JavaScript library for audio/video timeline representation

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Introduction

HTML5

    <audio> <video>

        Controls

        Navigation

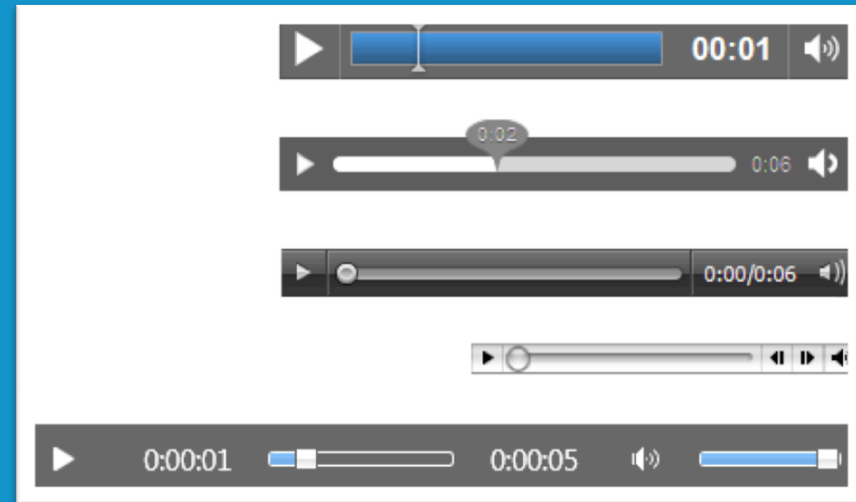   Current time

    Media Events

        timeupdate

    <canvas>

        Events (mouseover …)

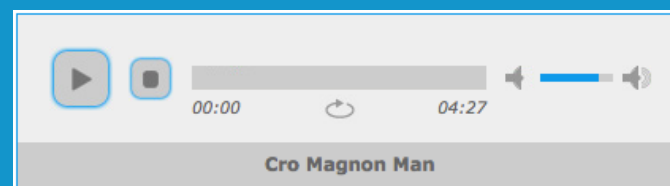State of the art, then *timeline-js*

State of the art - Players

mediaelement.js

Jplayer

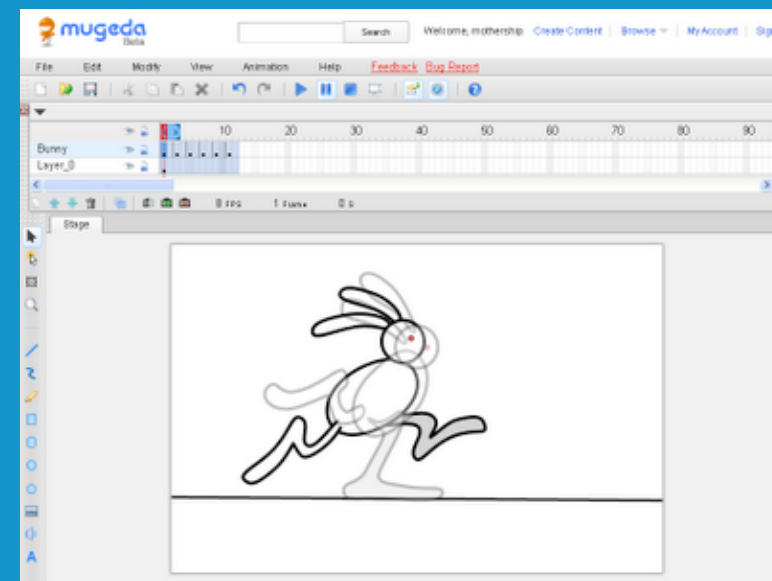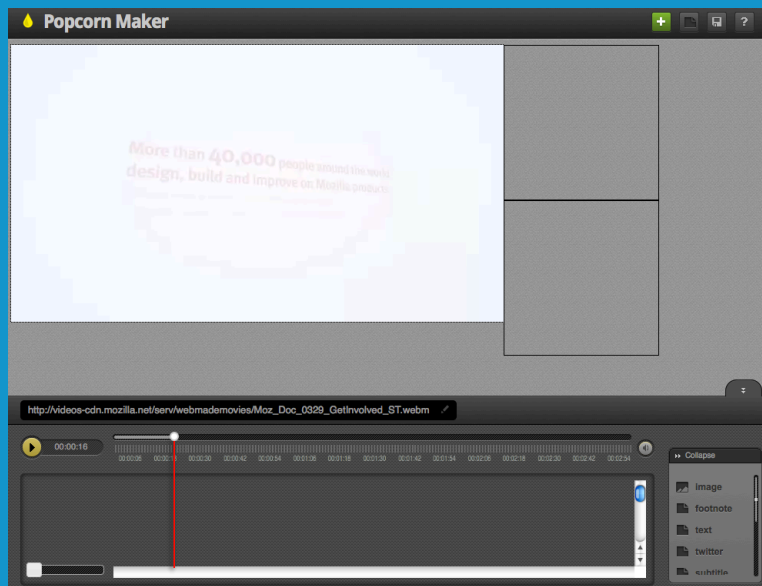*Video.js*

