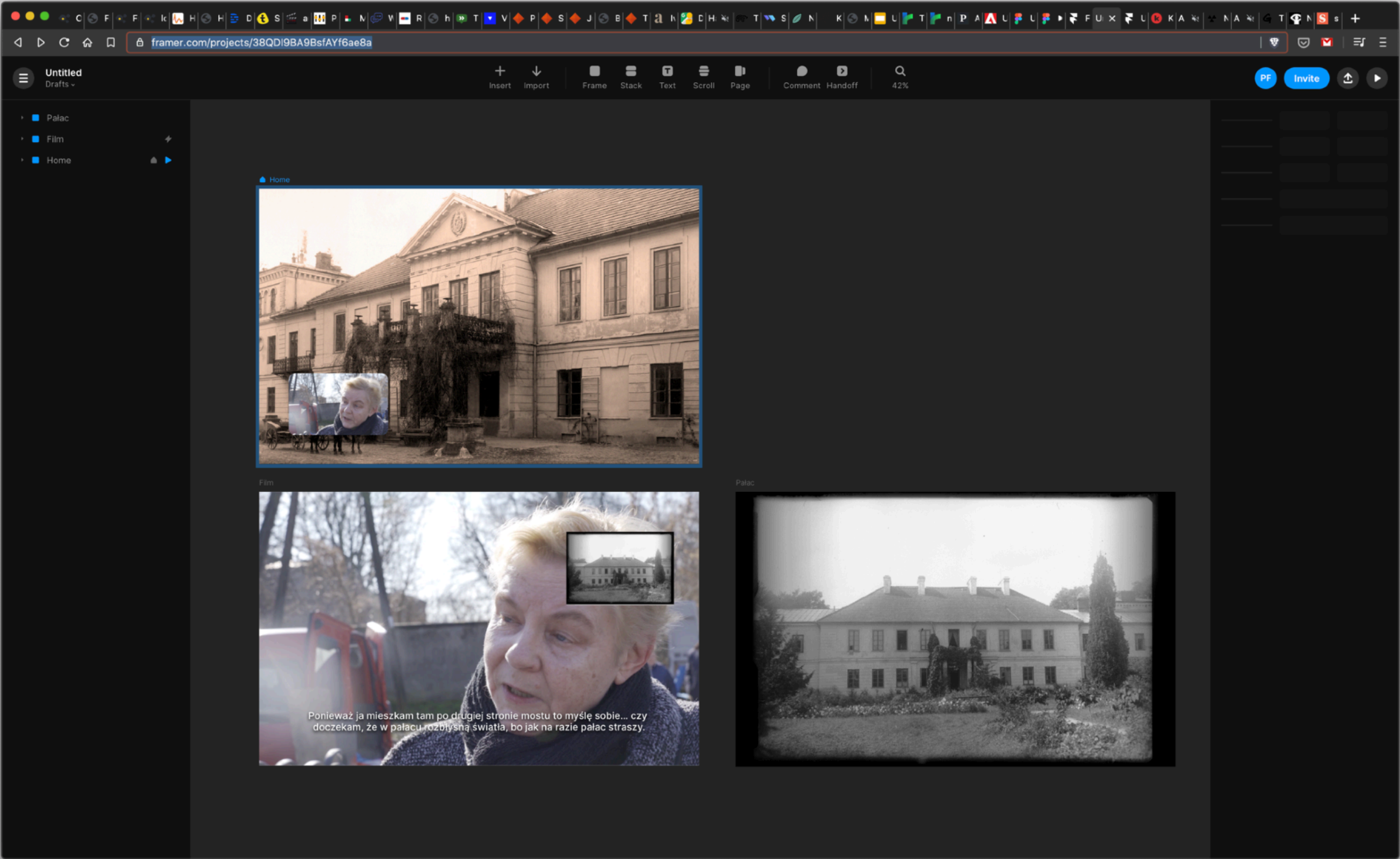
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<https://www.framer.com/>

