The main investigation field of the project concerns the exploration of new interaction modalities for dealing with audiovisual documents. The dynamic nature of the documents raises ergonomic issues in the annotation process as well as the visualisation process. As Advene offers users the possibility to define their own annotation structures and visualisation, it is an adaptable tool, fitted to the variety of tasks. In addition, Advene helps us to study how user-lead innovation can lead to the emergence of new annotation structures or visualisations. We also explore the exploitation of user activity traces, to improve individual and collective work.

The main window features three views that allow to create annotations:

- The timeline view, that allows to directly create annotations in a specified type through a simple keystroke (Return/Type content/Return)
- The note-taking view, where timestamps marks are inserted - automatically or on-demand - while the user takes notes while watching the video.
- The active bookmarks view, where the user identifies timestamps and then reorganises them into annotations.

At its right, the Accumulator view offers to edit concurrently multiple annotations in a single window.

Screenshot shows a sample Braille-output (through the Braille display emulator provided by brltty).

Contact

Web forum: http://advene.org/forum/
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Characteristics

The cross-platform Advene application allows users to easily create comments and analyses about video documents, through the definition of time-aligned annotations and their mobilation into automatically-generated or user-written comment vizws (HTML documents).

Annotations can also be used to modify the rendition of the audiovisual document, thus providing virtual montage, captioning, navigation... capability. Users can exchange their comments/analyses in the form of Advene packages, independently from the video itself.

Advene is a Free Software licensed under the GNU GPLv2 or later.

Fonctionality: what does the platform allow?

The Advene project aims at developing an open-source cross-platform framework for hypervideo engineering, that allows to:

- annotate audiovisual documents, i.e. to associate information to specific fragments of a video
- provide augmented visualisations of the video, using the annotation structure
- exchange the annotations and their associated visualisations modes independently from the original video, as documentary units called packages

The goal of the project is to foster innovative uses of audiovisual material, allowing users to quickly experiment with new visualisation ideas, based on existing or specifically crated metadata. Teachers, researchers, moviegoers, etc can use them to exchange multimedia comments and analyses about audiovisual documents.

Supported formats

- able to read any video format (as digital file, stream...).
- able to import/export from/to various annotation formats: plain text, SRT subtitles, ELAN, PRAAT, CMML, IRI, Anvil, AIFF (Final Cut Pro), Cinelab, MPEG7, Xi, AnnotationGraph, TimedText...

A SVG annotation is displayed over the main video player (see screencast).

A second video player, synchronized with the main one, displays the same movie (see screencast). It could be used to display multiple versions of the same event for instance.

Below the video, the shot validation interface displays frames for selecting the appropriate shot boundary (see screencast).

The new trace interface is displayed at the right.

Site web de la plateforme
http://www.advene.org

Forge
https://gna.org/projects/advene