

user manual

# trackFinger





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## Note

This document deepens all aspects of the use of **trackFinger AE** app, before reading this manual we suggest you read the **Getting started** manual.

To know instead how to use the tracking data to create animations and simulations in Adobe After Effects, please refer to the **Using tracking data in Adobe After Effect**.



## Projects page

In this page you can manage projects, create new ones and delete them. The list of projects shows the name of each project, the creation date, last modification date and the number of recorded tracks.

project	date created	date last added	# tracks
Beautiful Product TVC	24/10/13	25/10/13	7
Trackfinger promo	25/10/13	25/10/13	2
TDV interface mockup	25/10/13	25/10/13	8

delete project      new project

The first time you launch the app the list is blank, and you must create a new project. To create a new project tap on *new project*. This form will appear asking you to give a name to the project:

	date created	date last added	# tracks
TV			7
o			2
cku			8

project name

Project X, Y and Z

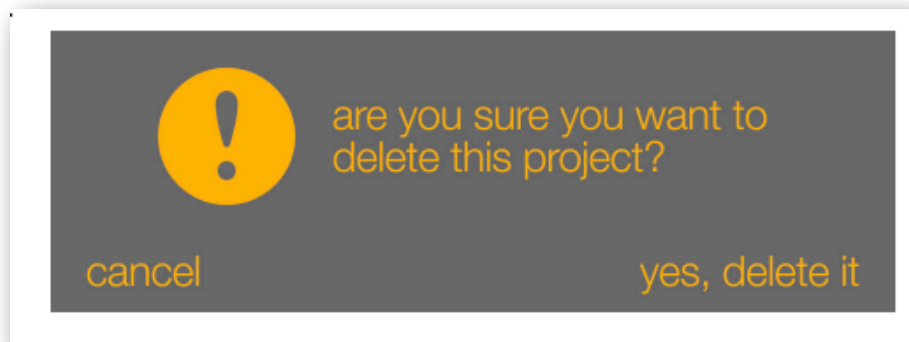
cancel      ok



Each project must have a unique name, two projects with the same name are not allowed. To select a project, click on its name in the list of projects. The project is highlighted with an orange stripe. You must select a project in order to create new tracks.

project	date created	date last added	# tracks
Beautiful Product TVC	24/10/13	25/10/13	7
Trackfinger promo	25/10/13	25/10/13	2
TDV interface mockup	25/10/13	25/10/13	8
Project X, Y and Z	25/10/13		0

If the list of projects there is only one project then it is automatically selected. To delete a project, tap on *delete project*. An alert appears asking for confirmation:

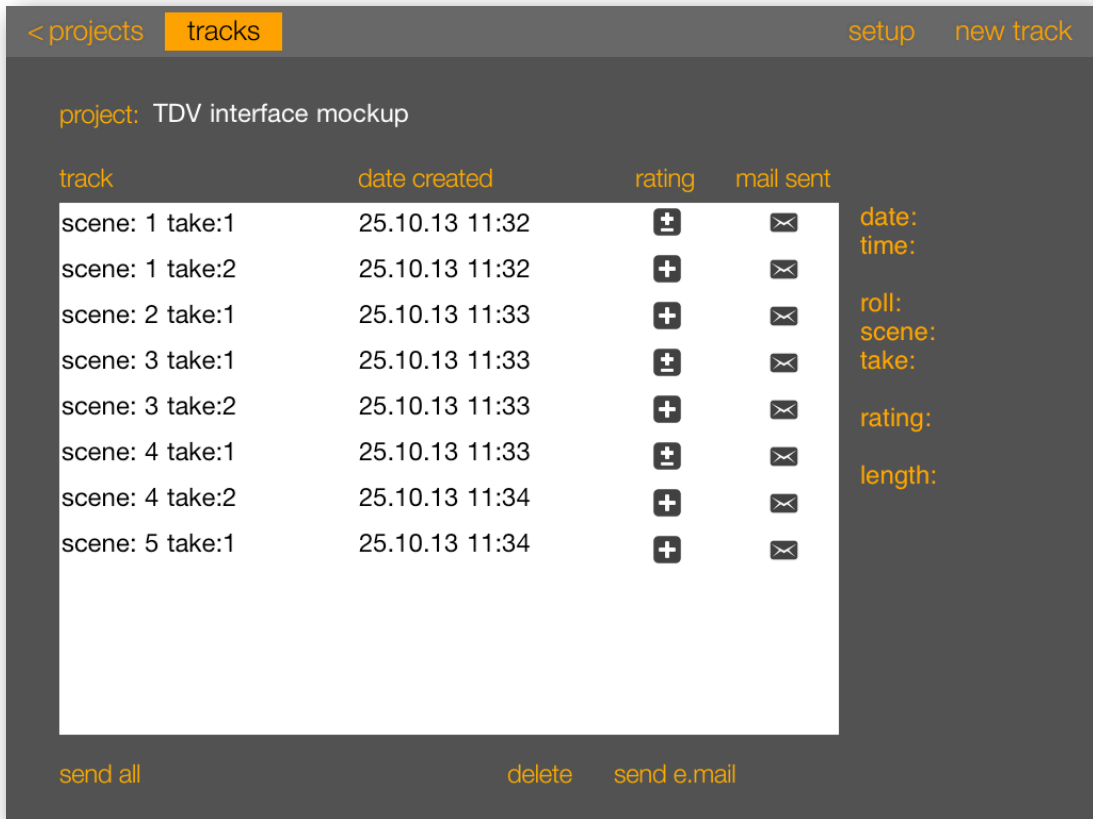


Once you delete a project all data will be lost. Therefore, before deleting a project is good to send the email of all the tracks and be sure that all emails have been received.



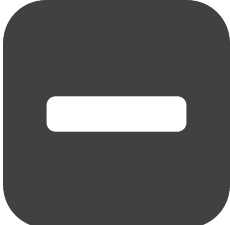


## Tracks page

If a project is selected, in the menu bar at the top there'll be "tracks". By tapping on *tracks* you will see this page:



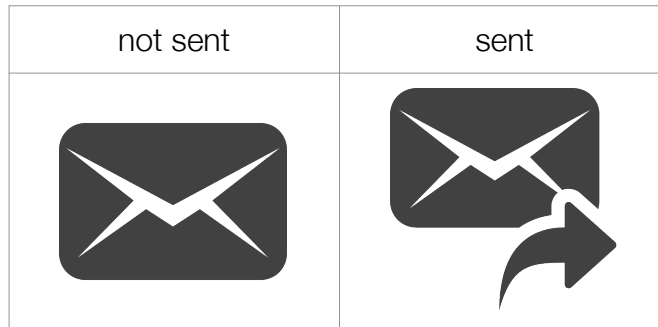
This screen presents the list of recorded tracks for a project. For each track these data are shown: scene and take number, date and time of the registration, rating, and an icon that indicates whether the relative email was sent on or not.

Rating can have four values:

not rated	bad	reserve	good
no icon			

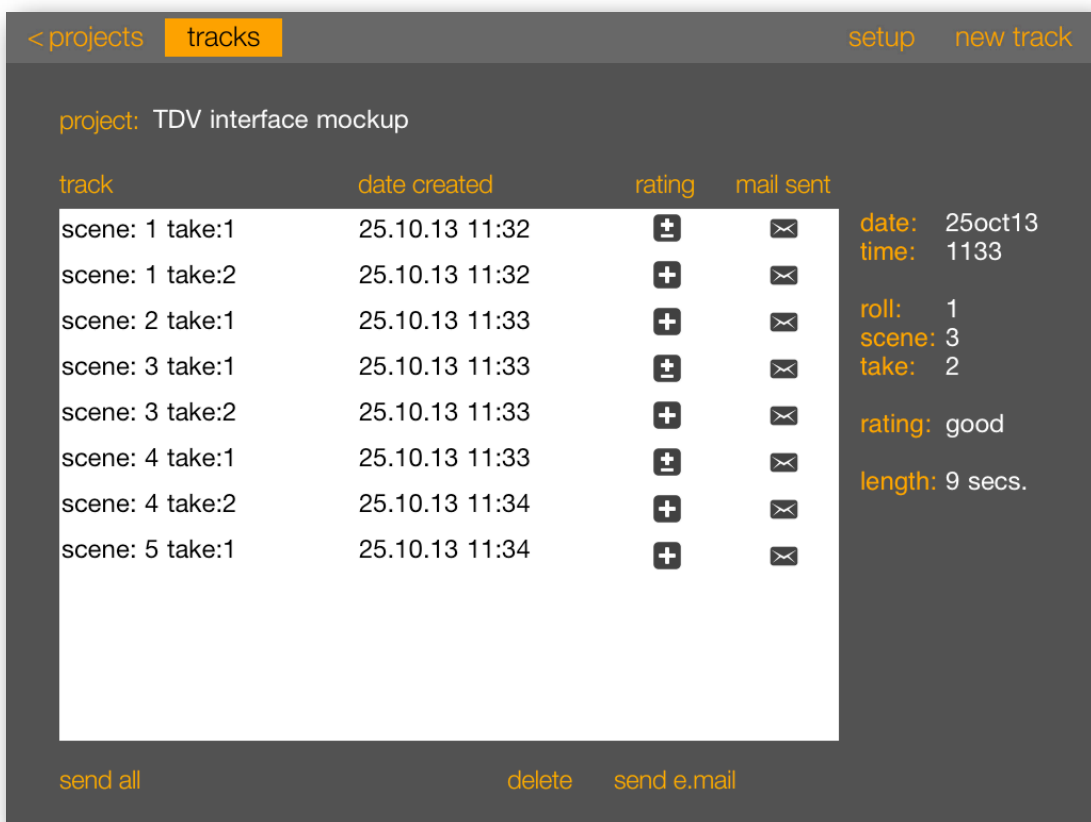


The icon of the email can take two values:



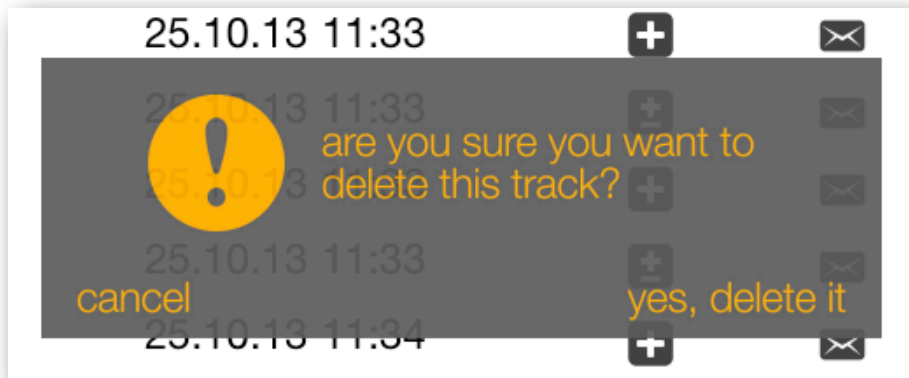
When you tap *send email*, the tracking data are sent to **trackFinger** server which prepares the email and sends it to the recipient(s). Please note: the icon of the email shows that email was sent, but does not provide any verification that the email was actually received. Never delete a track unless you are sure the email with the tracking data has been actually received.

To select a track click on its name in the track list. Once a track is selected, the right part of the screen shows track information including the duration of the recording:





To delete the selected track tap *delete track*. Before deleting the track an alert asking confirmation is shown:



Once you erase a track, all data is permanently lost, therefore we advise you never to delete a track if you are not sure that email has been received.

Tapping *send all* an email for each track is sent, even if the email had already been sent. This can be useful at the end of the working day to be certain that all work is saved.



## Setup

Tap *setup* in the upper-right side of the interface to go to a subsection that allows you to set up in a very full and rich way every aspect of functionality and storage of the app.

There are 4 tabs: tracks, naming, account and slate.

### Tracking prefs tab



On this tab, you can set the display and recording tracks options. As already explained in the **getting started** manual to start recording you just have to tap on the upper side of slate board interface. This screen contains all settings related to recording, ie everything that happens after tapping the slate until the end of the recording, including how to end the recording.

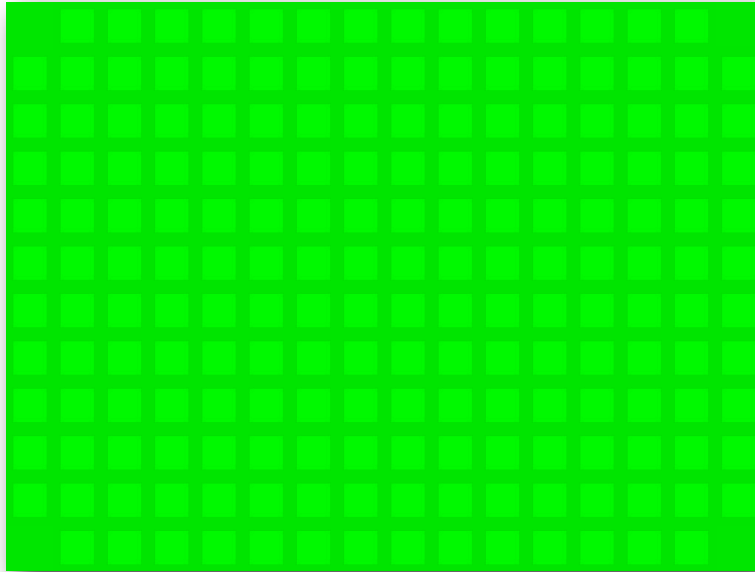
### End capture

In this section you can set all the parameters for the method of determining the recording of tracks: once you press the slate board upper-side the recording starts, this section exists for indicate how and when to stop recording.





For practical reasons we chose to make active the corners at the top left, top right, bottom left and bottom right. Recording ends when the user taps on one of these corners. In this section you can choose which corners are actually active. By default the only active corner is the one in the lower left, but you can choose freely whether to turn on or off (independently of the others) any other one. If you select the flag *shows corners*, corners actually active will be highlighted with a slightly different color during the recording.