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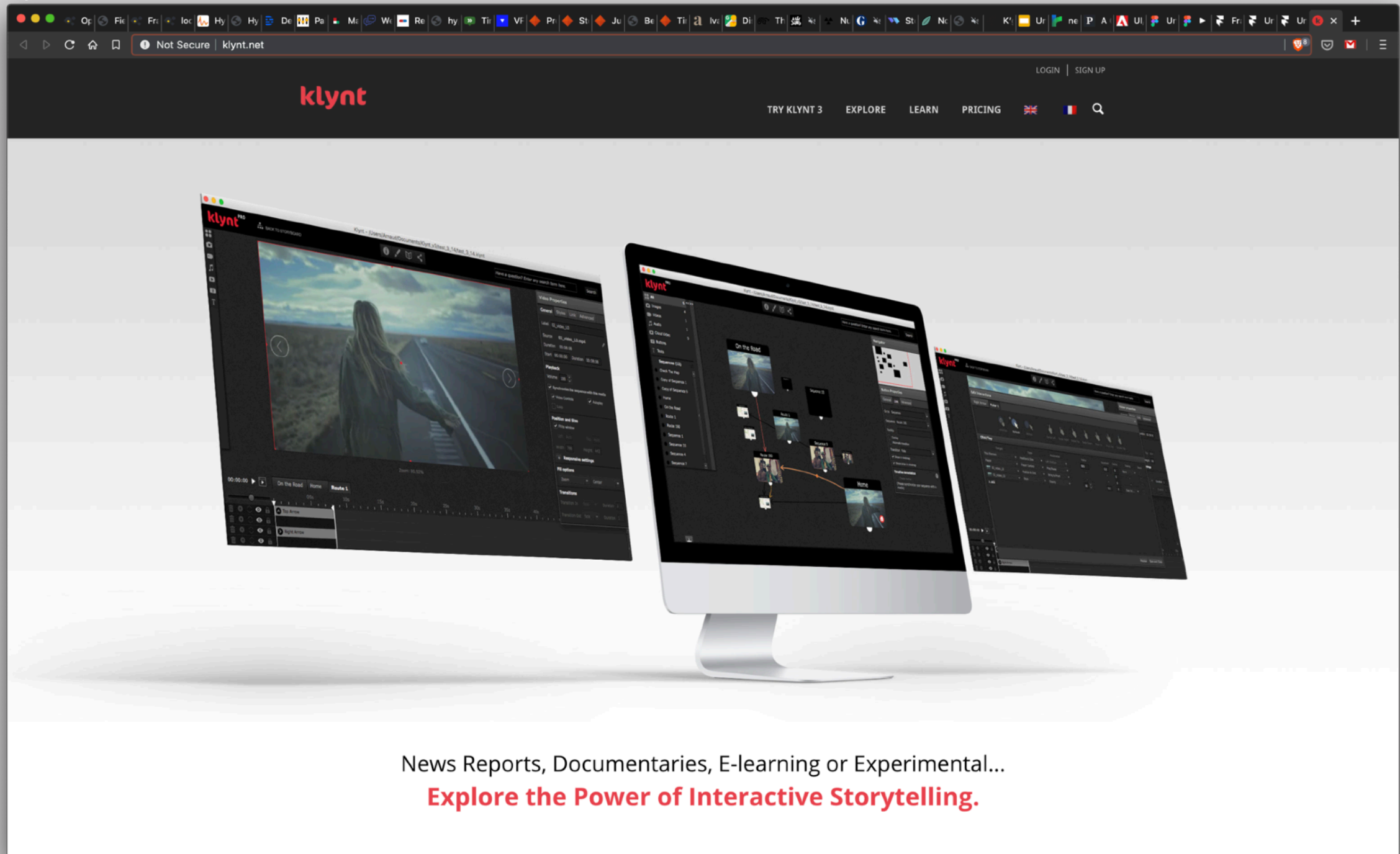
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framer.com/share/bIUO8XpF5Je3uxBPIOE8

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The image shows a screenshot of the Klynt website in a web browser. The browser's address bar shows "klynt.net" and the status is "Not Secure". The website has a dark header with the "klynt" logo in red. Navigation links include "TRY KLYNT 3", "EXPLORE", "LEARN", "PRICING", and flags for the UK and France. Below the header, three computer monitors are displayed, each showing a different view of the Klynt software interface. The left monitor shows a video player with a scene of a person on a road. The middle monitor shows a storyboard view with multiple scenes and transitions. The right monitor shows a detailed settings or properties panel. Below the monitors, the text "News Reports, Documentaries, E-learning or Experimental..." is followed by the bold red text "Explore the Power of Interactive Storytelling."

News Reports, Documentaries, E-learning or Experimental...
Explore the Power of Interactive Storytelling.

