

Doodle Premier User Manual

version 0.1

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I. Introduction

What is Doodle Premier?

Doodle Premier is a pen-based, Microsoft Windows video application created by CMU undergraduate students, under the supervision of Professor Ananda D Gunawardena. It unleashes the power of tablet hardware and handwriting capabilities to the world of multi-media.

What is Doodle Premier for?

Doodle Premier is an innovative application with many potential uses. Specific examples include:

Education

In the age of multimedia, more and more education staffs are using video and audios to enhance their lessons.

Most students like blackboard lecturing than slides/presentations. The same thing applies to video. The video annotator allows markup/annotation of these educational materials.

Police/Security

Markup, highlighting of security footages/video evidences.

Instead of taking screen shots, we markup important section with notes, and seek to that position.

Research/Experiment

Annotating videos of cellular activities, physics experiments, and chemical reactions.

Taking notes right over the video instead of on a separate note sheet (easier to tell at what time an important activity occurred).

Entertainment

Markup of videos, send video postcards with greetings and drawings.

Markup and explanation of sport game footages.

Have fun with memorable family/party videos without ruining the original clip.

II. System Requirements

The program has been tested on the following minimalistic settings:

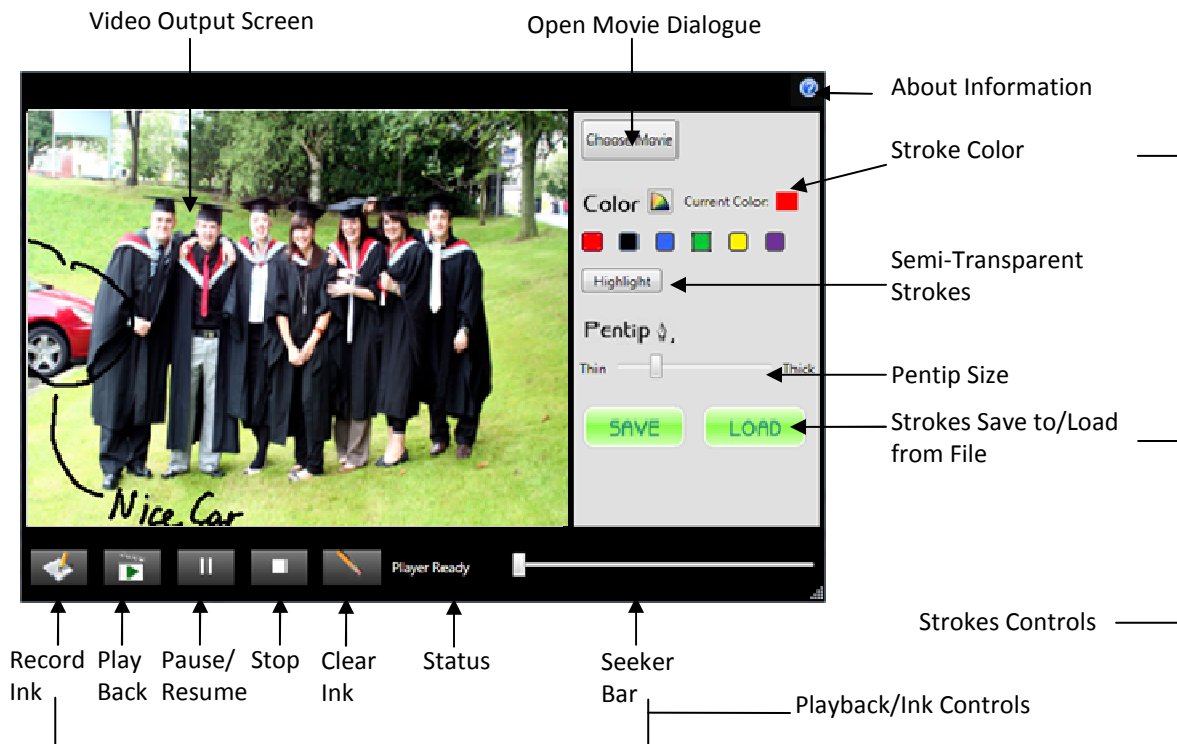
CPU: Intel® Pentium® M Processor 1.6 GHz

Memory: 512 MB

Hardware Graphics: Intel Graphics Media Accelerator with shared memory

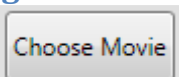
For better experience, we request at least 1 GB of memory as the recommended setting.

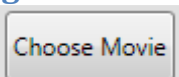
III. Graphical User Interface



IV. Functionalities

Opening a Movie



Click the  button, a standard open file dialogue box will pop up. Navigate to the movie and double click will start loading the movie for Doodle Premier.

Recording and Playback

1. Record Annotation



Use the  button to start the movie while annotating, strokes will be recorded.

Erasing of ink during this process will delete the stroke permanently (out of the record). To have the stroke deleted for only that time and record the stroke's drawing and deletion, see IV.3. Clearing All Strokes.

You may pause or stop the movie at anytime during the process. Recording will continue during pause, but stop will terminate playback and recording.

Position changing with the seeker bar is disallowed while recording is in progress.

2. Video Playback

Use the  button to play back the movie, with strokes (if any is recorded). The  button pauses playback and recording, and  stops playback and recording.

3. Clearing All Strokes

We have incorporated the feature of erasing all ink at some position in the movie for the sake of efficiency. Simply click the  button during record mode, all ink currently on the screen will be erased. The time of the deletion is registered so the ink will be all erased as well during play back at that time.

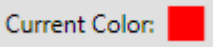
4. Seeking



This bar shows the play progress of the movie. While in playback mode, the seeker bar can also be used to seek to any location of the clip. The strokes on the screen are synced with the position on the bar in terms of the playtime in the movie. The seeker bar's position seeking capabilities are disabled during recording. But it will still display the progress of the playing.

Stroke Control

1. Stroke Color

The color of the stroke can be selected at anytime through the pallet . The current color in use is displayed for the ease of use in the  box.

2. Highlighting

To enter highlight mode, simply click the  button. This will make all strokes semi-transparent. Click the button again to disable highlighting.

3. Pen-tip Size

Use the  slider bar to adjust the size of the strokes. The stroke is the thinnest when the bar is on the left most and otherwise thickest on the right most.

4. Saving to/Loading from Files

One can easily save the annotations made for later use by clicking the  button. A standard Windows save file dialogue will open and the user will be prompted a file name. All strokes are saved in the .stroke extension.

To load a previously saved stroke, click the  button, and a standard Windows open file dialogue will open for the user to navigate and find the desired .stroke file.