User's manual – Videoporama (V0.7)

1   General presentation

Videoporama is an application to make images slideshow in video format dv, vcd, svcd, dvd, flv et h264 (mpeg4 part 10 AVC)..

Folowing options are available :

- ➢ Setting of image display time (per image)
- ➢ Transitions between images (fade, slide, ...), with transition definition type image per image. For each transition type, available options are shown.
- ➢ Key burn and zoom effect on picture (New)
- ➢ Video format : PAL, NTSC, SECAM, Web, HD 720 ou HD 1080
- ➢ Image geometry : 4:3 (normal) or 16:9 (wide)
- ➢ Output file formats available : raw dv (dv), avi (codec dv), mpg (for vcd, svcd et dvd), flv (Video flash), avi (codec h264)
- ➢ Add sound file (wav, mp3 or ogg). The sound file is automatically adapted to the slideshow's length.
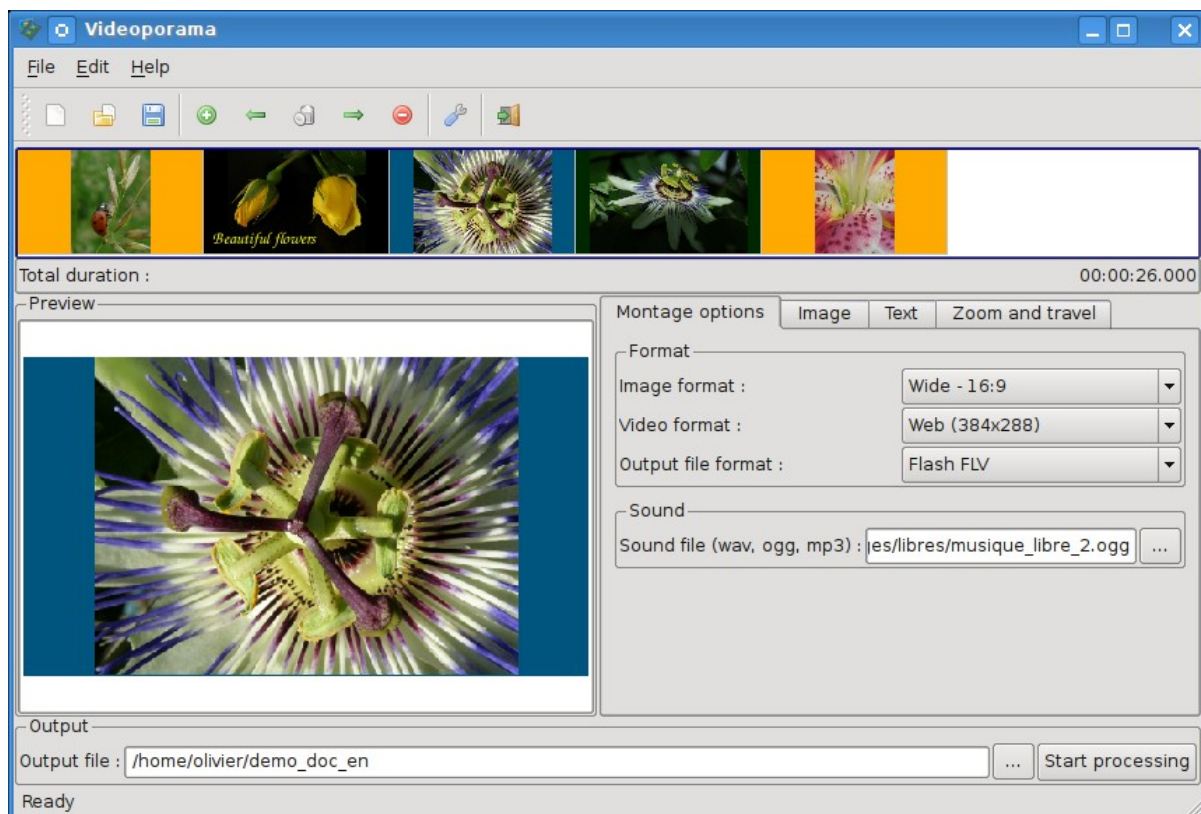- ➢ Add a background image file or a background color to image which are in portrait.