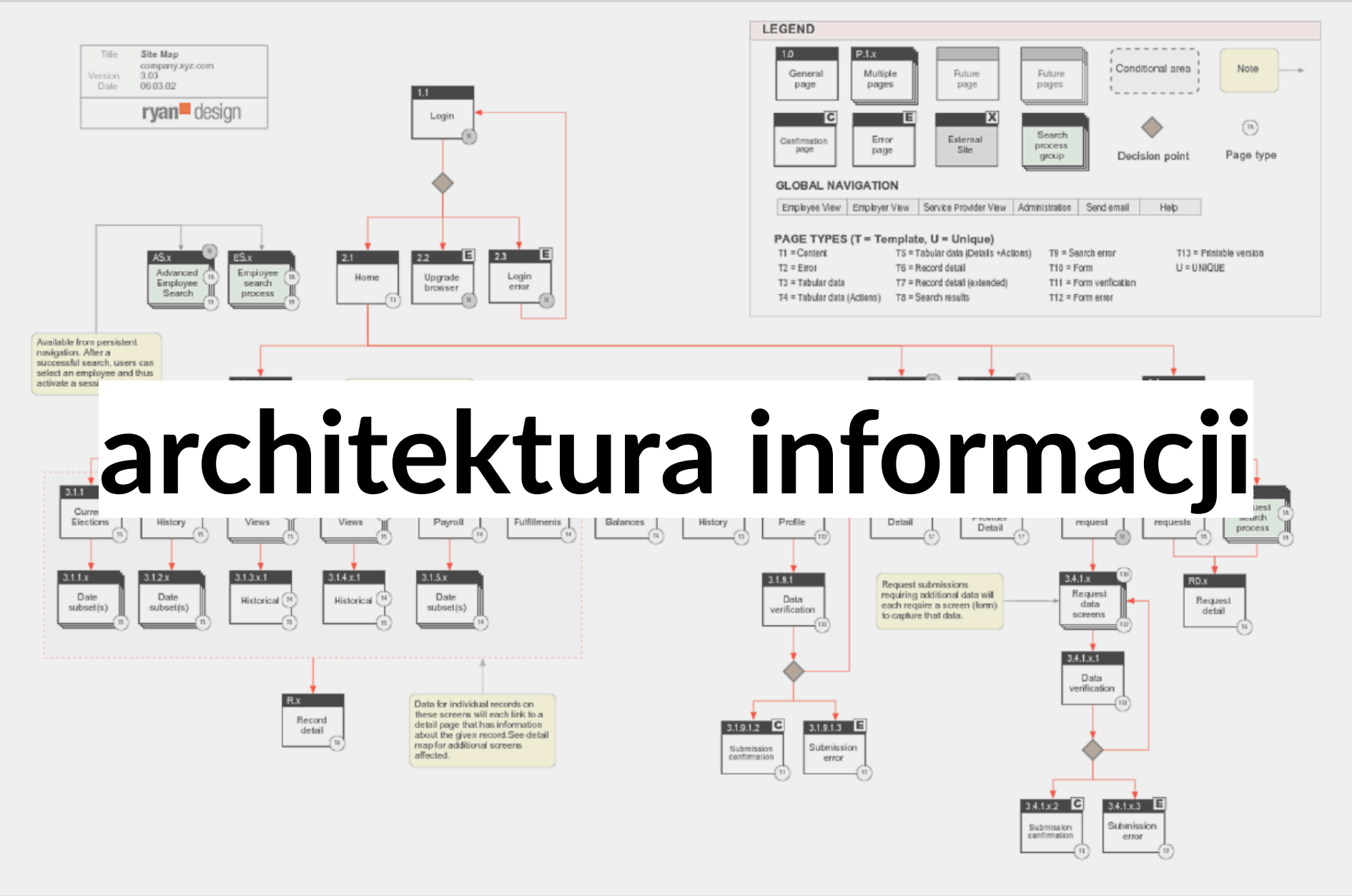
<http://www.klynt.net/>

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diagramy treści

