



USER MANUAL
EDITOR

- 01** Getting Started 04
- 02** Start Screen 05
- 03** Main Interface 06
- 04** Video Selection 07
- 05** Annotation Main Settings 08
- 06** Annotation Content Definition 09
- 07** Smart Guides 12
- 08** Annotation Positioning 13
- 09** Annotation Keyframes 14
- 10** Keyframe Edition/Navigation 15
- 11** Experience Options 16
- 12** Appendix 17
 - Annotations - Create Content with Templates
 - Annotations - Custom Template Annotations
 - Minimap



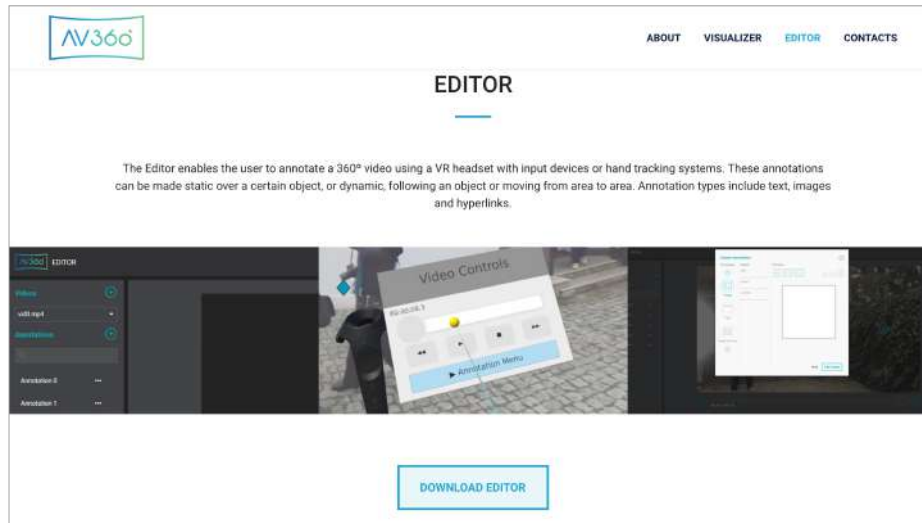
Editor

The Editor enables the user to annotate a 360° video and create an immersive narrative using callouts.

These annotations can be made static over a certain object, or dynamic, following an object or moving from area to area. Annotation types include text and images. Narrative callouts can notify the user that a certain object or point of interest is behind or out of sight.

01 Getting Started

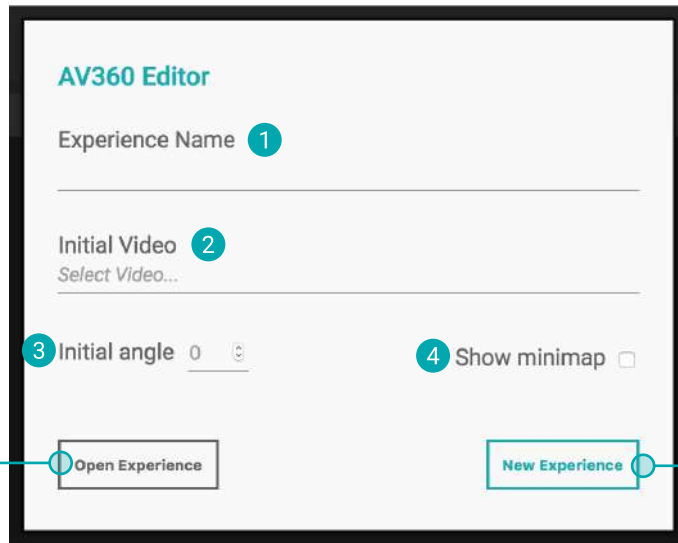
The editing system is available as an installable/executable package for local installation on the user's computer. After installation, the user can launch the application and he/she will be greeted with the Start screen (section 2).