Sublimevideo.net

Flash fallback

Mainly graphical aspect

State of the art – Media synchronization
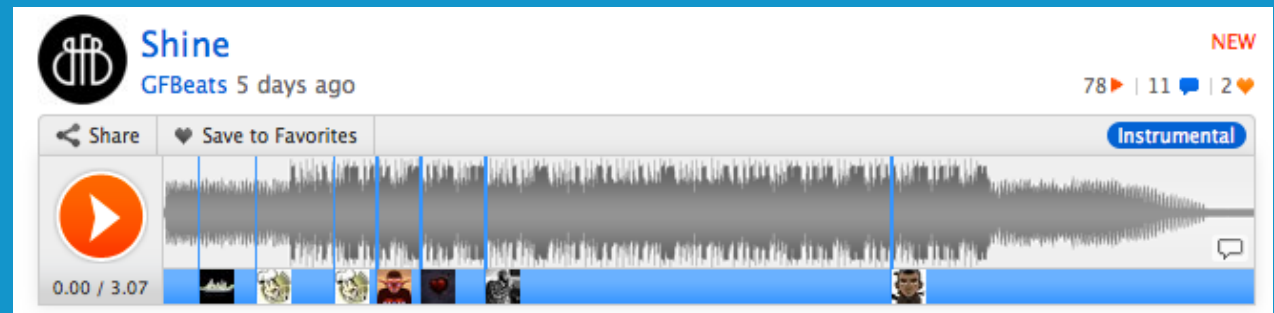
Popcorn.js

Mugeda.com

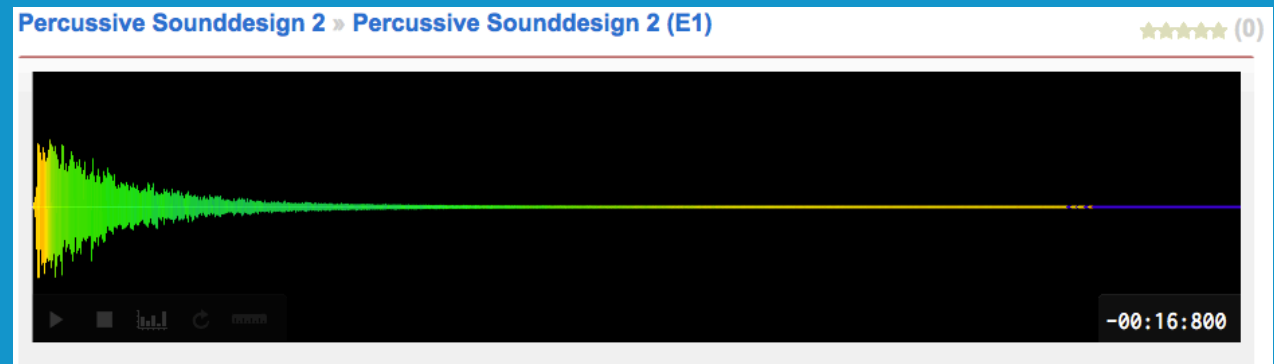Advanced authoring mode

Large framework (popcorn)