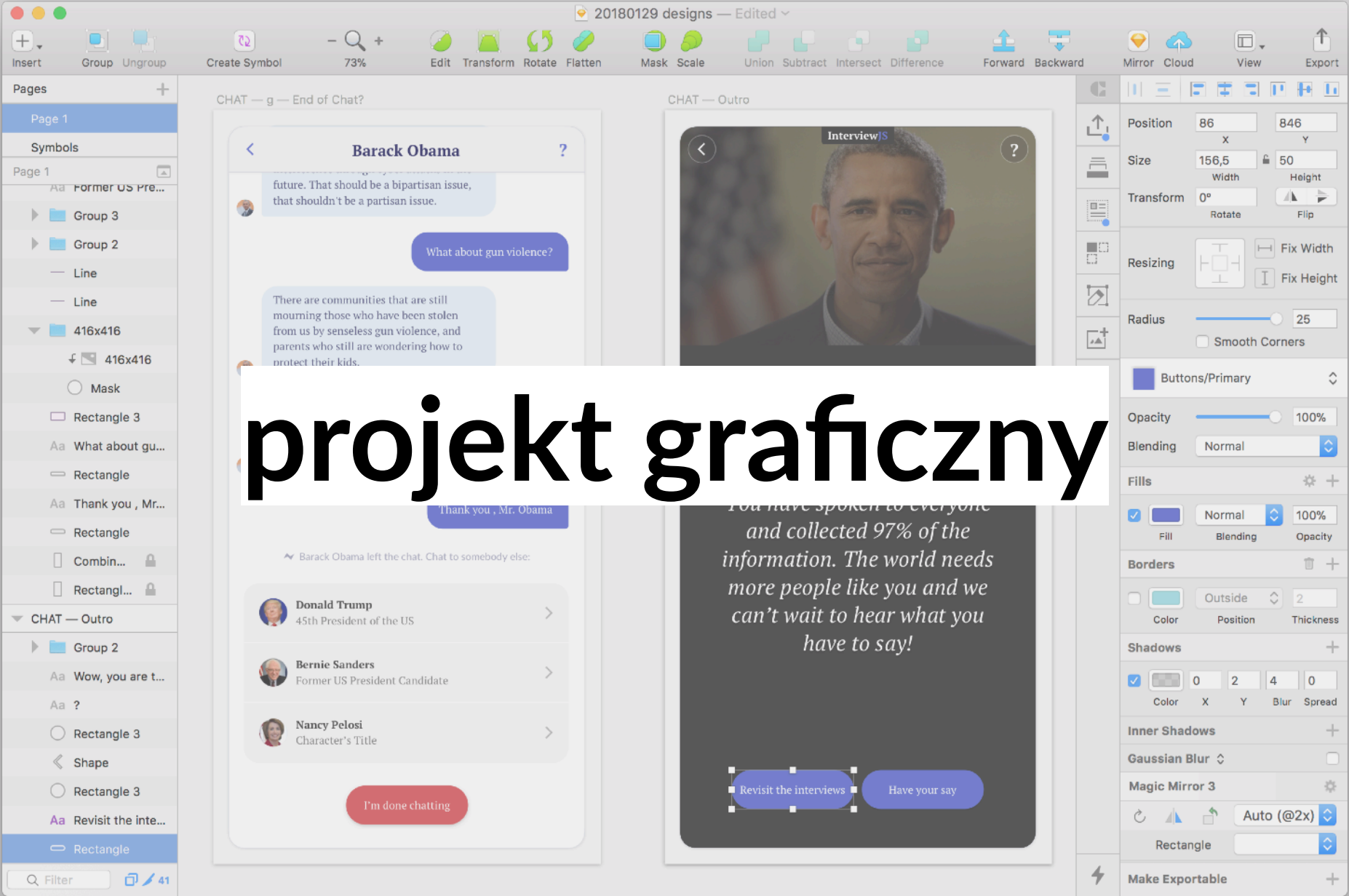
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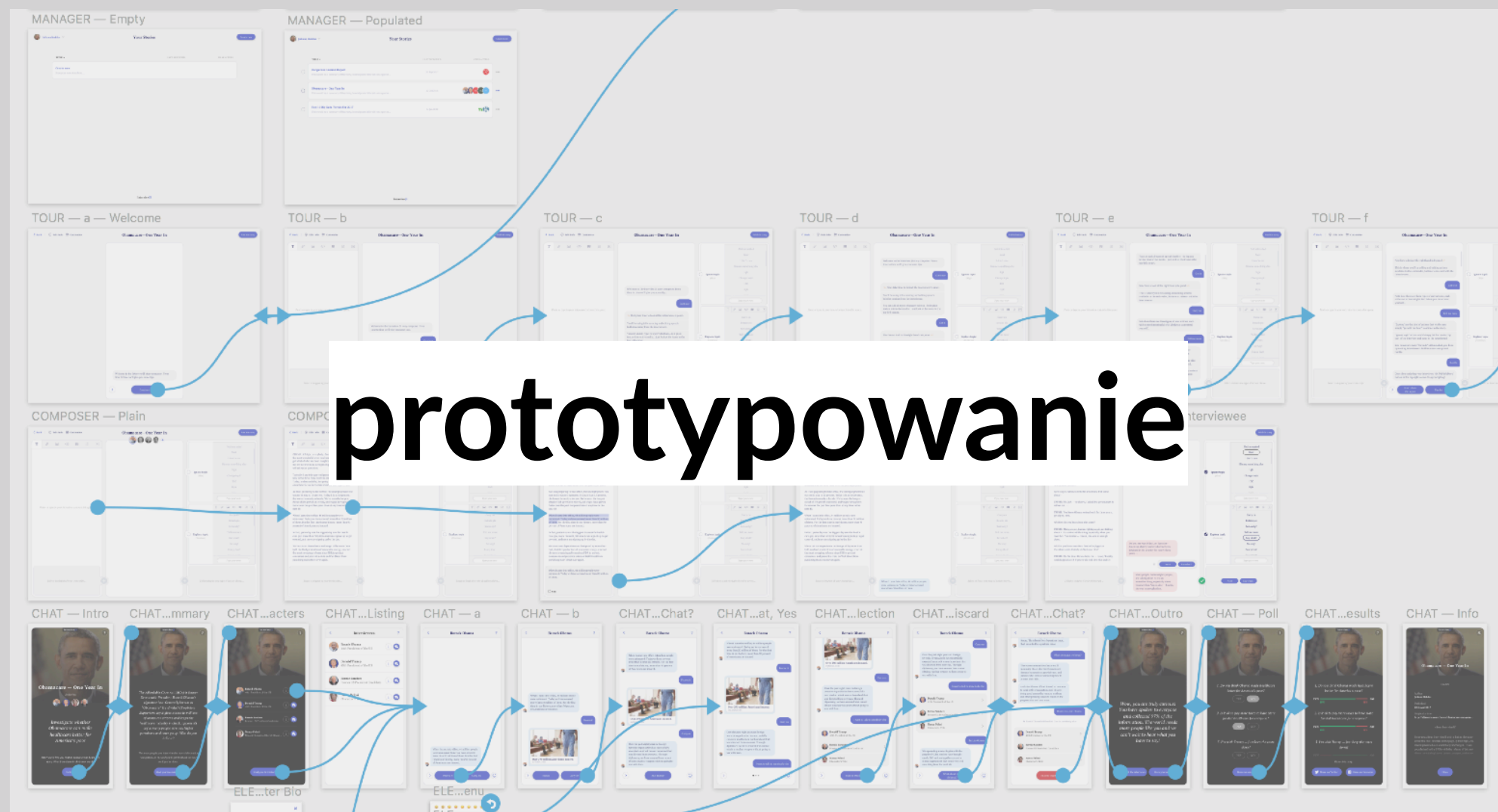