Figure 1. Main window

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2   Utilisation (Quick guide)

2.1   Add or remove images

To add an image to the project, click on this button 🟢. Then, select the image file in the new window. The selected image is added to the project and it's shown in the timeline.

To remove an image from the project's timeline, select the wanted image and press this button 🔴. To remove all image, press this button 🗑.

Notice :

➢ *New images are added at the end of the project list. It's possible to adapt the position of the selected image with these button ⬅ and ➡.*

➢ *The image display time added automatically is define in configuration's options. This time can be adapted in the tab "image".*

➢ *The image are added with default transition which is define in configuration's options. The transition option is the first one of the list. The transition and transition's option can be change in the tab "image".*

2.2   Definition of slideshow's options

The slideshow's options are defined in the tab "slideshow options" in the down part of the user's interface. The meaning of each option and the possible choice are described here :

➢ **Image format :** To define the geometry of the input images and of the output video. The possible choices are :
  - o   Normal – 4:3
  - o   Wide – 16:9

➢ **Video format :** To define the video norme to use. The following choices are possible :
  - o   PAL (720x576)
  - o   NTSC (720x480)
  - o   SECAM (720x576)
  - o   Web (384x288)
  - o   HD 720 (1280x720)
  - o   HD 1080 (1920x1080)

➢ **Output file format :** To define the video format. The following choices are possible :
  - o   RAW dv
  - o   AVI (codec dv)

- o   VCD (fichier .mpg)
- o   SVCD (fichier .mpg)
- o   DVD (fichier .mpg)
- o   FLV (fichier .flv)
- o   H264 (fichier .avi)
- ➢ **Sound file :** To define the sound file to use to add a sound to slideshow. The folowing formats are accepted ; « wav », « ogg » and « mp3 ».

2.3   Definition of image's options

To define the options that will be applicable to one particular image, it has to select it in the project timeline. The image is also display in the preview part. At this point, it's possible to adjust the options which are in the "Image" tab and to add texts over the image in the "Text" tab.

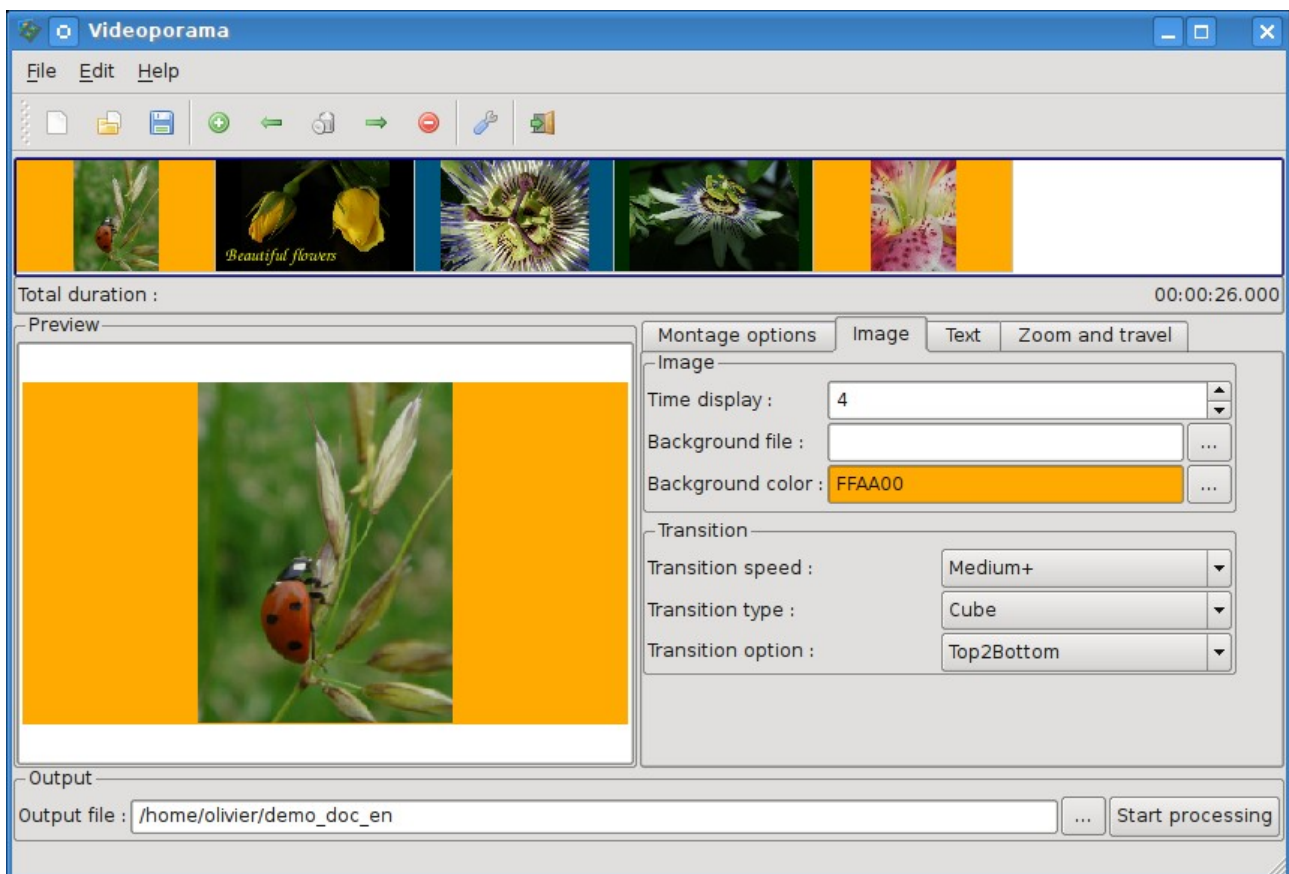### 2.3.1   Definition of options on one image – « Image » tab