State of the art – Intra-media navigation

One master temporal continuous media
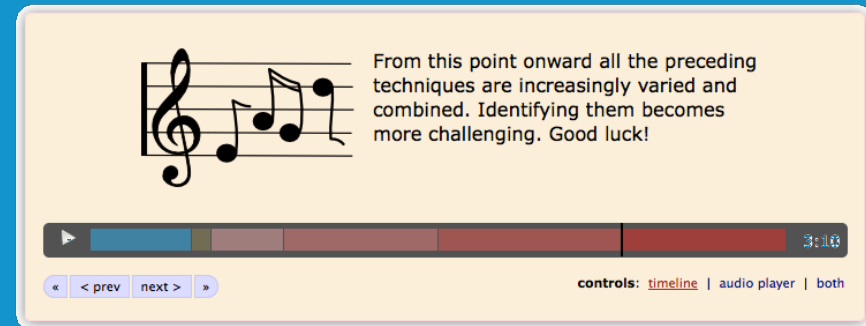!= historical timeline

SoundCloud

Freesound

State of the art – Linking content

timesheets.js

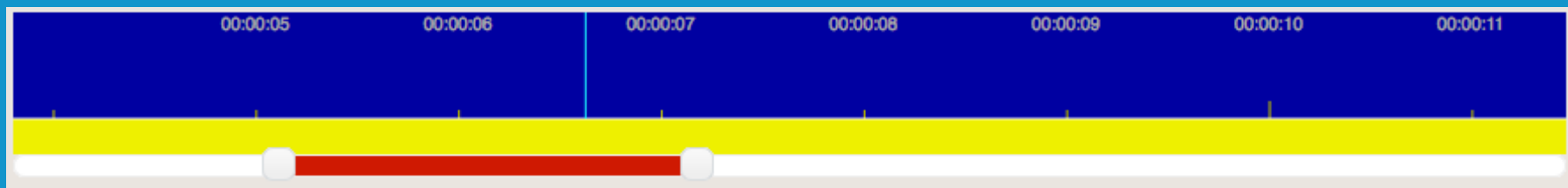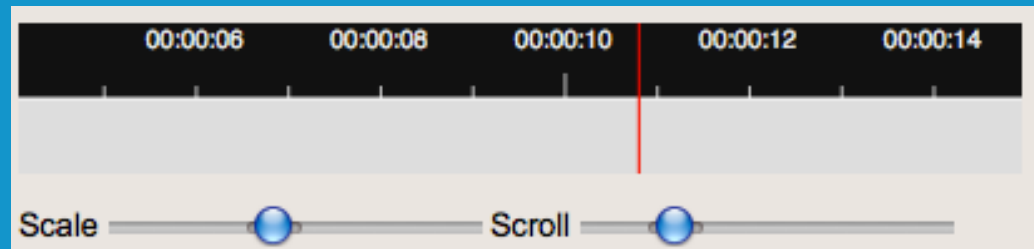**Temporal** media « trigger » rich multimedia content

Temporal media element integration

Interaction with multimedia content regarding intra-
media navigation and inter-media interaction

timeline-js - Instanciation

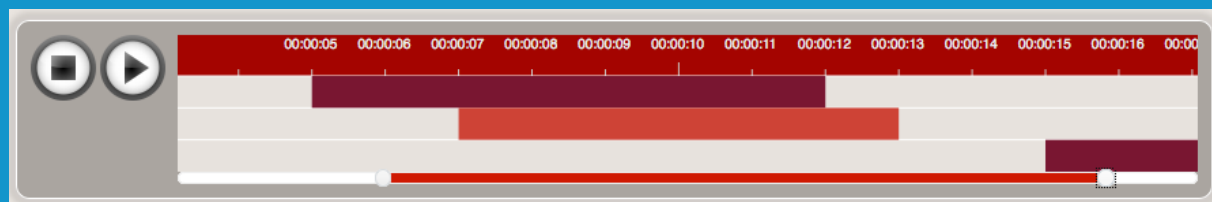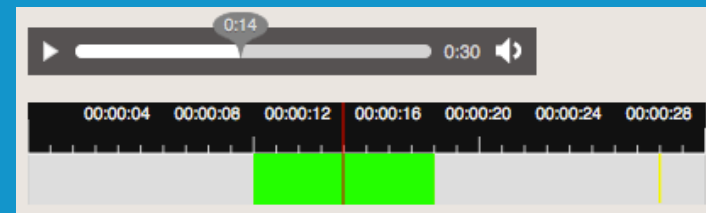Basic usage

No « controls »

Timescale, zoom and scale

timeline-js - Annotation

What annotations are ?