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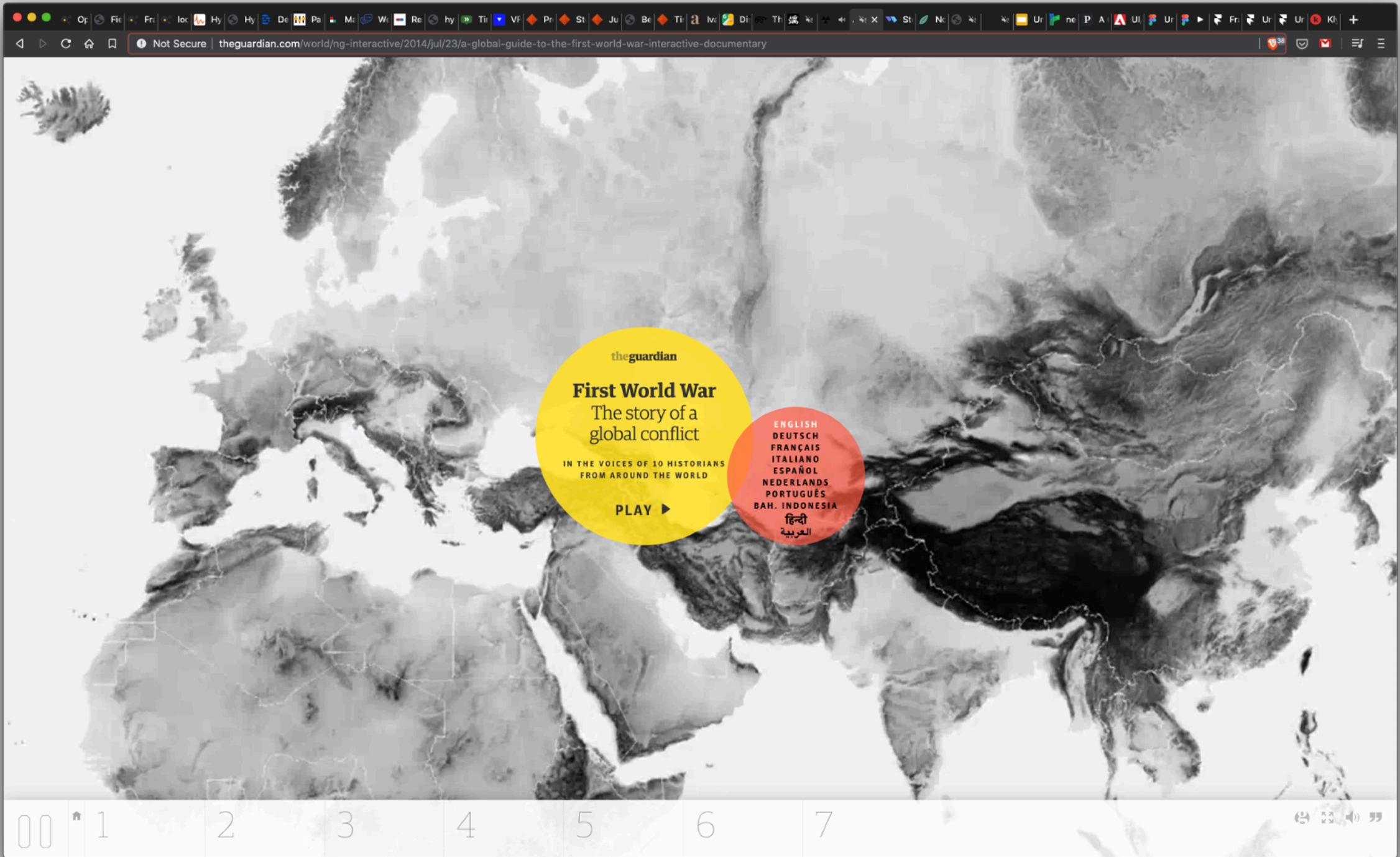
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inspiracje