Figure 2. Options applicables to one particular image

- ➢ **Time display :** To define the time to display the image in the slideshow. This time is in second and doesn't contain the transition time with the

following image.

- ➢ **Background file :** Non required option to define the backgroung image file to add to image which are in portrait. The background image file must be at 768x576 pixel and can be jpeg or png.
- ➢ **Background color :** To define the background color to add to image which are in portrait.

  Notice : the « Background file » option is priority on « Background color » option.
- ➢ **Transition speed :** The possible choice are :
  - o Very slow : 100 images (4 sec in PAL/SECAM)
  - o Slow : 50 images (2 sec in PAL/SECAM)
  - o Medium : 25 images (1 sec in PAL/SECAM)
  - o Medium+ : 20 images (800 ms in PAL/SECAM)
  - o Fast : 10 images (400 ms in PAL/SECAM)
  - o Very fast : 5 images (200 ms in PAL/SECAM).
- ➢ **Transition's type – Transition's options**

  The transition definie to an image is the one which will apply between this image and the following one.

  Notice : The first transition is always fade from black image.

  The transition types are :
  - ➢ **Transitions without option :**
    - o None : No transition.
    - o Fade : Fade between images.
    - o Appear : The following image appear in growing zoom until present image is masked.
    - o Disappear : The image disappear in decreasing zoom on the following image.
  - ➢ **Transition with options :**
    - o Slide : The following image go over the previous one.
    - o Cube : The two images of the transition are as on a rotating cube.
    - o Push : The following image push the previous one.
    - o *Options :* The transition's options of Slide, Cube and Push are :
      - ■ Left2Right : The transition go from left to right.
      - ■ Right2Left : The transition go from right to left.
      - ■ Top2Bottom : The transition go from top to bottom.
      - ■ Bottom2Top : The transition go from bottom to top.

> ➢ **Luma :** The transition is definied by a black and white image (image luma). The options contain the images luma which are in the subfolder « luma » localized in the videoporama installation folder (/usr/local/share/videoporama or /usr/share/videoporama).

