

5.2 Clip features

5.2.1 PDF file searching for specific clip features

The PDF of the user manual may be searched to find clips that match the given CF-words ('CF'= Clip Feature).

5.2.2 Excel file sorting for specific clip features

In addition to the PDF of this manual, an Excel file is provided which lists all the clips and the clip features in columns. This spreadsheet is in Excel .xls format (compatible with Excel versions from 97-2000 and later).

There are two tabs in the spreadsheet:

- the first tab has the clip set title: this has all the items listed in the manual for the clip
- the second tab "Clip features" just lists the individual clips, with the list of their clip features and individual columns for each individual clip feature.

Probably the "Clip features" tab is easiest to use to find specific clips with specific features, although every column may be sorted for specific features, by clicking on the drop-down arrow adjacent to each column heading (the examples below are from the T2V001 USA East clip set)

1	A	B	C	D	E	F	G
2	Number(s)	Title	Filename(s)	Horizontal x vertical size	Progressive / Interlaced	Video format	Bits per sample
3	T2V001001, T2V001101, T2V001201	Bars_countdown	T2V001001_Bars_countdown_1920x1080p.yuv	1920x1080; 1280x720	'p' file suffix = progressive; 'i' YUV planar 4:8 (for each of 'HD color		
4	T2V001002, T2V001102, T2V001202	Stars_n_Stripes	T2V001002_Stars_n_Stripes_1920x1080p.yuv	1920x1080; 1280x720	'p' file suffix = progressive; 'i' YUV planar 4:8 (for each of 'US flag		
5	T2V001003, T2V001103, T2V001203	Times_Square	T2V001003_Times_Square_1920x1080p.yuv	T2 1920x1080; 1280x720	'p' file suffix = progressive; 'i' YUV planar 4:8 (for each of 'Somehw		
6	T2V001004, T2V001104, T2V001204	Chrysler_building	T2V001004_Chrysler_building_1920x1080p.yuv	1920x1080; 1280x720	'p' file suffix = progressive; 'i' YUV planar 4:8 (for each of 'Slow zo		
7	T2V001005, T2V001105, T2V001205	Display	T2V001005_Display_1920x1080p.yuv	T2V0011(1920x1080; 1280x720	'p' file suffix = progressive; 'i' YUV planar 4:8 (for each of 'Large o		

Click arrow to get drop-down list of items in this column (example below for 'SS.01 People')

AC	AD	AE	AF	AG
C.10	LC.11	SS.01	SS.02	SS.03
-	Some	(All) (Top 10 .) (Custom...)	One	-
-	-	-	-	-
-	-	Few	-	-
-	-	Many	-	-
-	-	One	-	-
-	-	People	-	-

Select 'One' to show only clips with 'One' under 'SS.01 People'

Note that this first tab on the spreadsheet is roughly 100 columns wide (from column A to column CZ), so it may be helpful to use the 'Freeze Panes' feature (on the 'Window' menu in Excel 2000 and 2003) or split windows to keep the clip number visible.

The "Clip features" tab appears and can be sorted as indicated below:

1	A	B	C	D	E	F	G
2	Clip number / name	Clip features	CF-animal	CF-angl	CF-bandin	CF-black_bac	CF-bright_da
2	T2V001001_Bars_countdown	CF-text, CF-dark_areas, CF-patterns, CF-black_background, CF-round_objects, CF-transitions, CF-large_monochromatic				y	
3	T2V001002_Stars_n_Stripes	CF-bright_colours, CF-large_monochromatic, CF-movement_across					
4	T2V001003_Times_Square	CF-panning, CF-complex_scene					
5	T2V001004_Chrysler_building	CF-zoom_in, CF-fine_details, CF-low_contrast, CF-dull_daylight					
6	T2V001005_Display	CF-high_contrast, CF-rapid_changes					
7	T2V001006_Smiling	CF-faces, CF-people					
8	T2V001007_Traffic_duty	CF-faces, CF-text, CF-people					
9	T2V001008_Empire_State	CF-patterns, CF-scroll, CF-faces, CF-hand_held					
10	T2V001009_FDNY	CF-out_of_focus, CF-vehicles					
11	T2V001010_Checked_caps	CF-people, CF-movement_out, CF-patterns					
12	T2V001011_Gold_statue	CF-water, CF-patterns, CF-large_monochromatic					
13	T2V001012_Eyewitness_news	CF-moving_text					

