Korsakow Workshop D|N|A Symposium

If you have a laptop, go to:

www.korsakow.org

And download Korsakow

As with earlier versions of Korsakow, Version 5.0 ships with all the media and information required to publish a simple K-Film called *Circle of Life*.

This can be found via Korsakow's Help menu ('Load Example')

Once you have loaded *Circle of Life* into Korsakow, you will see a list of media (videos and still images) and a file called Interface.

Rename this project, eg 'Korsakow_Test_1' (File > Save As) and save it to a suitable project folder.

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Export "Circle of Life" (File > Export > For Web), without making changes to any of its files.

Exporting produces two files: an index.html file and the Korsakow Film itself (bundled inside a new folder called 'data').

Open the index.html file locally in a browser (eg Firefox)

Now go back to Korsakow, resave the project with a new name (eg 'Korsakow_Test_2) and experiment with the media files.

Save and Export regularly so you can see the effects of the changes you've made.

Add a video of your own –or use one from the free starter pack on the Korsakow download page– by dragging it into the main Korsakow window.

SNUify it by using some of the keywords already created for 'Circle of Life'. Save and Export to see how your new addition integrates into the K-Film.

SNU Theatre

http://daynarama.com/SNU_Theatre/SNU_Theatre.html

Creating your K-Film

Creating your K-Film

Ensure that your files are organized; here is a file structure that I use that I've had success with:

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SNU Theatre Source

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SNU Theatre Export

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If Korsakow cannot find your files when you reopen your project, a Missing Media message

appears:

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Preparing your Material

File formats - required

Video files: .mov (codec: H.264) Previews: .jpg, .gif, .png, .mov (H.264)

File formats - optional

Startscreen (still image at beginning): .jpg, .png, .gif Audio files (background sound): .wav, .mp3 Subtitles files: .srt

Prepping your media assets.

All your media assets (or 'mini movies') should be the same proportions in terms of the width-to-height ratio of the frame. This will usually be 16:9 or 4:3.

All your media assets should be the same size in terms of pixels, eg 720x480.

All your media assets should be exported and saved as .mov files, using the H.264 codec. (As a rule of thumb, your media assets should be no more than 20-60MB in size per minute of video.)

You will also need some media assets to act as previews for each of your SNUs. A preview can be a still image or a (very) short video. If it's a still image, it can be a screengrab - like the ones you see on You-Tube before you press play. If it's a short video, it can be an excerpt from the SNU it previews. These will generally be about a third smaller than their associated SNUs. For example, if your SNUs are 720x480 pixels, your previews should probably be around 240x160 pixels. If they're stills, their resolution should be no more than 72 dpi.

File Formats

If you are using still images for preview clips, consider keeping a **master Photoshop file** (.psd) to maintain the dimensions that you want for your preview clips.

File Format



SNU Editor

The SNU Editor allows you to SNUify your media assets. The SNU Editor can be opened by double-clicking on a media asset (except an interface or a sound file) in the Korsakow application main window.

Start-film

One or more SNUs can be selected as the first SNU to play. If there is more than one, a start-film will be chosen at random.

End-film

One or more SNUs can be selected as the last SNU to play.

Loop

Optional. If this box is checked, the SNU will keep playing over and over until the viewer clicks on the preview for another SNU. While the media itself loops, the keyword rules are only triggered the first time through.

Lives

Controls how many times the SNU can appear during one viewing. For no restrictions, select 'infinite'.



Select the interface design to be used when this SNU plays. By default the Default Interface is selected.

Background sound

Optional. Sound(s) to be played during the SNU. Any audio files already in the Korsakow application main window will appear here in the pulldown menu. Only one file can be selected as the background sound for any given SNU.

SNU Rating

Advanced feature. Optional. The chances of a SNU being selected, assuming there are more available in a given moment than the number of Preview widgets will allow. Can be altered or weighted using the SNU Rating slider. This feature adds an intentional bias into otherwise random selections. Can be left at 1.00.