The screenshot displays the AV360 Editor website. At the top left is the AV360 logo. On the top right, there are navigation links: ABOUT, VISUALIZER, EDITOR (highlighted), and CONTACTS. The main heading is 'EDITOR'. Below it, a paragraph states: 'The Editor enables the user to annotate a 360° video using a VR headset with input devices or hand tracking systems. These annotations can be made static over a certain object, or dynamic, following an object or moving from area to area. Annotation types include text, images and hyperlinks.' Below the text is a horizontal strip of three images: the first shows the editor's interface with a sidebar; the second shows a 'Video Controls' overlay with a yellow play button and 'Annotation Menu' text; the third shows a 360-degree video view with a white annotation box. At the bottom center is a blue button labeled 'DOWNLOAD EDITOR'.

02 Start Screen

Initially, a window will appear where the user can choose the name of the experience (1), select the initial video (2) and the initial angle (3) at which the video will appear and the option to show or not the minimap (4).

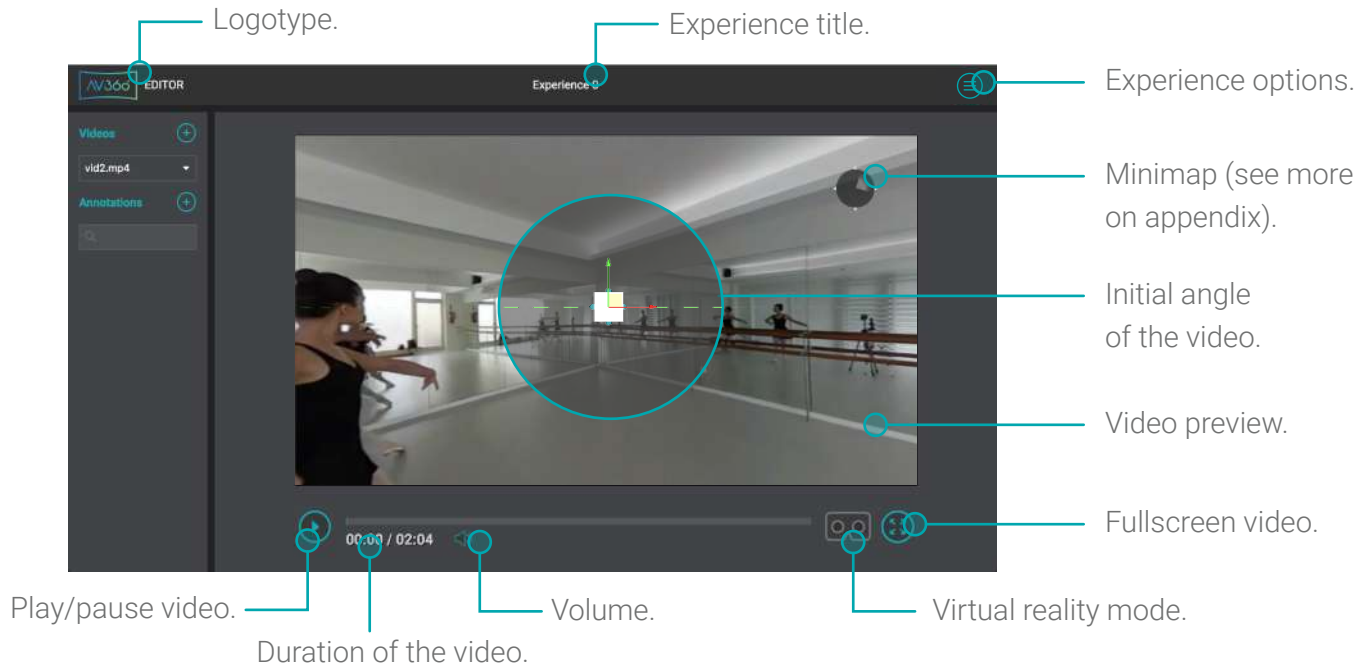


Import an existing
editable file.

Open a new
experience with
the characteristics
chosen above.