Selecting a drop-down menu and clicking on 'y' reduces the list to those that have that CF value:

I	J	K	L	M
CF-bright_daylight	CF-bright_sunlight	CF-brightness_change	CF-complex_scene	CF-coordinated_movement

CF-col	CF-bright_daylight	CF-bright_sunlight	CF-brightness_change	CF-complex_scene
y	y	y	y	y

Clip number / name	Clip features
4 T2V001003 Times_Square	CF-panning, CF-complex_scene
34 T2V001033 People_crossing	CF-complex_scene, CF-vehicles, CF-people
36 T2V001035 Pan_left	CF-panning, CF-complex_scene, CF-tracking
45 T2V001044 Times_Sq_night	CF-night, CF-complex_scene, CF-dark_areas, CF-transitions, CF-scene_change, CF-graininess
48 T2V001047 Broadway	CF-night, CF-text, CF-complex_scene

5.2.3 List of 'CF' ('clip features') words used

The PDF of the user manual may be searched to find clips that match the given CF-words ('CF'= Clip Feature).

- | | | |
|--------------------|-------------------------------|------------------------|
| CF-bright_sunlight | CF-bright_daylight | CF-sunrise_sunset |
| CF-dull_daylight | CF-brightness_change | CF-shaded |
| CF-indoors_bright | CF-indoors_dark | CF-night |
| CF-twilight | CF-light_picture | CF-dark_picture |
| CF-high_contrast | | |
| CF-people | CF-vehicles | CF-water |
| CF-buildings | CF-faces | CF-text |
| CF-trees | CF-leaves_grass | CF-clouds |
| CF-sky | CF-sports | |
| CF-patterns | CF-reflections | CF-round_objects |
| CF-graininess | CF-out_of_focus | CF-large_monochromatic |
| CF-bright_colours | CF-dull_colours | |
| CF-movement_in | CF-movement_out | CF-movement_up/down |
| CF-movement_across | CF-random_movement | CF-diagonal_movement |
| CF-fast_track_pan | CF-panning | CF-scroll |
| CF-tracking | CF-tracking_following | CF-jerky |
| CF-transition | CF-fade | |
| CF-zoom_in | CF-zoom_out | |
| CF-angled | CF-subjects_behind_foreground | |
| CF-sound_vehicles | CF-sound_talking | CF-sound_water |
| CF-sound_other | CF-wind | CF-music |

6. Detailed information on individual clips

The following pages provide detailed information on the clips in this set.

6.1 Detailed description of each clip

This section contains detailed descriptions of each video clip, and the associated audio.

70 features are listed for each clip: the purpose of providing these descriptions is to make it easier to select specific clips for specific features.

Therefore even if a characteristic does occur in a particular clip, this is not necessarily listed where it is not a prominent feature and/or where it is believed that the clip would not be selected for this particular feature.

Clearly to some extent these descriptions and selections are subjective, and the user is likely to come to their own conclusions as to which are most relevant to their particular codec / situation: the descriptions provided are intended to be an appropriate starting point.

01_Silver_dome

GN.01	Filename(s)	T2V013n01_Silver_dome_<xsize>x<ysize><f>rr_<d>b_P<chr>.yuv
GN.02	Horizontal x vertical sizes	1920x1080p60 10-bit 4:2:2 ; 1920x1080p60 8-bit 4:2:0 ; 1920x1080i30 10-bit 4:2:2 ; 1920x1080i30 8-bit 4:2:0 ; 1280x720p60 8-bit 4:2:0 ; 1280x720p30 8-bit 4:2:0 ; NTSC (720x480i30 8-bit 4:2:0)
GN.03	Progressive / Interlaced	<f> in filename: 'p' = progressive; 'i' = interlaced
GN.04	Video format	YUV planar 4:2:2 or 4:2:0
GN.05	Bits per sample	10 or 8 (for each of Y, U, V)
GN.06	Video description	Silver dome in background, with metal waterfall and people walking to and fro
GN.07	Principal purposes	Codec efficiency in scene with static background but with water and reflections
GN.08	Duration (mins:secs:frames): '60p' at 59.94 fps; '30i' & '30p' at 29.97 fps	00:39:56 (60p), 00:39:28 (30i), 00:39:28 (30p)
GN.09	Number of frames	2394 (60p), 1197 (30i), 1197 (30p)
GN.10	File sizes on disk (MB) [same order as Horizontal x Vertical sizes]	19,856 : 7,446 : 9,928 : 3,723 : 3,309 : 1,655 : 621
GN.11	Original video format	1920x1080 progressive 59.94 fps
GN.12	CF-words	CF-buildings, CF-reflections, CF-people, CF-bright_sunlight, CF-movement_out, CF-music, CF-movement_in, CF-sound_water
GN.13	Associated audio types	MPEG1 Layer II 48kHz 16bit stereo 384kbps Constant Bit Rate : 16bit uncompressed 48kHz stereo WAV
GN.14	Associated audio filenames	T2a013x001_Silver_dome_act_MP1LII.mpa : T2a013y001_Silver_dome_act_unc.wav
GN.15	Associated audio description	Actual audio recorded with video
GN.16	Audio duration	Same as video (video played at 59.94fps)