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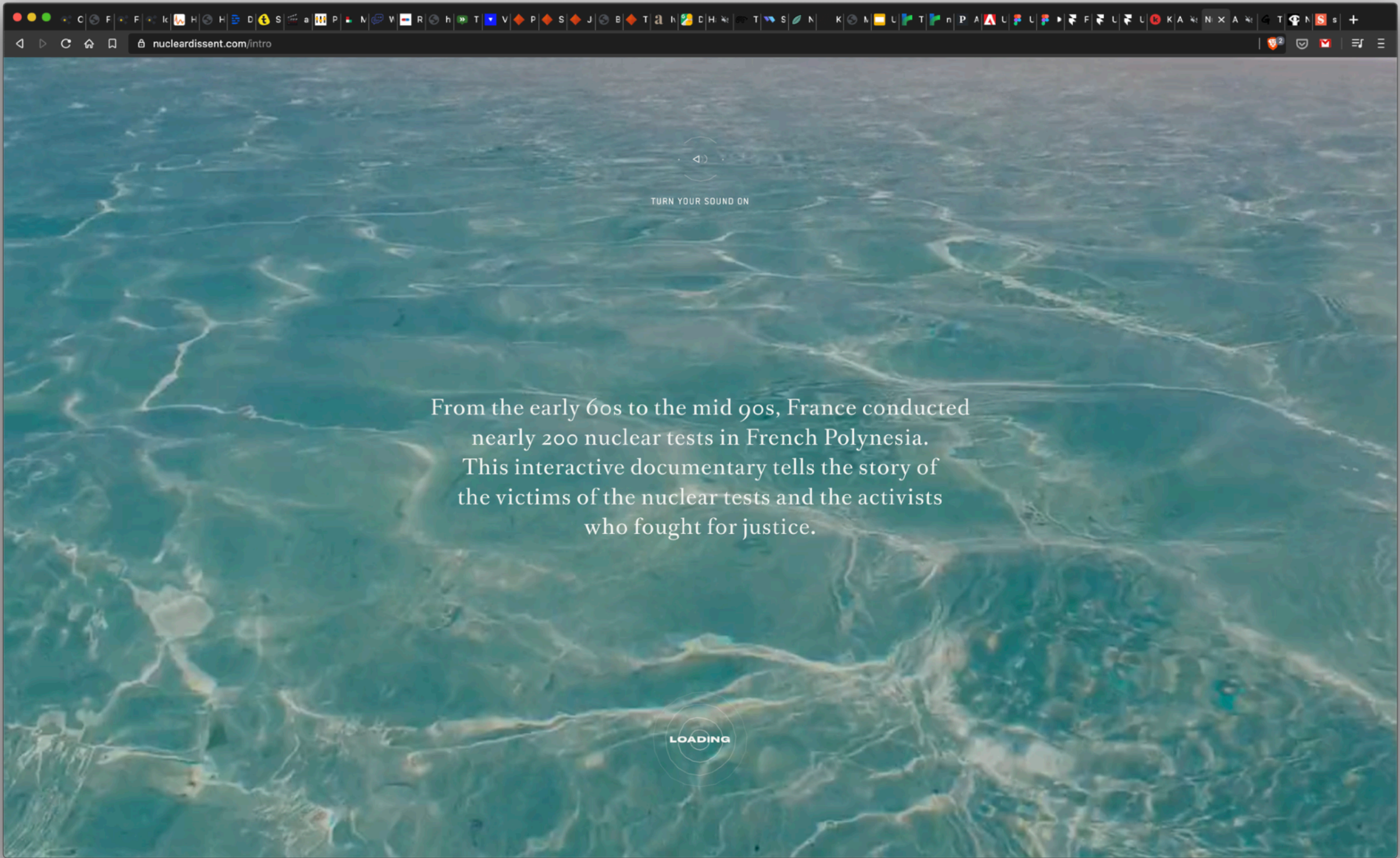
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<https://www.theguardian.com/world/ng-interactive/2014/jul/23/a-global-guide-to-the-first-world-war-interactive-documentary>