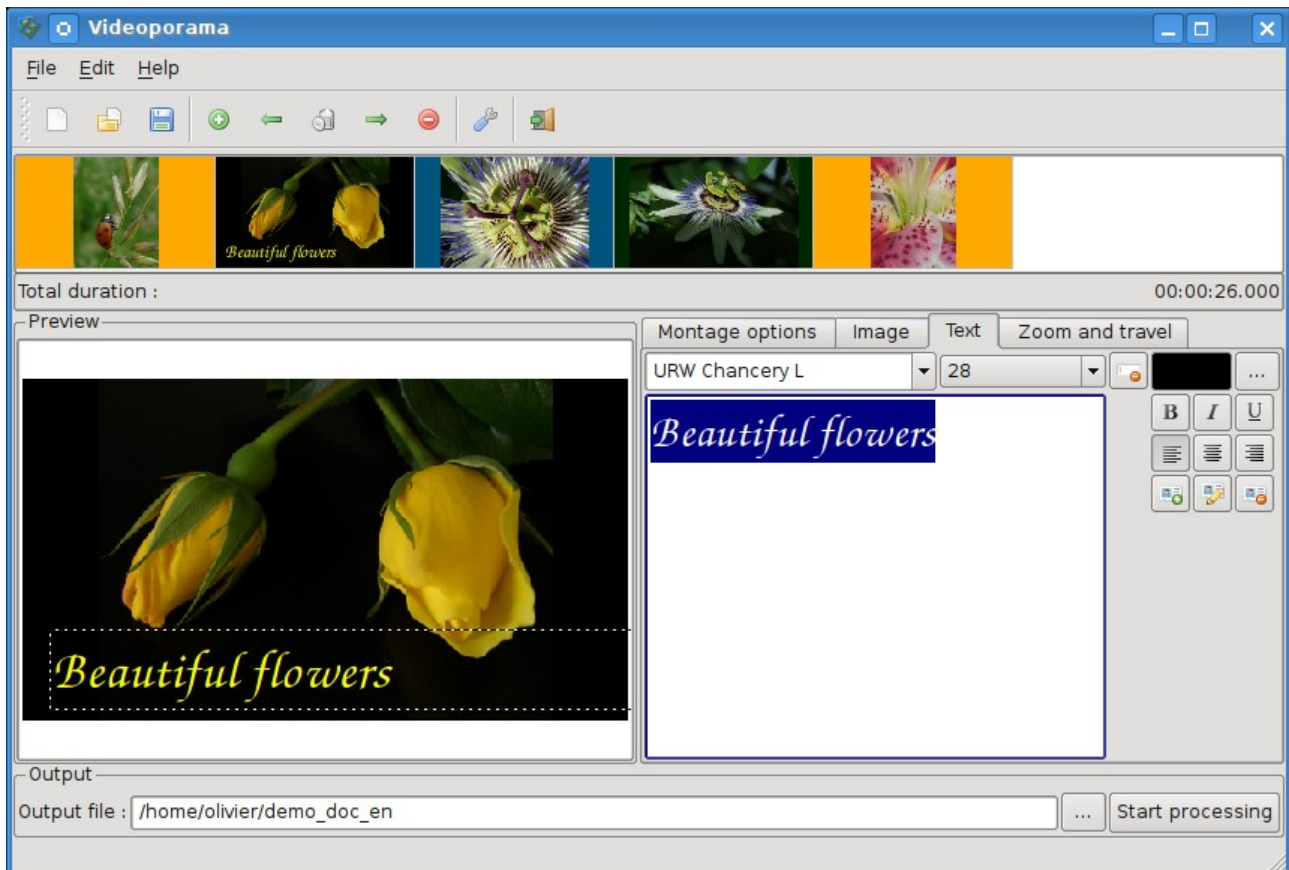### 2.3.2   Add text to one image – « Text » tab

Figure 3. Text tab

- **Add text :** To add a text on selected image, it has to tape the wanted text in the edit zone. The basic edit and form functions are available (Font selection, height font, color font, bold, italic, underline, text align left, center or right). Once the text is defined, to add on the image, press this icon .

  The text can be placed with the mouse on image in the preview part.

  It's possible to add as many text as wanted on each image.