Keywords are the DNA of a Korsakow Project. 'IN' Keywords (indicated by the red cube icon) describe the content and/or the meaning at any given moment in the SNU being edited in the SNU Editor, and can be thought of as "I am..." statements. 'OUT' Keywords (indicated by the blue cube icon) tell Korsakow how to find SNUs with matching 'IN' Keywords while the Korsakow is playing, and can be thought of as "I am looking for..." statements.

Korsakow can also be told when to activate its OUT (ie "Looking for...") Keywords using the Time column in conjunction with the video scrubber.

 IN Keywords can be added by typing in the textbox, and using commas to separate each one. Do not use spaces or unusual characters for your keywords.

OUT Keywords can be added by typing in the window marked 'Code'. Do not use spaces or unusual characters for your keywords.

The Time associated with each OUT Keyword (shown in seconds and milliseconds) is the point at which it is triggered during the playing of the SNU.

The default is 0.00 secs, meaning that as soon as the SNU starts playing, Korsakow goes looking for SNUs with matching IN keywords to show as Previews. The Time can be changed by clicking once in the appropriate row in the OUT Keywords, and then moving the scrubber to another point in the media asset's timeline. The Time can also be manually edited by double clicking it.

Korsakow automatically re-organizes the rows of OUT Keywords according to their associated Time setting. Assuming they share the same Time setting, OUT Keywords can also be typed on one line, separated by commas and single spaces.

Use the SNU Editor in conjunction with the All Keywords Tool (see Tool > All Keywords) to speed up the SNUifying process considerably.

Double-clicking on a Keyword in the All Keywords Tool window while SNUifying will add that Keyword to the In and Out fields of the SNU.

Clicking on just the 'In' column of the Keyword in the All Keywords Tool window will add that Keyword only to the In field of that SNU.

Clicking on just the 'Out' column of the Keyword in the All Keywords Tool window will add that Keyword only to the Out field of that SNU.

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The Interface

Double-click on the Interface file to access the Interface Editor. The default interface (as seen in 'Circle of Life' and all other online Korsakow Films made before Version 5) is a main stage area with three equally sized and spaced Previews ('SNU Auto Links').



You can have as many Previews as you like; just drag new ones in from the Widgets window on the right hand side.

Once you've modified the Interface, ensure that you save your work, or any changes to the Interface will be lost.

Export, and play the K-Film to see your changes.







- Preview (Multi Link): Advanced. Preview window where the available SNUs are specified in a scrollable list.
- Preview (Fixed Link): Advanced. Preview window for a single, predetermined SNU.
- Master Volume: Optional. Adds a volume control to the Korsakow Film.

 Media Area: Optional. Any media can be dragged directly onto this Widget, or selected via the dropdown menu in its Properties, and will behave independently of the SNUified media when the k-film plays. (Dragging media directly onto the stage will also generate this widget, preconfigured for that media.)

- History: Optional. Shows a graphic bar to indicate dynamically the path taken by the viewer when viewing the K-Film.
- Get History: Optional. Allows the viewer to download information on the path they have taken when viewing the K-Film.
- Insert Text: Required if any Insert Text has been created during SNUifying.

- Subtitles: Required if Subtitles have been created.
- Playhead: Optional. Places a simple icon on the stage which moves left to right in sync with the current SNU. Usually placed directly under the Main Media widget and adjusted to match its width. Design options include size and colour.

 Media Controls: Optional. Drag this widget to the stage to access a bundle of features designed to enhance viewing. These can be turned on or off by selecting a Value of 'True' or 'False' in the Properties window. Includes a Fullscreen toggle, Loading bar, Pause button, and Volume control.

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2.5	38	Minor artifacts	Crisp
3.0	90	No artifacts	Crisp
38.0	46	No artifacts	Slightly muffled
56.0	48	No artifacts	Slightly muffled
68.0	48	No artifacts	Slightly muffled
90.0	56	No artifacts	Crisp
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Publishing on the Web

Upload your export file which contains the index.html and the data folder to a server.

Two important notes:

- 1) you *can* rename the index.html file (eg to mykorsakow.html) during or after Export
- however, note that both files (index.html and the 'data' folder) must always be in the same place: in the same folder or directory.

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