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<https://nuclear dissent.com/intro>

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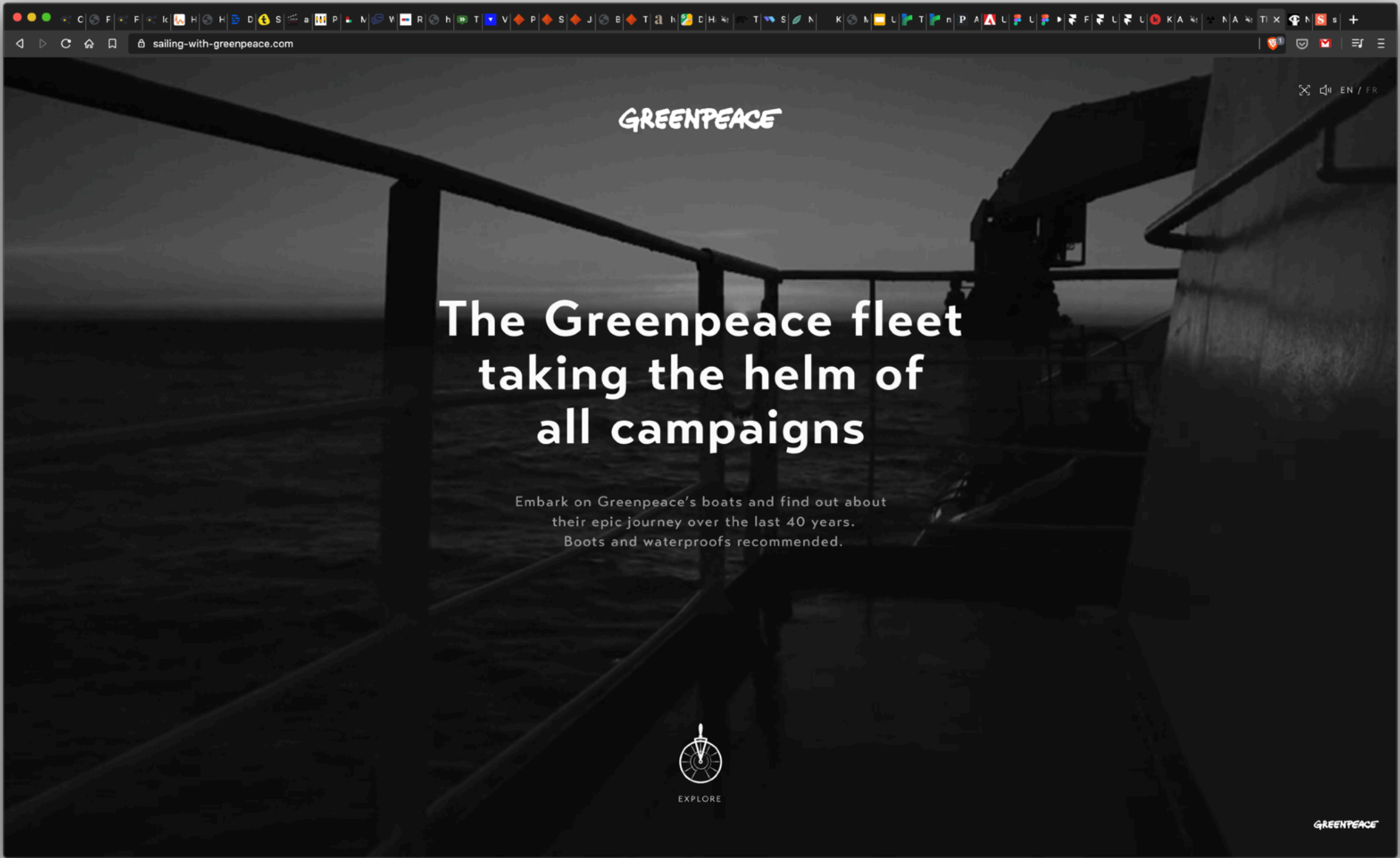
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<http://astateofwar.org.au/#home>

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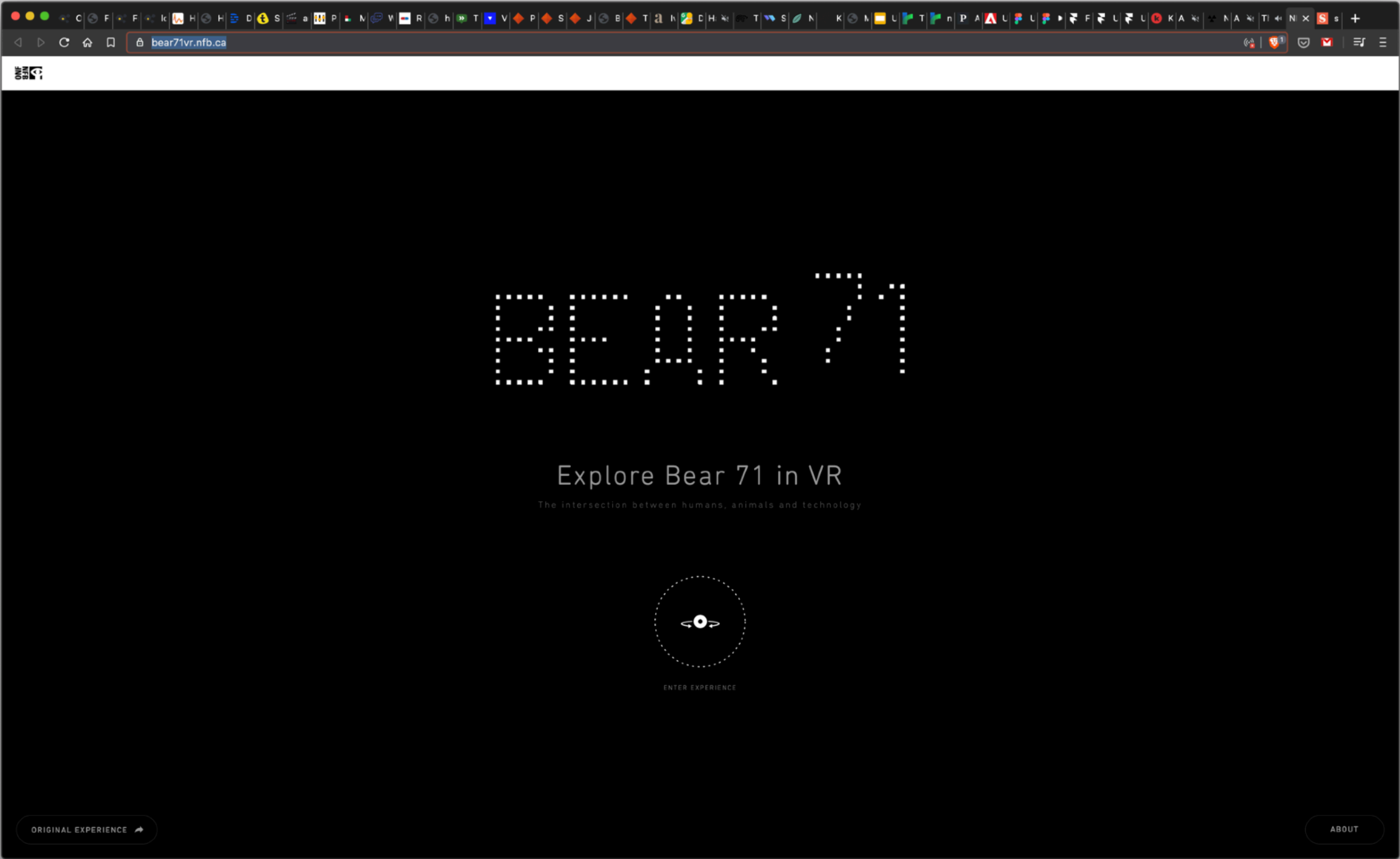
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<https://sailing-with-greenpeace.com/>