- **Modifify an existing text :** To modify an existing text, it has to be selected in the preview zone. The text appear in the edit zone. It can be modifiy as wanted. To update the text on image, press the icon .

- **Delete an existing text :** To delete an existing text, it has to be selected in the preview zone and after press the icon .

- **Clear edit zone :** To clear the edit zone, press the icon .

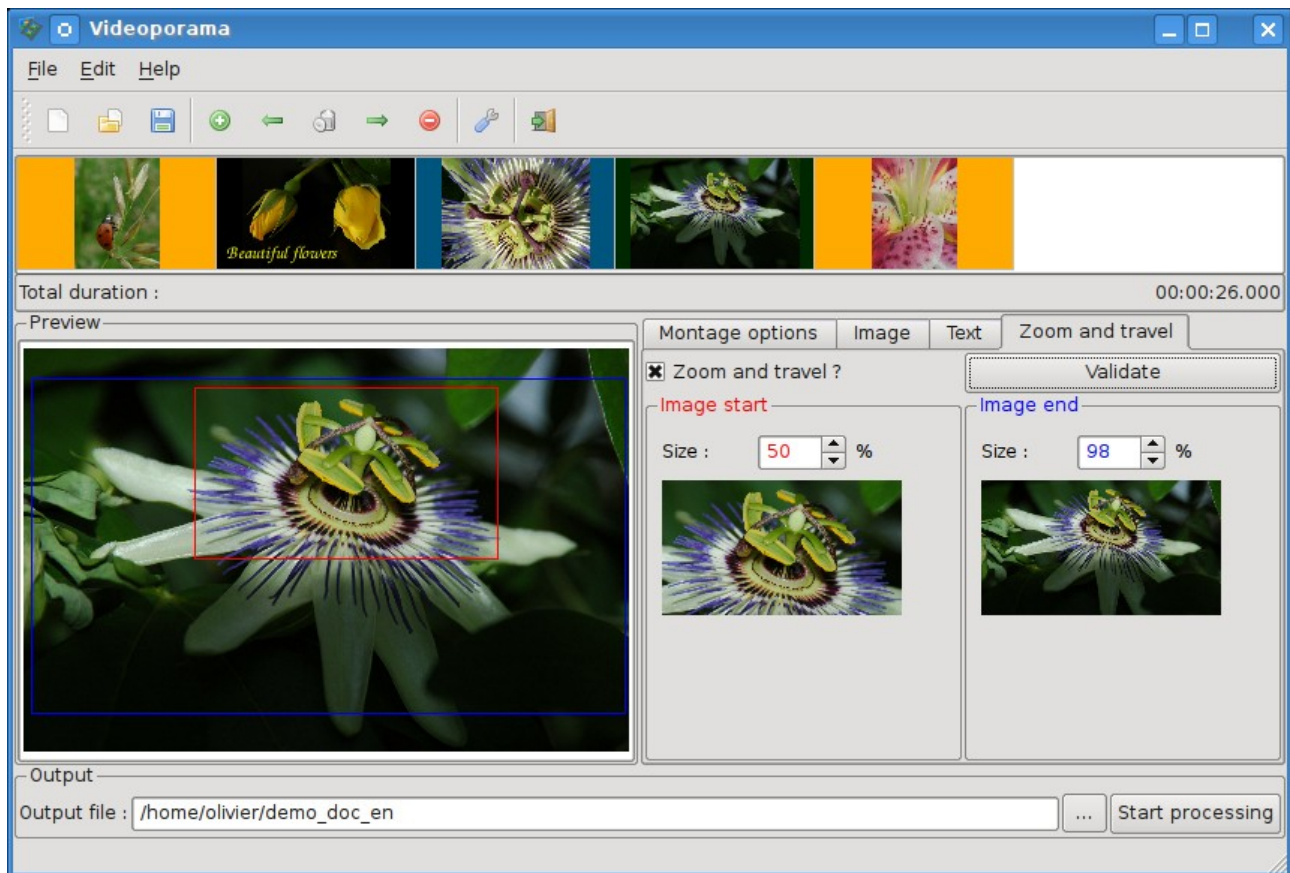### 2.3.3   Key burn and/or zoom effect definition

Figure 4. Key burn and zoom effect definition

To define a key burn and/or zoom effect on one picture, it's necessary to select the « Zoom and travel ? » check box. This make appear 2 box on picture (at first, the two box are located to the top left point of the picture).