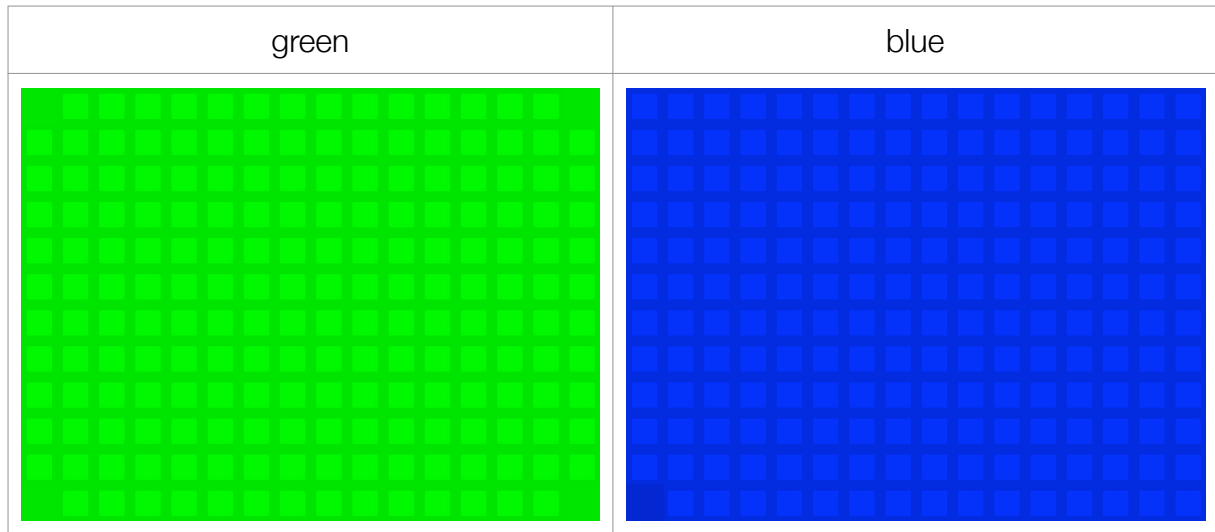
If you activate the mode *timeout X seconds after clap* then the recording will end after X seconds after you have activated the slate.

The stop *auto timeout X seconds after last finger event* is used instead to stop recording when the user for a few seconds, does not tap a finger on the display.

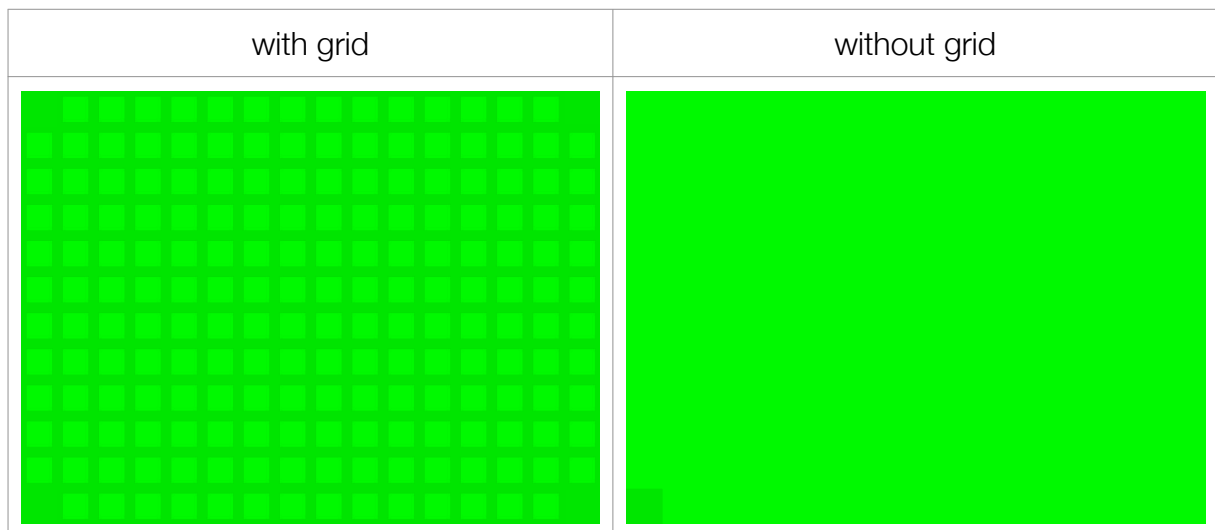
These two options are not selected by default, and are essentially used to allow the end of the recording when you can not use any of the corners, for example, because all four corners must be used in the interface simulation or because, simply, the fingers must go up to the most extreme edges of the display.

## Color

In this section you can set the screen color, *green* or *blue*. Typically, you use the green using video cameras, while using the blue when working in film. In any case, the choice of color depends on several variables and is usually decided on the set on a shot by shot basis.



The option *show grid* draws a grid of color very similar but not identical to that used for the background: a slightly darker green or a slightly darker blue.



The grid slightly increases the difficulty to operate the chroma key, but also significantly increases the tracking capabilities of the display if the device and/or the camera are not still but move during the shot.