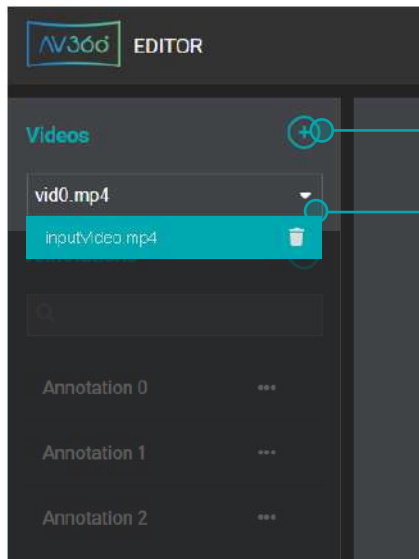
03 Main Interface

After choosing the start screen options, the experience interface will appear.

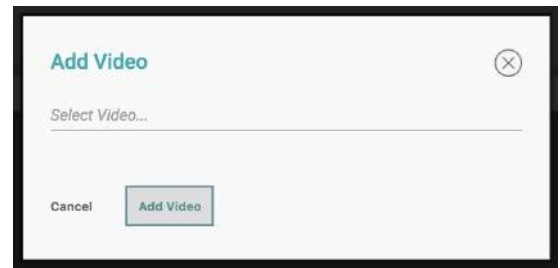


04 Video Selection

The user can add (import) several videos, as well as delete (remove) videos previously imported.



Add a new video.



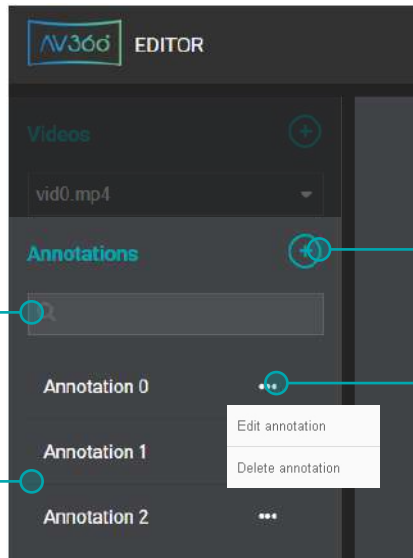
Here the user can see the video list and delete the imported videos.

05 Annotation Main Settings

To create annotations, firstly the user will select the add (+) button on the left side of the experience. Annotations previously created can be edited or removed.

Search bar, to search all the annotations of the experience.

Name of the created annotations.

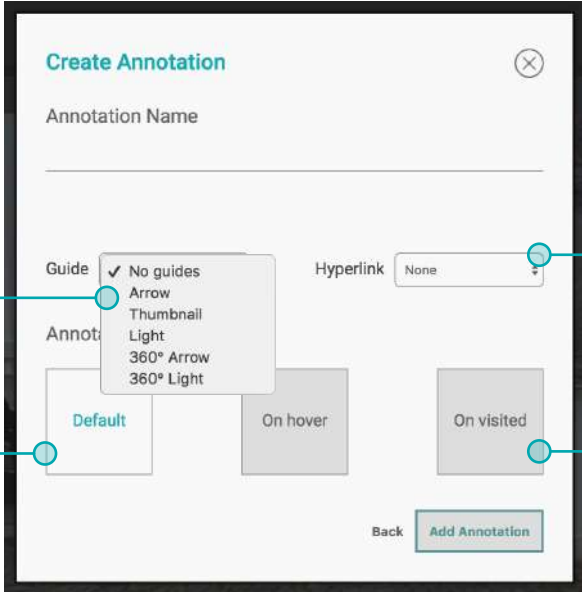


Add a new annotation.

More options for annotations. These three dots are available for finding additional options, such as edit and erase the annotation.

06 Annotation Content Definition

After selecting the “plus” sign, a window with the options for creating a new annotation will appear. The user may choose one of several guides (see section 7), in order to facilitate the finding of the annotations, as well as redirect the viewer to another video.



The screenshot shows a 'Create Annotation' dialog box with the following elements and callouts:

- Annotation Name:** A text input field at the top.
- Guide:** A dropdown menu with options: No guides (checked), Arrow, Thumbnail, Light, 360° Arrow, and 360° Light. A callout points to this menu with the text: "Several optional guides."
- Hyperlink:** A dropdown menu currently set to "None". A callout points to this menu with the text: "Redirects to another video."
- Annotation Content:** Three selectable options: "Default" (highlighted in light blue), "On hover", and "On visited". A callout points to the "Default" option with the text: "Selectable content."
- Buttons:** "Back" and "Add Annotation" buttons at the bottom.