The red box show the part of the picture which will be used as first image to start the effect and the blue one the end picture of the effect.

The size of each box is adaptable by the two zone « Size » (the size is in percent of the picture size).

The boxes can be moved by mouse whenever wanted on the picture.

It's possible to show the start and the end picture by pressing the button « Validate ».

Notice : *This effect is always define on the picture before adding a background image or background color.*

2.4   Export of the projet

To finalize the project, it's necessary to define the output file in the right case. The file name is define without extension. This one will be automatically added in function of the output file format define.

To start the conversion job, click on the button « Start conversion ».

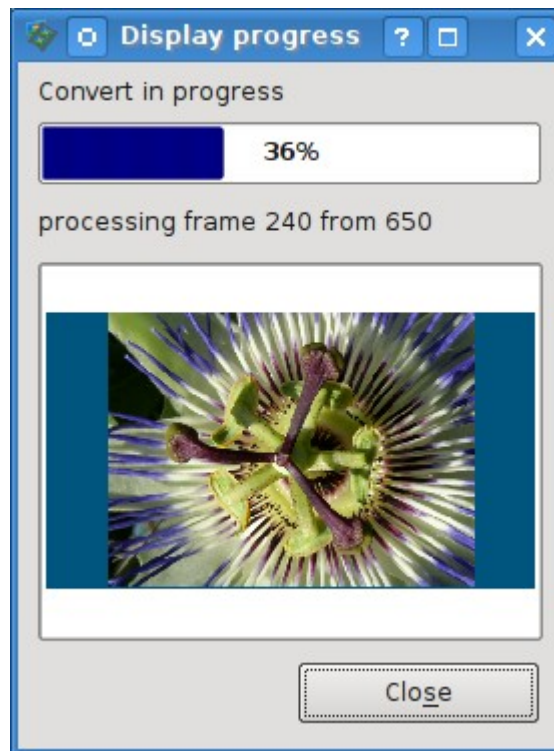The conversion progress is displayed in a progression bar.

Figure 4. Progression display.

Notice : *It's also possible to save the project's parametre in a « .idv » file. To save the project, go to du menu « File -> Save » or by clicking the corresponding icon.*

3   Configuration

Before the first usage, it's necessary to check the configuration. The configuration is accessible by the menu Edit -> Configuration or by the icon 🔧.

The configuration window is devided in two part ; the left part is to define the external binaries folder and the temporary folder and the right part is to define the default options applied to new project.

