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
**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