Clip features	Details			
		LC.09	Night	-
LIGHT CONDITIONS		LC.10	Backlighting	-
LC.01	Bright sunlight	All	LC.11	Large brightness change
LC.02	Bright daylight	-		SCENE SUBJECTS
LC.03	Dull daylight	-	SS.01	People
LC.04	Shaded areas	-	SS.02	Faces
LC.05	Indoors bright	-	SS.03	Vehicles
LC.06	Indoors dark	-	SS.04	Buildings
LC.07	Twilight	-	SS.05	Trees
LC.08	Sunrise/sunset	-	SS.06	Text

SS.07	Talking head	-
SS.08	Water	Some
SS.09	Leaves/grass	-
SS.10	Sky	Blue w clouds
SS.11	Clouds	Few
SS.12	Patterns	Many
SS.13	Round/curved objects	One

SCENE PROPERTIES

SP.01	Depth of field	Deep
SP.02	Out-of-focus	-
SP.03	Fine lines/moiré patterns	-
SP.04	Reflections	Lots
SP.05	Scene change	-
SP.06	Fades	-
SP.07	Transitions	-
SP.08	Slow/fast motion	-

COLOURS & CONTRAST

CC.01	Light picture	-
CC.02	Dark picture	-
CC.03	Bright colours	Some
CC.04	Dull colours	-
CC.05	Fine detail/moiré patterns	-
CC.06	High contrast areas	Lots
CC.07	Large monochromatic areas	-
CC.08	Graininess	-
CC.09	Black background	-
CC.10	White background	-

GLOBAL MOTION

GM.01	Fast track/pan	-
GM.02	Tracking in/out	-
GM.03	Tracking	-
GM.04	Panning	-
GM.05	Tracking (following)	-
GM.06	Fast scroll	-
GM.07	Scroll	-
GM.08	Angled	-
GM.09	Zoom in	-

GM.10	Zoom out	-
GM.11	Hand-held camera	-

SUBJECT MOTION

SM.01	Movement out of picture	Lots, slow
SM.02	Movement into picture	Lots, slow
SM.03	Movement across picture	Some, slow
SM.04	Movement up/down	-
SM.05	Diagonal movement	-
SM.06	Subjects behind foreground objects	-
SM.07	Low movement	-

SOUND CONTENT

SC.01	Talking	Some
SC.02	Movement	-
SC.03	Vehicles	-
SC.04	Wind	-
SC.05	Music	-
SC.06	Background	People
SC.07	Other	Water

SOUND CHARACTERISTICS

SH.01	Mono/ stereo	Stereo
SH.02	Average volume	Mid
SH.03	Level changes	-
SH.04	Clear/ distorted	Clear