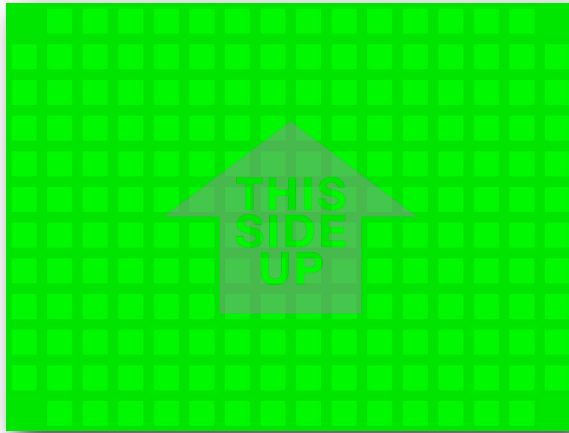
The Black Screen option displays a blank screen during tracking, this is useful in some cases where you do not want the green or blue light spill on the fingers of the person using the iPad.

### Orientation

trackFinger AE allows you to record the data in either *landscape* or *portrait* mode. Whichever mode is chosen for the data capture, at the beginning of the recording, immediately after the



slate board clap, an arrow will appear on the screen showing in which direction you're capturing the screen as a reminder:



So if, for some reason, you were wrong to make the settings, you can correct it immediately.

### Comp size

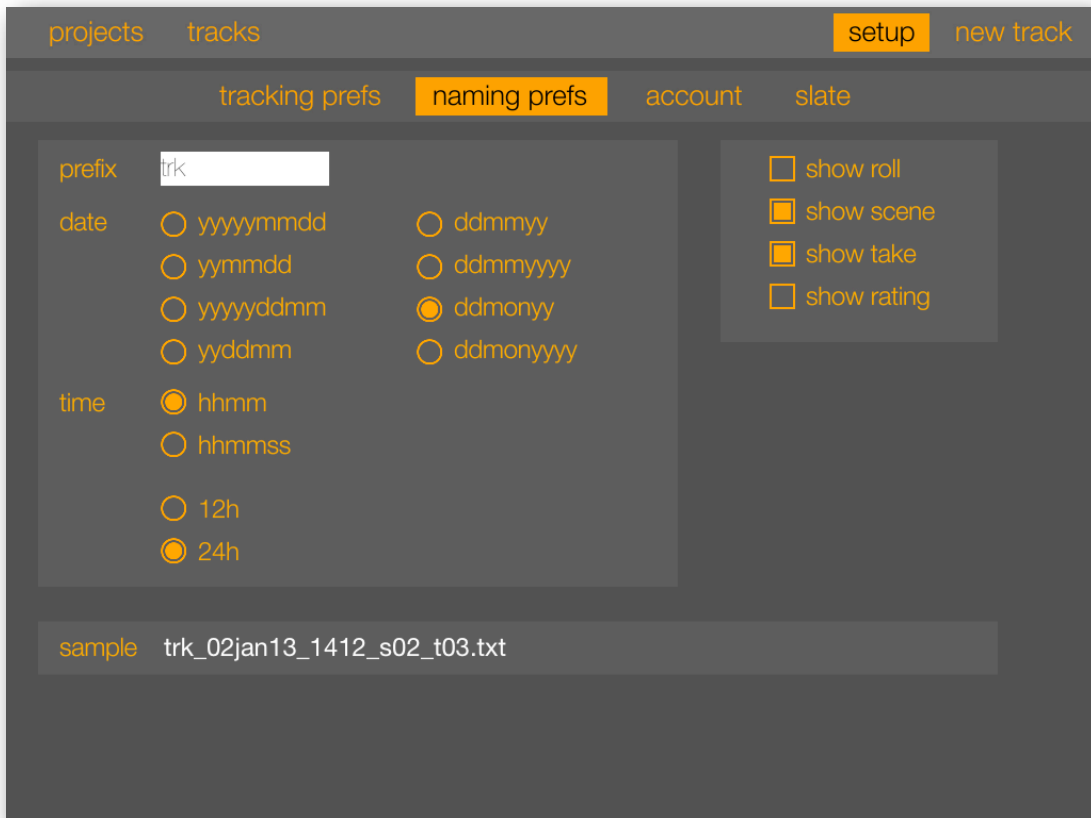
The scale down to 1024x768 on retina devices option allows you to resize the registration data, from 2048x1536 to half the resolution on retina devices (iPad from the third generation onwards and iPhone 4 and later).

All coordinates (x, y) will be recorded by halving the resolution, therefore the point (100, 101) will be sent as (50, 50.5).

This can be useful if the material which is to be produced in Adobe After Effects does not necessarily have the resolution of a retina display, which speeds up the rendering.

### Naming prefs tab

In this section of the settings you can set the display characteristics of the file name (that will be sent attached to the email), the date and time.