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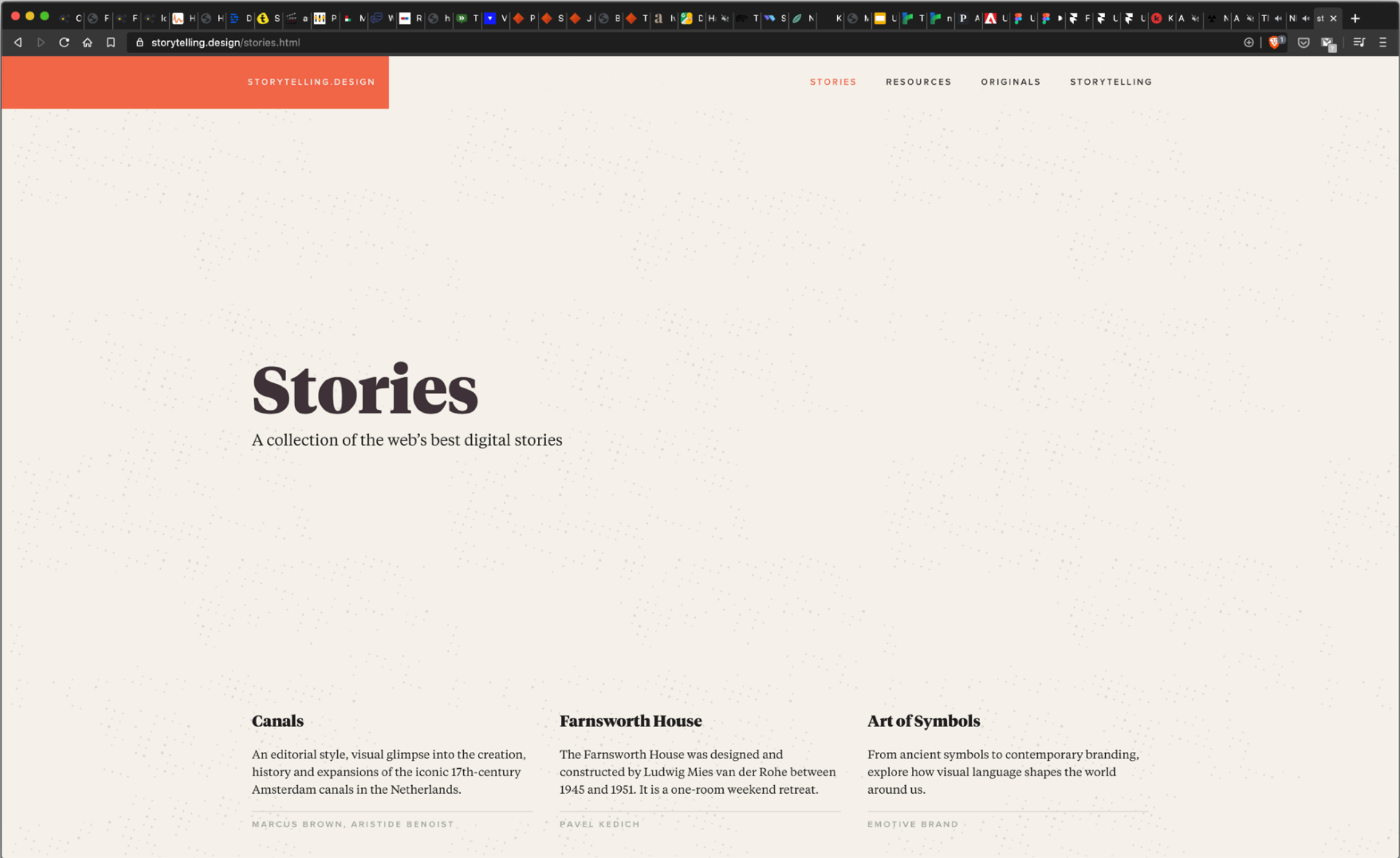
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<https://bear71vr.nfb.ca/>

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<https://storytelling.design/stories.html>

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dziękuję

piotr fedorczyk

PIOTRF.PL