While the “default” annotation content is not defined, the remaining elements - “on hover” and “on visited” - are not selectable.

06 Annotation Content Definition

By selecting the “Default” Annotation Content, the user will be redirected to a new window, where he may choose a template and define the size and annotation content (fields).

The screenshot shows the 'Create Annotation' interface. On the left, a circular inset labeled 'Annotation Content' shows a 'Default' template. The main interface is divided into three sections: 'Templates' with icons for 'Image', 'Title', and 'Image and text'; 'Fields' with input fields for 'title', 'name', and 'subtitle'; and a 'Preview' section. The 'Preview' section shows a grid with a dashed box representing the annotation's interaction zone. Callouts explain: 'Templates.' points to the left sidebar; 'Dragging with the mouse in the preview defines the annotation's interaction zone ("collider").' points to the dashed box; 'Orientation of annotation. It can be square, landscape or portrait.' points to the top-right corner of the preview grid; 'Small, medium or large annotation.' points to the top-left corner of the preview grid; and 'Preview of the annotation.' points to the dashed box itself. At the bottom, there are 'Back' and 'Add Content' buttons.

Annotation Content

Default

Templates.

Dragging with the mouse in the preview defines the annotation's interaction zone ("collider").

Create Annotation

Templates

Fields

Preview

title

name

subtitle

Image

Title

Image and text

Orientation of annotation. It can be square, landscape or portrait.

Small, medium or large annotation.

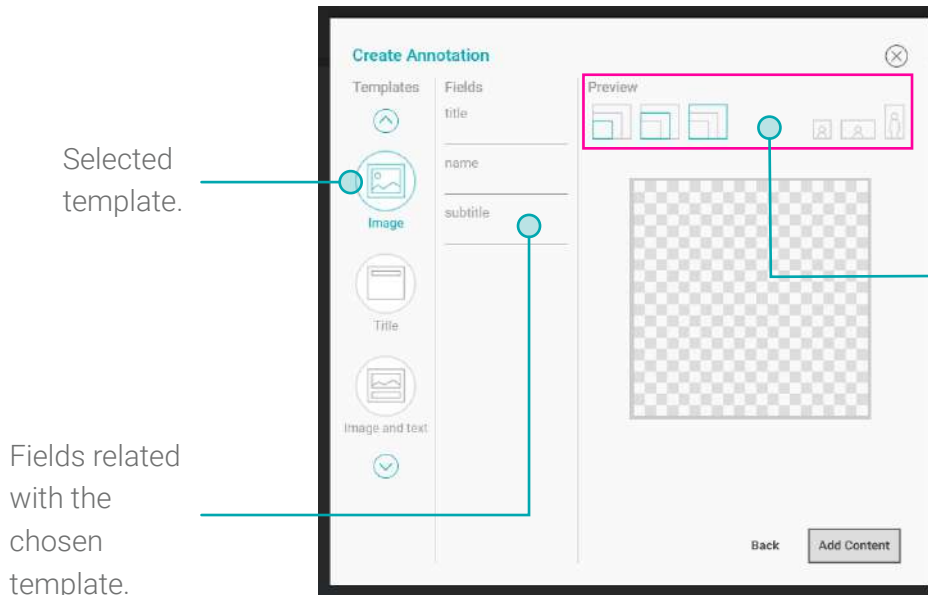
Preview of the annotation.

Back Add Content

06 Annotation Content Definition

The fields available depend on the template chosen by the user.

The preview shows the several options about the annotation, which can be a small, medium or large annotation.