In the bottom of the screen you can see an example of how the text file that will be attached to the email will be named.

In the text file, by default, the scene and take are referred. It is also possible however to add the number of roll and rating. Anyway, each text file has in the name also the number of the finger, starting from 1 to the first finger up to 10.

## Account tab

In this tab you can set up two accounts to which will be sent emails with the tracking data. The email addresses are stored on the device and are sent to the server for the creation of emails, once the emails are sent, within seconds, all data will be erased and are not permanently stored on the servers.



projects tracks **setup** new track

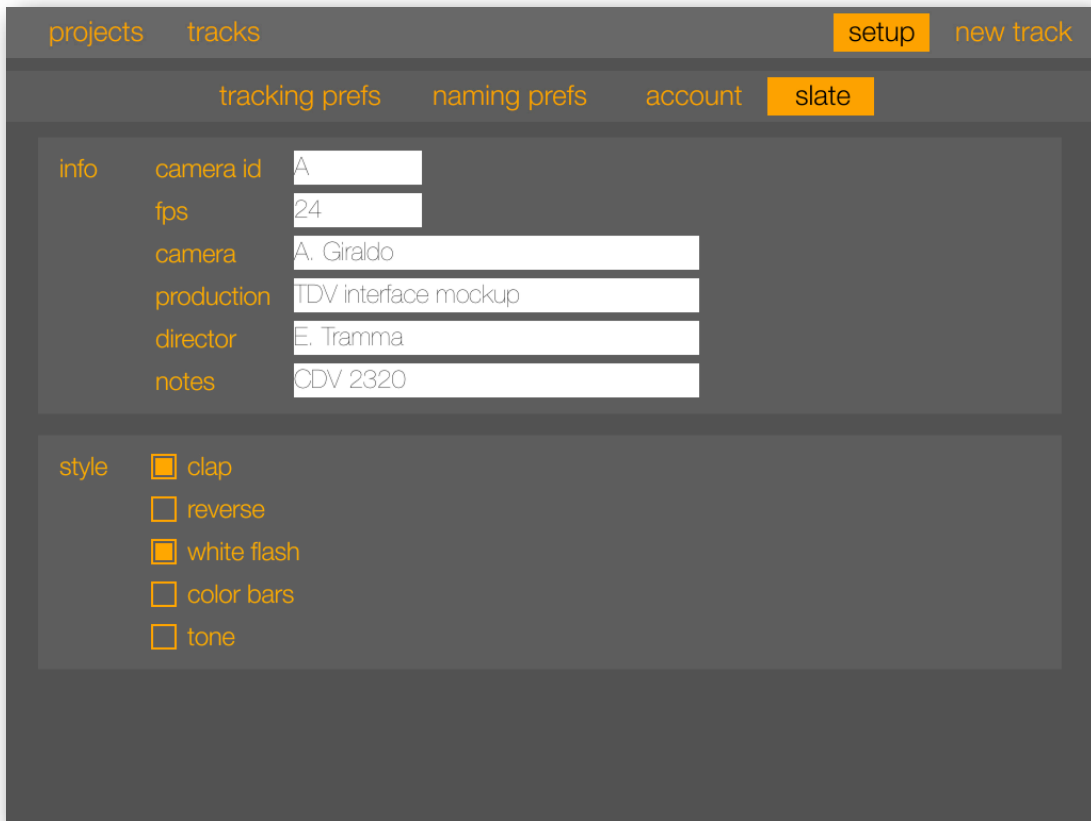
tracking prefs naming prefs **account** slate

account #1	name	Christian
	surname	Leonardi
	e-mail	c.leonardi@trackfinger.com
account #2	name	Alessandra
	surname	Giaminardi
	e-mail	a.giaminardi@trackfinger.com

For more information about the terms of use and privacy policy you should click on this link ([LINK](#)).

### Slate tab

In this screen you can enter the information that will appear on the slate board, and also the appearance and sound effects related.



## Info

All this information can be edited easily even in the slate board, however, for convenience, there are also here in order to quickly be changed: they consists mainly of general information, and are not usually changed during shooting.

## Style

This section is used instead to setting the characteristics of visibility of the slate.

*Clap*: Selecting this check at the moment of slate touch will play the classic sound of the clap.

*Flash*: Selecting this check at the time of the iPad's touch screen will light up for a moment in white.

*Bars*: by selecting this check after the touch, for a second, will be displayed on the iPad the color bars.

*Tone*: by selecting this check, during playback of the bars will also play the sound corresponding to a 1 kHz tone.

Warning: the sound of the clap and the tone are played through the speaker of the iPad, if the volume is low or mute the sounds will not be heard.



## The slate board

In any part of the app, clicking on the top right *new track* the slate board will be presented. The slate board is shown, however, only if a project is selected in the list of projects. If no project is selected then you are prompted with a message to select one, or create one if the list is empty.