The button « Check the config » is to check that the external binaries folder and the temporary folder are correctly defined.
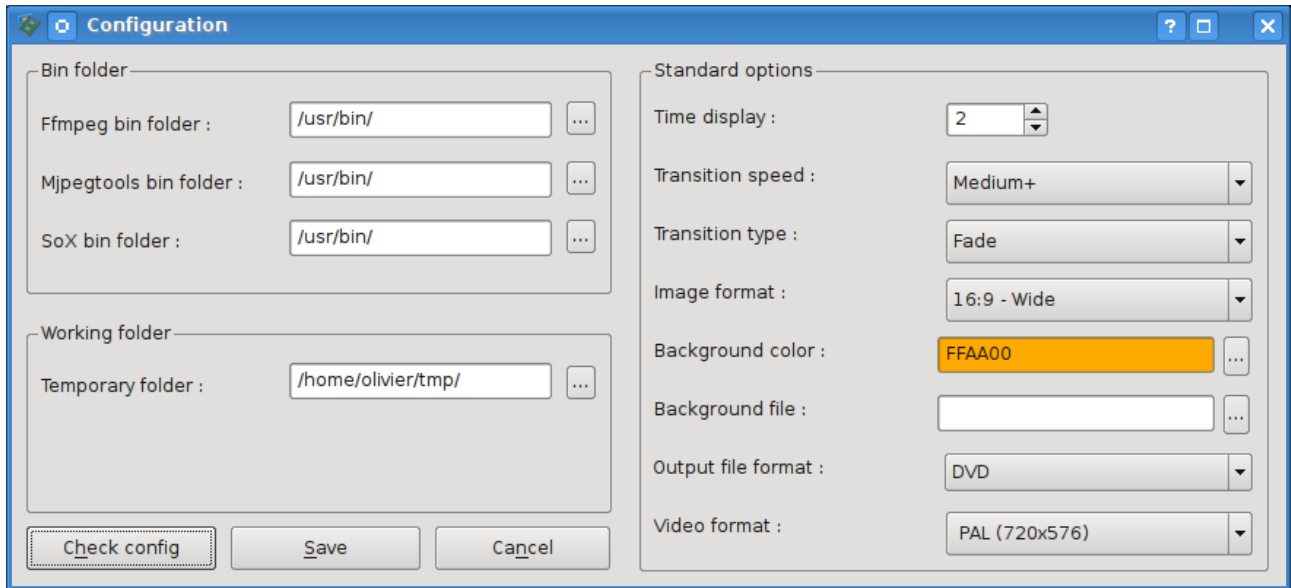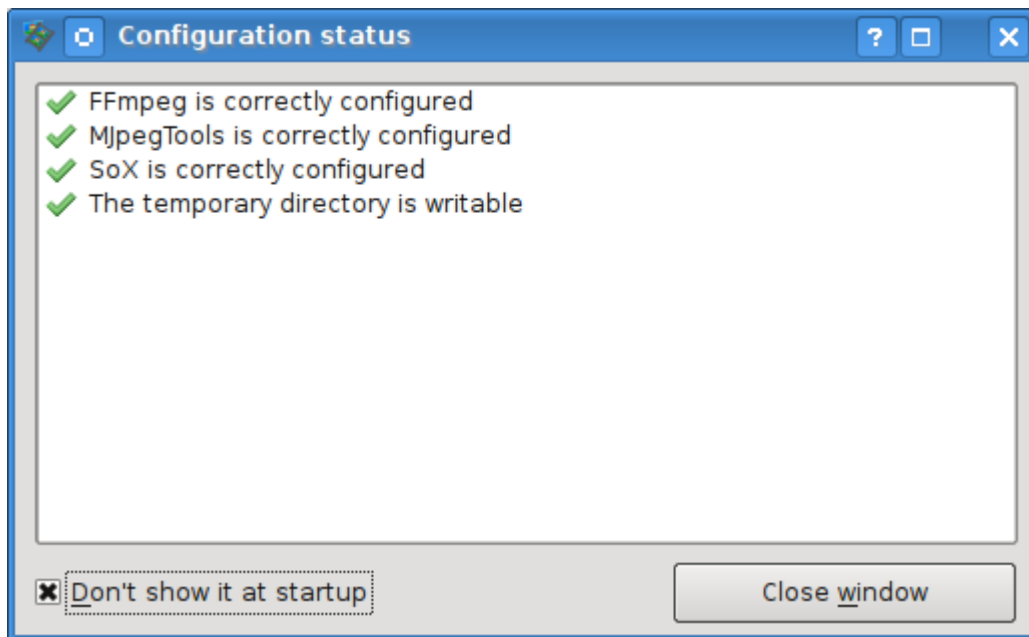
Figure 5. Configuration window.

Figure 6. Check configuration window.

4   Installation

This application has an installation script made with distutils tools. The installation is made by uncompressed the tar.gz file in a folder at choice. In a shell, go to the new folder that was created and execute, in root, the following command :

    # python setup.py install

To start the application, execute this command in a shell :

    $ videoporama

It's also possible to create a desktop shortcut or a menu entry. For that, there's application icon (videoporama_big.png) available in the subfolder « icons » in the installation folder (Usually in /usr/locale/share/videoporama/ or /usr/share/videoporama/).

Notice : *To be able to exectute correctly, the application need some configuration files. At first application start, those files are created in hidden subfolder located in user folder (.videoporama). If the application is used by many users, there will have configurations files to each users.*