The user can choose the following measures for annotations:

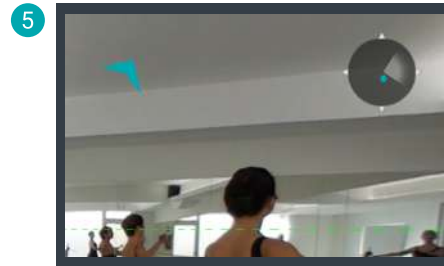
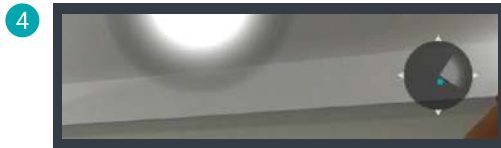
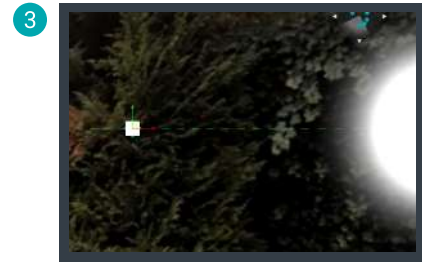
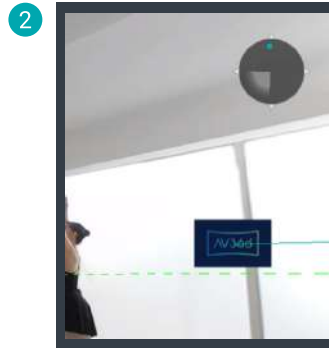
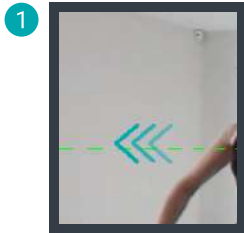
Small:
216px/216px
162px/216px

Medium:
288px/288px
216px/288px

Large:
384px/384px
288px/384px

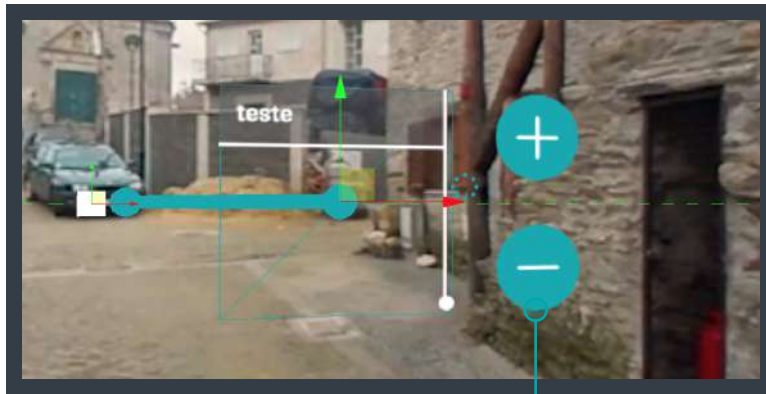
07 Smart Guides

The user has available different types of smart guides, which will be used to guide the final viewer of the experience so that he knows what direction he has to look, to find the annotation. The available types are: Arrow (1), Thumbnail (2), Light (3), 360° Arrow (4) and 360° Light (5).



08 Annotation Positioning

While holding the mouse button on the yellow square, the user is able to move the annotation along any axis (1).



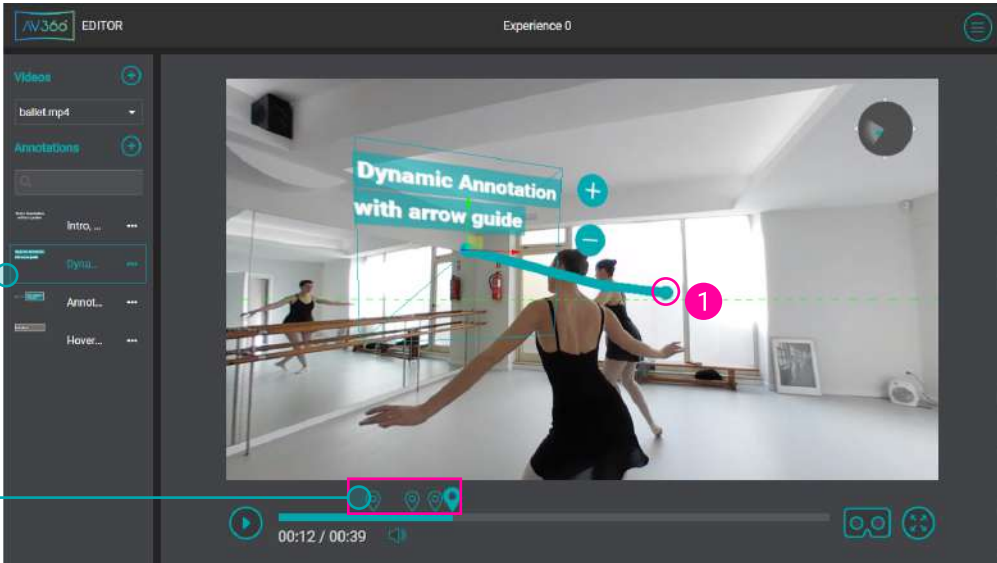
Zoom in and zoom out of annotation.
Approaches the annotation to the camera.