CAM	A				▶▶▶▶▶			
	29.9 FPS		14:26:08:51					
PROD	Production							
ROLL	1	SND		SCENE	1	TAKE	1	
DIR	DIRECTOR						DAY/INT	
CAM	CAMERA						DATE 25.10.13	
	back		NOTES				HEAD/MOS	

All values displayed in the slate board screen are editable: you simply tap on the name and you will see an input field where you can enter the new value.

To go back to the previous screen, tap *back*.

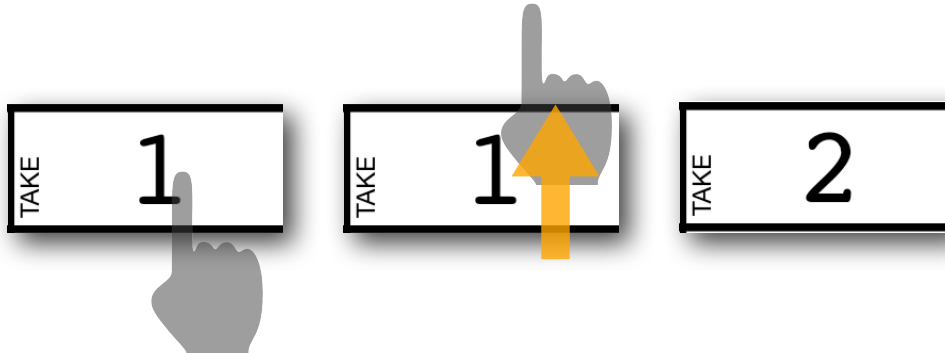
### Numbers

The *roll*, *sound*, *scene* and *take* fields are designed primarily to contain numbers and are those that are more frequently updated on the slate board, and always in between takes.

ROLL	1	SND	1	SCENE	1	TAKE	1
------	---	-----	---	-------	---	------	---

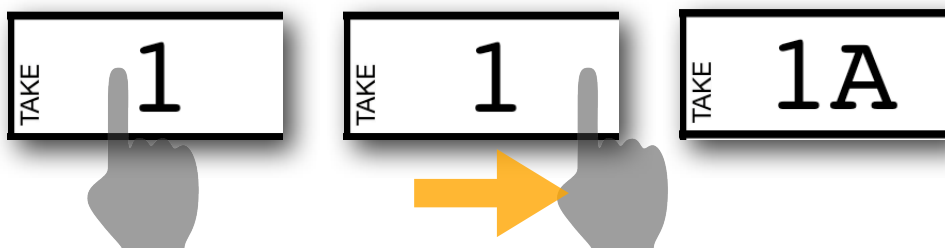


To make even faster the insert operations on these data, it is not even necessary to tap with your finger on the value: just swipe up or swipe down one of these fields to increase or decrease the present value of a unit.



For example, if we just made the shooting *scene 1*, *take 1* and shooting is not satisfactory so we have to increase by one unit, you can simply put your finger on number 1 in the *take* field and holding it down, scroll up and then release. Immediately, the value will change to 2.

But we did not stop here, because often in addition to the planned scenes, additional filming can also be added and usually these shots have a letter as suffix. For example, if we shot the scene 1 and we want to shoot the scene 1A, simply swipe to the right, instead of swiping up. Immediately the scene field will take the value 1A. If you swipe further to the right the field will take the value 1B, then 1C, and so on... To go back by a letter simply swipe left, so if the field contains the value 1B, swiping left the field will take the value 1A. The value by swiping left 1A, the field takes the value 1.



Finally, to reset the value and restore the default 1, press and hold your finger on the field for a couple of seconds and the value will return the initial one.

### Settings for scene

For values *Day/Night* and *Int/Ext* section, just tap it with your finger on the text: you will see a screen that allows you, quickly, to choose the characteristics of the scene.





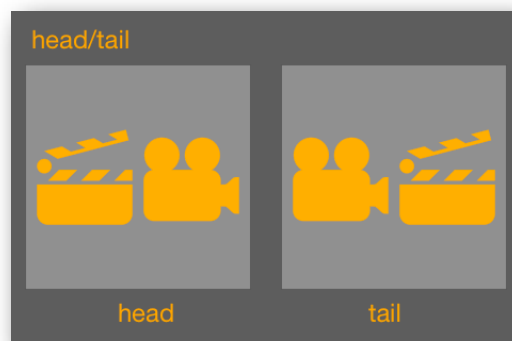
### Sync/MOS

Similarly to what is written above, by tapping on *sync/MOS* you will see a screen that allows you to choose the value.



### Head/Tail

This field is also editable as the previous ones making a touch above, but also an effect on the style of clapper: If you select the queue, the clapper will also be displayed at the end of the recording of the fingers.