02_PedXing



GN.01	Filenames [see section 3.2.1 for key]	T2V013n02_PedXing_<xsize>x<ysize><f>rr_<d>b_P<chr>.yuv
GN.02	Horizontal x vertical sizes	1920x1080p60 10-bit 4:2:2 ; 1920x1080p60 8-bit 4:2:0 ; 1920x1080i30 10-bit 4:2:2 ; 1920x1080i30 8-bit 4:2:0 ; 1280x720p60 8-bit 4:2:0 ; 1280x720p30 8-bit 4:2:0 ; NTSC (720x480i30 8-bit 4:2:0)
GN.03	Progressive / Interlaced	<f> in filename: 'p' = progressive; 'i' = interlaced
GN.04	Video format	YUV planar 4:2:2 or 4:2:0
GN.05	Bits per sample	10 or 8 (for each of Y, U, V)
GN.06	Video description	Close (static) view of a pedestrian crossing with grand building in background
GN.07	Principal purposes	Codec efficiency with detailed static scene, objects (people) passing close and obscured
GN.08	Duration (mins:secs:frames): '60p' at 59.94 fps; '30i' & '30p' at 29.97 fps	00:34:42 (60p), 00:34:21 (30i), 00:34:21 (30p)
GN.09	Number of frames	2080 (60p), 1040 (30i), 1040 (30p)
GN.10	File sizes on disk (MB) [same order as Horizontal x Vertical sizes]	17,252 : 6,470 : 8,626 : 3,235 : 2,875 : 1,438 : 539
GN.11	Original video format	1920x1080 progressive 59.94 fps
GN.12	CF-words	CF-buildings, CF-people, CF-vehicles, CF-bright_sunlight, CF-shaded, CF-text, CF-sound_vehicles, CF-movement_in, CF-diagonal_movement, CF-wind
GN.13	Associated audio types	MPEG1 Layer II 48kHz 16bit stereo 384kbps Constant Bit Rate : 16bit uncompressed 48kHz stereo WAV
GN.14	Associated audio filenames	T2a013x002_PedXing_act_MP1LII.mpa : T2a013y002_PedXing_act_unc.wav
GN.15	Associated audio description	Actual audio recorded with video
GN.16	Audio duration	Same as video (video played at 59.94fps)

	Clip features	Details			
			LC.07	Twilight	-
			LC.08	Sunrise/sunset	-
			LC.09	Night	-
			LC.10	Backlighting	-
			LC.11	Large brightness change	-
			SCENE SUBJECTS		
			SS.01	People	Several
			SS.02	Faces	Many
	LIGHT CONDITIONS				
LC.01	Bright sunlight	Most			
LC.02	Bright daylight	-			
LC.03	Dull daylight	-			
LC.04	Shaded areas	Some			
LC.05	Indoors bright	-			
LC.06	Indoors dark	-			

SS.03	Vehicles	Mixed traffic	GM.06	Fast scroll	-
SS.04	Buildings	Several	GM.07	Scroll	-
SS.05	Trees	-	GM.08	Angled	-
SS.06	Text	Some	GM.09	Zoom in	-
SS.07	Talking head	-	GM.10	Zoom out	-
SS.08	Water	-	GM.11	Hand-held camera	-
SS.09	Leaves/grass	-	SUBJECT MOTION		
SS.10	Sky	-	SM.01	Movement out of picture	Some, slow
SS.11	Clouds	-	SM.02	Movement into picture	Some, fast
SS.12	Patterns	Many	SM.03	Movement across picture	Some, slow
SS.13	Round/curved objects	-	SM.04	Movement up/down	-
SCENE PROPERTIES			SM.05	Diagonal movement	Lots, fast
SP.01	Depth of field	Deep	SM.06	Subjects behind foreground objects	Few
SP.02	Out-of-focus	-	SM.07	Low movement	-
SP.03	Fine lines / moiré patterns	-	SOUND CONTENT		
SP.04	Reflections	-	SC.01	Talking	-
SP.05	Scene change	-	SC.02	Movement	-
SP.06	Fades	-	SC.03	Vehicles	Traffic
SP.07	Transitions	-	SC.04	Wind	Some
SP.08	Slow/fast motion	-	SC.05	Music	-
COLOURS & CONTRAST			SC.06	Background	People
CC.01	Light picture	-	SC.07	Other	-
CC.02	Dark picture	-	SOUND CHARACTERISTICS		
CC.03	Bright colours	Some	SH.01	Mono/ stereo	Stereo
CC.04	Dull colours	-	SH.02	Average volume	V. loud
CC.05	Fine detail/moiré patterns	-	SH.03	Level changes	-
CC.06	High contrast areas	-	SH.04	Clear/ distorted	Clear
CC.07	Large monochromatic areas	-			
CC.08	Graininess	-			
CC.09	Black background	-			
CC.10	White background	-			
GLOBAL MOTION					
GM.01	Fast track/pan	-			
GM.02	Tracking in/out	-			
GM.03	Tracking	-			
GM.04	Panning	-			
GM.05	Tracking (following)	-			