Spatial X and Y.

09 Annotation Keyframes

The keyframes are points (1) that define the animation's movement, using time and a position.



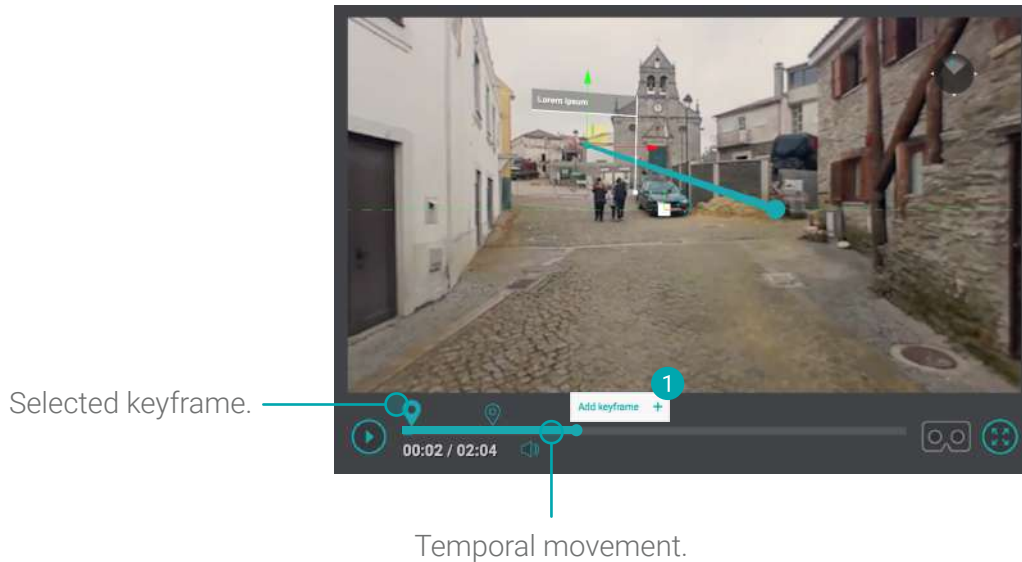
The screenshot displays the AV360 Editor interface. On the left, a sidebar lists 'Videos' (ballet.mp4) and 'Annotations' (Intro, Dyna..., Annot..., Hover...). The main video player shows a scene with a ballerina and a dynamic annotation box titled 'Dynamic Annotation with arrow guide'. A cyan arrow points from the annotation to a pink circle labeled '1', representing a keyframe. A red box highlights the keyframe controls at the bottom of the video player. A red line connects the 'Selected annotation' label to the 'Dyna...' item in the sidebar. Another red line connects the 'Annotation's Keyframes' label to the keyframe controls.

Selected annotation.