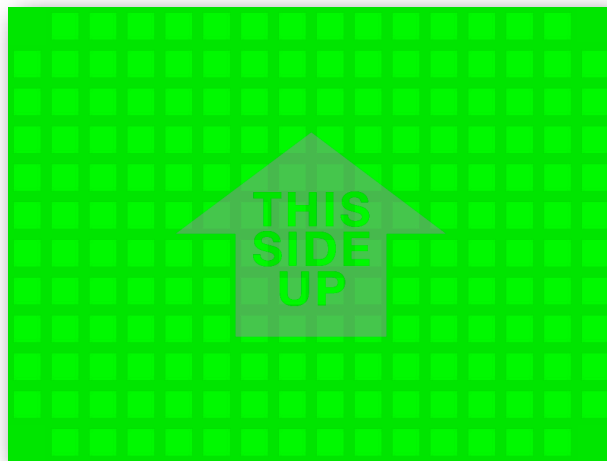
## Tracking fingers

Once tapped the top of the slate board, if you have selected *tone* or *bar*, you will see the screen corresponding for a second and eventually even the sound:



At the end of this phase the clapper claps, and the recording starts.

It will appear for about a second on the screen an arrow with the text “This side up” which indicates the orientation in which finger movements are recorded:



Although this indication appears the app is already recording. We recommend, however, not to immediately start using your fingers because it could be difficult to do the chroma key in this first moments because there is also the arrow on the display.



At this point you can use the iPad by moving your fingers (up to ten) and doing everything you want: trackFinger AE records all your fingers during this stage, even if it shows on the screen essentially a green (or blue) screen.

Caution: During the registration phase, trackFinger AE can not, however, take absolute control of the device, so if it is left on the notifications, they will appear on the display. Similarly, if the multitasking gestures are left active, it is possible that moving four fingers control is passed to other applications that may be running in the background. trackFinger AE is considered as an application that runs on the device and that the device must be dedicated to the application during the shooting, so we advise you to keep to a minimum the applications running in the background and disable all unnecessary processes to increase and improve the performance of the application.

### End of the recording

The recording ends as we have indicated in the *end of tracking*, in the recording preferences. Almost always you will keep active the possibility of stop recording by pressing one or more of the corners of the screen. If this is not possible because we need all the screen area, we should set termination options timed as we explained in the previous chapter.

When you finish recording, for a brief moment of time trackFinger AE will save the data and then display this screen in which it summarizes the file name and asks us to give a rating to the take.:



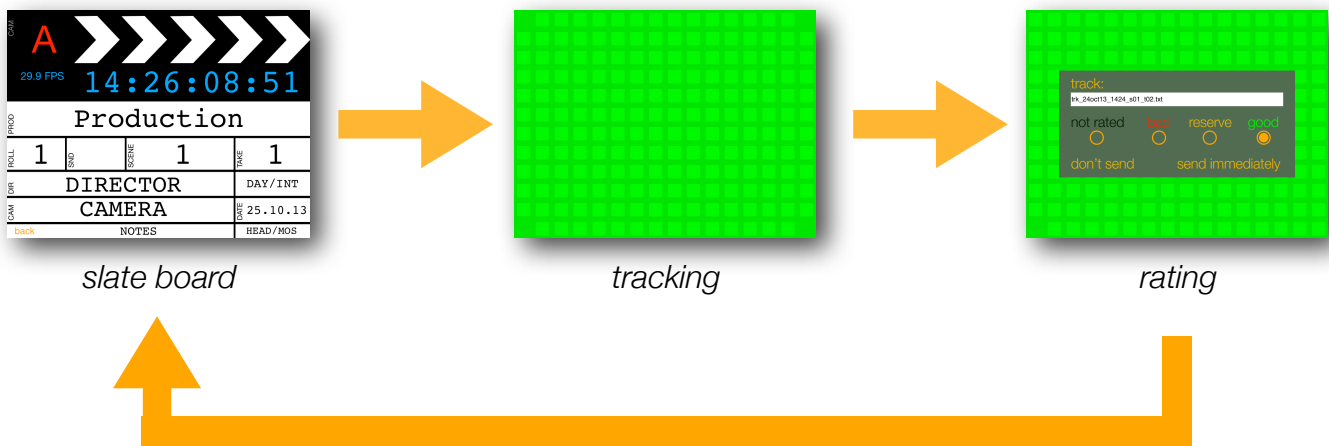


By default, the rating is *not rated*, but we strongly recommend you to always give a rating to the take, which in any case will be made by the director at the end of the take itself.

At this point, the options available are two: *do not send* and *send immediately*. If you choose *send immediately* trackFinger AE will instantly send the email with the tracking data, which is useful to have an immediate feedback on set.

Whatever you choose the data will still be stored on the device in order to be sent or re-sent again later.

Whether you have chosen to send or opted not to send the data immediately, after tapping one of the two choices you return to the screen of the slate board in order to continue the production flow of the shooting:



To learn how to use the tracking data, please refer to the manual [Using tracking data in Adobe After Effects](#).