Marker (one cue point)

Period (time in and time out)

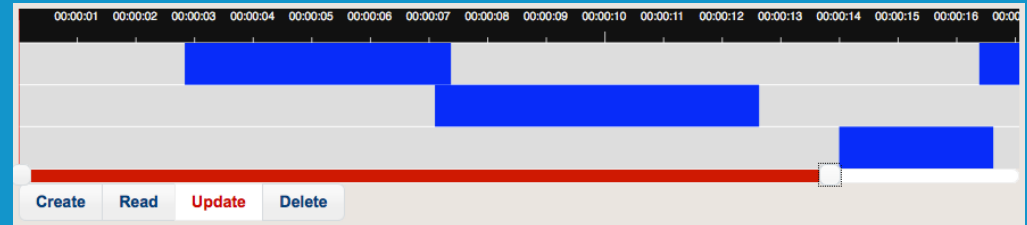Set of periods and markers

Same for audio and video

Border scope

Annotation color

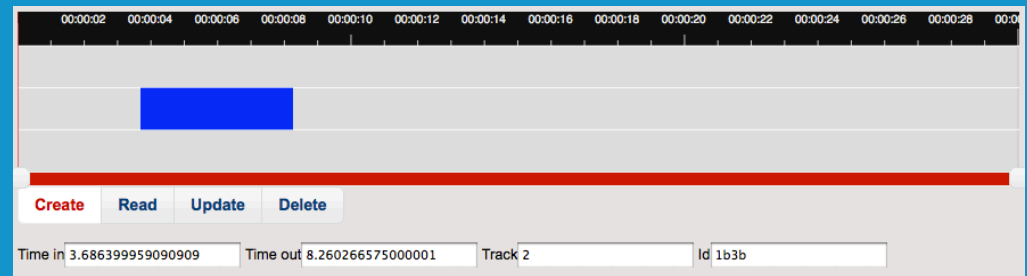Number of track in timeline

timeline-js – Edition / Events

Edition

– CRUD

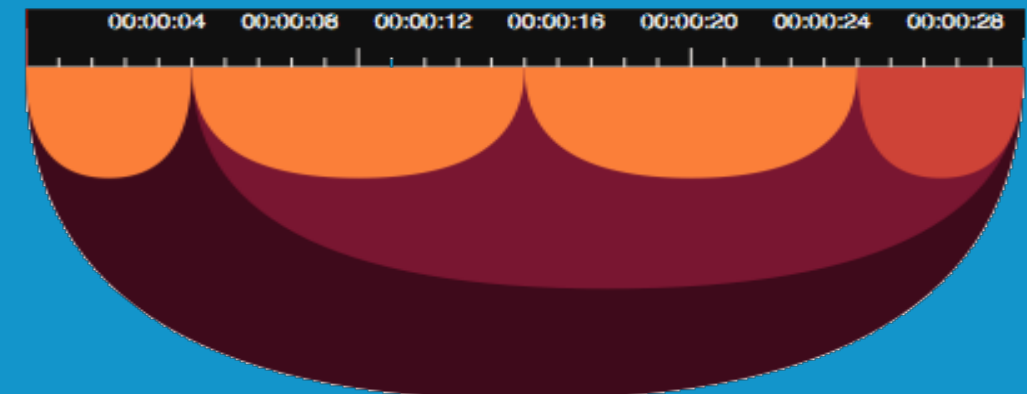– Can be set *live*

Events

– Createperiod, … (CRUD)

– createmarker, … (CRUD)

Miscellaneous

– *live* setOption method

– Alternative representation

Conclusion / Upcoming improvements

HTML5 <track>

Follow cursor

SVG instead of canvas

Vizualisation Webaudio API

Media fragments

timeline-js website - Online demo
   http://ouhouhsami.github.com/timeline-js/

Forkme on github
   https://github.com/ouhouhsami/timeline-js