Annotation's Keyframes

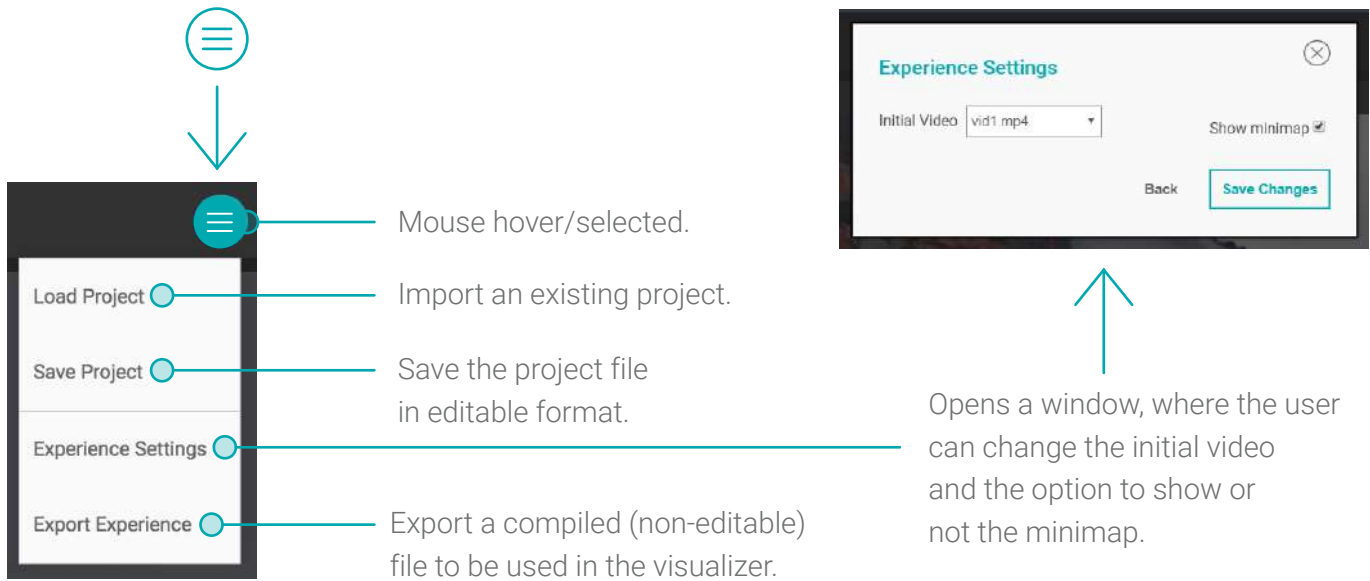
10 Keyframe Edition/Navigation

When creating an annotation, a keyframe is automatically created in the timeline. To associate more keyframes, the user shall click with the mouse's right button in the desired position and select "Add keyframe" (1).



11 Experience Options

In the Experience Options menu, the user will find options as Load Project, Save Project, Experience Settings and Export Experience.



12 Appendix

Annotations - Create Content with Templates

The user can use the predefined templates. There are templates to import high size images, smaller images, text with border, a pointer and collapsable text.



Collapsible Content



Large Image



Small Image



Small Image



Content w/ Border



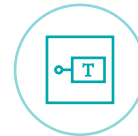
Content w/ Pointer



Content w/ Pointer



Image w/ Pointer



Text w/ Pointer



Underlined Text

Annotations - Custom Template

The user may create his own templates, through a HTML file. Templates allow the creator to create customized annotations. The file can be found in the assets/templates folder, where the HTML will be available, so as the template's associated image.



Annotations - Custom Template

The template fields are defined with the following format: $\{X-Y\}$, where X is the type of field, and Y is the name of the field. When the user wants to insert an image field, the user should create an *img* element, where the *src* attribute is $\{i-<field_name>\}$.

All the styles, created in the document, have to start with "#annotation_content".

```
<html>
  <head>
    <title>Text and Image Template</title>
  </head>
  <body>
    <style scoped>
      #annotation_content.title {
        font-size: 24px;
      }
      #annotation_content.plus {
        width: 30px;
      }
    </style>
    <img class="plus" src=${i-image} />
    <h1 class="title">${t-title}</h1>
  </body>
</html>
```

Template title.

When the user wants to insert a text field, the user should create an element of type h1, p, a, ..., where the inner content of the element is $\{t-<field_name>\}$.

Minimap

With the minimap the user can see where the annotations are relative to his position through the blue dots. The shape of the minimap acts like a compass, guiding the user in annotation position.

