Make the Cut

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Technologies such as podcasting and vlogging, which involve publishing user-created content, are becoming the expressive means with which a whole new generation of internet users is using to make their voices heard. Make the Cut is a tool that allows for an easy rehashing of published materials in order to formulate a new perspective on the topic. Viewers rearrange existing imagery and add their own viewpoint in the form of an extra soundtrack and audio commentary. The Wii Remote makes the editing easier and closer to the traditional TV experience - thus further closing the gap between TV as watching and TV as creating.

Project Implementation

First, the user selects the topic from a list.

On the next screen, the user is presented with a collection of videos on the given topic. Selecting one of these brings up a screen for editing the in and out points of the chosen video.
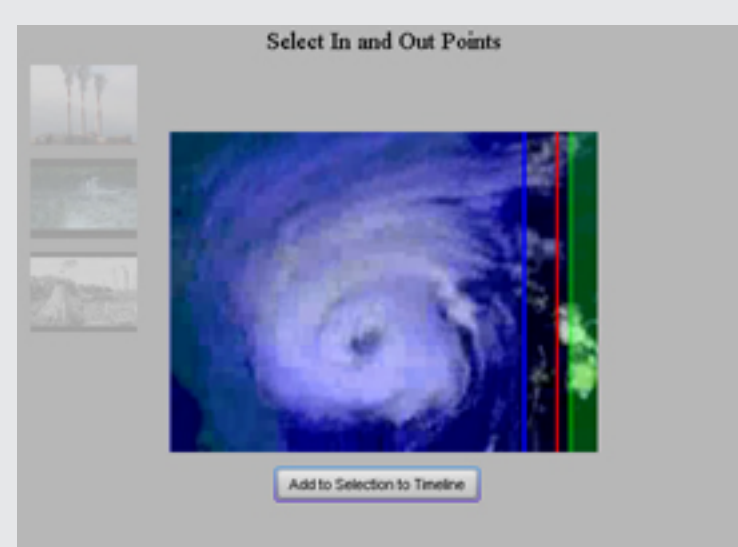
When the user is satisfied with their chosen video selections, they move on to adding a soundtrack. The songs are chosen and edited in the same way as the videos.
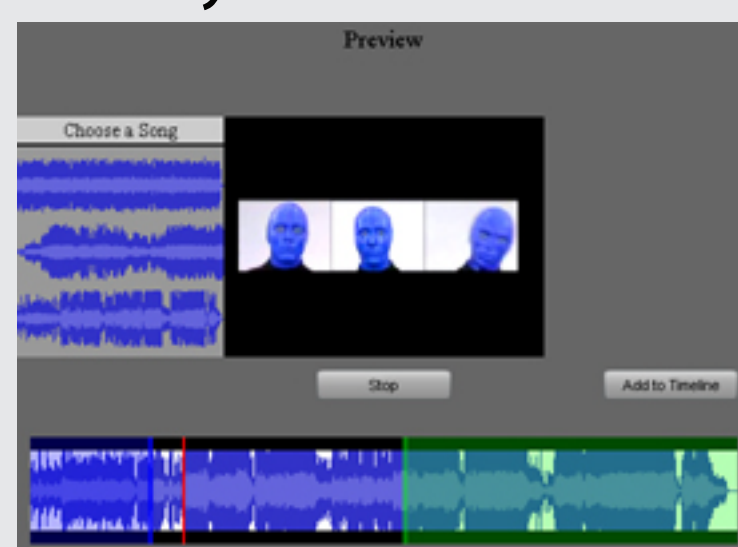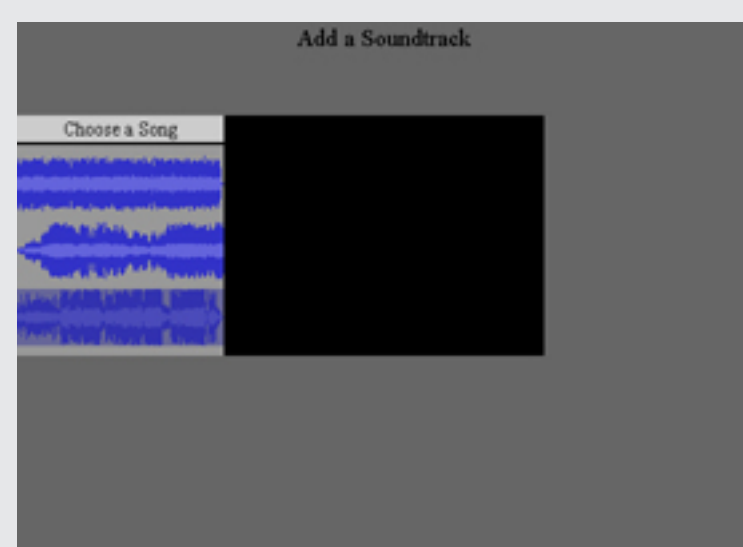
Next, the user adds their own commentary via voice over.
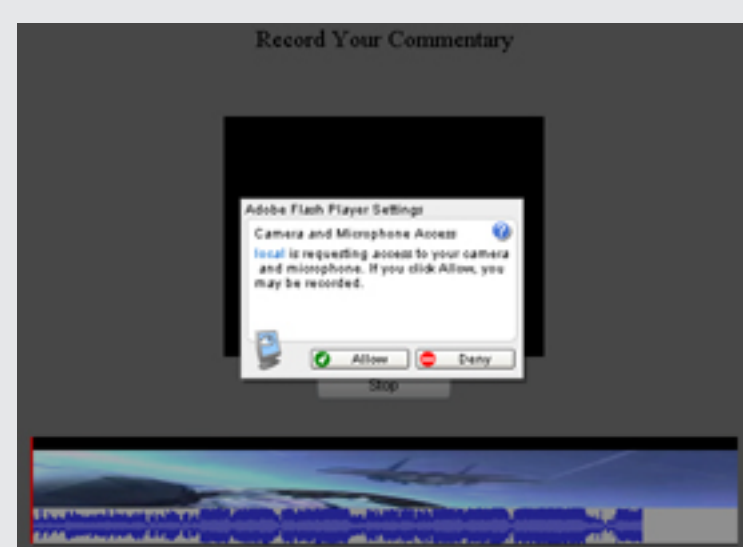
Finally, the user is able to view their video with all the pieces assembled from the previous steps.

The Make the Cut system is an Adobe Flash application that uses a flash media server backend and a Nintendo Wii Remote for control.

The Wii Remote is connected to the computer via Bluetooth. The data is interpreted by a Glove Programmable Input Emulator. Flash OpenSound Control is then used to send the data to the Make the Cut application. Once in Flash, various action listeners are used to control the application.

For a media server, Make the Cut uses Red5 running on top of Apache Tomcat. After the user selects a video to add to the timeline, it is streamed into the application. The user then uses the Wii Remote to change the in and out points which are stored in the application. The soundtrack is chosen and edited in a similar manner. When adding voiceover to the movie, a single sound file is recorded from the user's microphone and streamed to the Red5 server. When playback is initiated, the in and out points stored on the users machine are used to seamlessly stream the video and sound and are mixed with the user's voiceover.

More info at:
http://dwig.lcc.gatech.edu/projects/makethecut/