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Interactive Video Editor Help



What's an Interactive Video?

An interactive video consists of multiple segments that are linked to each other via hotspots. In the video player, users can see and interact with the hotspots by hovering the cursor over them and if desired, activate the hotspot with a tap. When activated, the player will jump to the video segment linked to by the hotspot. By overlaying hotspots over specific parts of a video and composing the interactive video with multiple segments and hotspots, you can create an interactive experience for the end user.

Getting to the Editor

To use the interactive video editor feature, your account must first be given access permission by an admin. Login to SamsungVR.com and you will be taken to the "Manage Videos" page. If you have the permissions, a "Interactive" link will be available in the top menu. Click on it and you will see a page with a link that says "Start Interactive Video Editor". Click on that link, which will open up a new tab in your browser with the editor.

The Editor

In the editor, you will see two links at the top: 1. Projects and 2. Clips Manager. You will start at the Projects page.

Projects

This page lists all your existing projects. You may also create a new project, or delete an existing project.

Clips Manager

This is a place to upload all your video clips. The upload and processing status of each video is displayed. NOTE: all clips currently need to have matching frame rates. Once the video clip is uploaded and processed, they can be viewed. The clips can also be deleted. Take care not to delete clips that may already be in use by a project.

Overview of Editing A Project

The editor allows you to compose the project with multiple segments. A segment consists of a video clip and one or more hotspots and/or an optional destination ("through") segment. In each segment, depending on the segment type, one or more hotspots can be added. Hotspots are links from one segment to another and is used to move the user from one segment to another, thus advancing the user in the story you are trying to tell.

There are multiple segment types available, which you can utilize as your story element.

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Segment Types

1. Loop This segment type will loop indefinitely until the user activates a hotspot. Hotspots will be visible at any point in the loop.
2. Play and hold This segment type will play once, then hold at the last frame of the video clip. Hotspots will be visible when the frame is reached.
3. Play Through This segment type will play through and optionally jump to the next segment without any user action. If no play through segment is defined, then the experience will end at this segment.
4. Play Through with timed window This segment type will also play through and jump to the next segment if there are no user action. But hotspots can be defined to appear and disappear at any point within the segment, which the user can optionally activate. If no play through segment is defined, then the experience will end at this segment.

Editing Segments

Each segment has at least three required fields: name, video clip, and the segment type. Name - this is automatically filled in for you with a generic name, but you can change the name to aid in your work. Video Clip - each segment must have an associated video clip. Use the Clips Manager to upload the video clips to choose from. They will appear in the drop down menu once they are uploaded. Different segments can use the same video clip. Segment Type - see above for info on the four segment types.

Editing Links

Depending on the segment type, you will have options to add links. "Loop" segments can have zero or more links. With zero links, the experience will end at the segment if the user reaches it. Links will show up always. "Play and Hold" segments can have zero or more links. With zero links, the experience will end at the segment if the user reaches it. Any links will show up after the last frame is played. "Play Through" segments can have zero or one link. With zero links, the experience will end at the segment if the user reaches it. With one link, the user will be taken to the next segment without needing to take any action. "Play Through with Timed Window" segments can have multiple links. And zero or one play through link. The play through link here behaves exactly the same as the "Play Through" segment type. Other links will have a Start Time and End Time fields, which defines when the hotspot of the link will appear and disappear, respectively, in the segment. With the exception of the play through links, all links will need to have a hotspot defined.

Editing Hotspots

Clicking on the "Choose Hotspot" will bring up a dialog window with the 360 video player. Follow the instructions in the dialog to choose the hotspots. This dialog will choose the activation regions for a single link. You will need to repeat this for each link available in the segment. You can navigate your view by clicking and holding your left mouse button and then dragging your mouse to move your view around the video. Currently, "panel" style hotspot is the only supported hotspot type. These are predefined spots around the imaginary sphere that surrounds the user. Other hotspot types with a more flexible geometric shape will be supported in the near future. When you hover around with your mouse pointer in the video (without holding any mouse buttons), you will see red regions highlighted. These are the predefined panels. If you middle click on that region as it is highlighted, that panel will be selected and added to the hotspot list. In case you do not have a middle mouse button or that it is inconvenient to use, you can choose hotspots by going into the edit mode by clicking on the button to the right of the video that says "GO TO EDIT MODE". Once in edit mode, you can select hotspots with the left mouse button. But navigating around the video will be disabled in this mode. The same button will show "GO TO NAVIGATION MODE", which you can click on to re-enable navigating with your left mouse button. Once all the panels that you want to be a hotspot, click on the DONE button on the bottom right. At this point, the hotspot locations are transferred back to the project, but the project is still not saved. Don't forget to save the project for the data to be saved.

Playing Your Interactive Video

Interactive videos can only be played using Samsung XR for Gear VR. Interactive videos cannot be played in a web browser, or with our Android companion application Samsung XR mobile. Select the Account icon in Samsung XR for Gear VR and log into your Samsung XR account. Your interactive video will be located under My Videos.

Glossary & Terms

- link - consists of one or more hotspots and the destination segment
- hotspot - a region in a video that can be activated to take the viewer to another segment
- segment - an interactive element containing a video clip and a list of links
- clip - a video asset
- build - a process to generate the interactive data and video assets that can be interpreted by the Samsung XR player

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