User Manual

By Shengze Zhang, QingYing

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Setup and Requirement

Hardware Requirement

One server

Software Requirement

Client：

Browser supporting HTML5 Canvas, including but not limited to：

1. IE9 or higher version
   http://ie.microsoft.com/
2. Chrome
   http://chrome.google.com
3. Firefox
   http://firefox.com
4. Opera
   http://www.opera.com/

Server：

1. A HTTP server supporting ASP.NET with Framework 4.0
2. A SQL Server

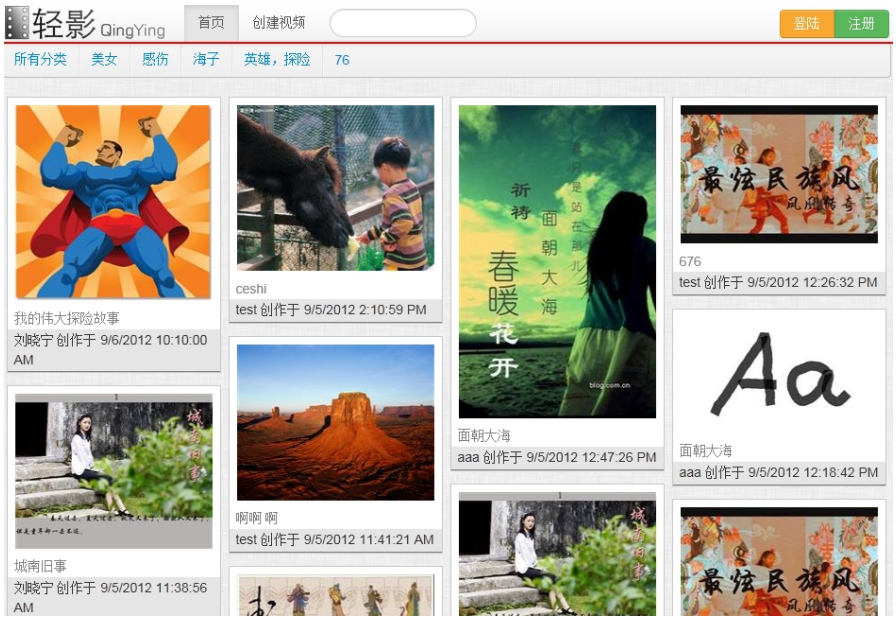
Main Function

Non-creative function

Watch Work

Click the cover of the work and watch it, or use the search box on the top to search the work you like.

NO need for a basic user to register an account, and only creator needs one.

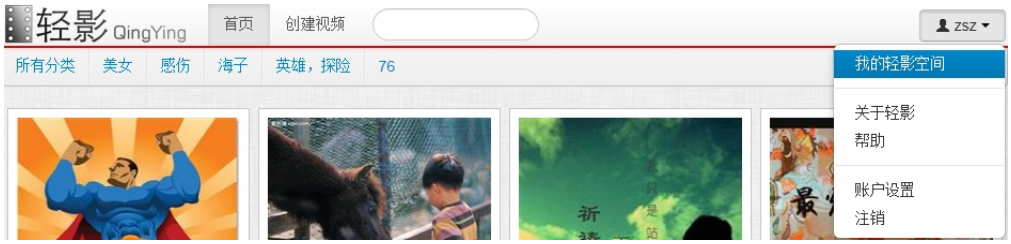


Sign up and Login

Sign up an account and login to use functions other than watching by clicking the upper right button.

My QingYing Space

QingYing Space is created with the signing up, and can be entered by the upper right button whenever user logins.



QingYing Space is a place mainly for user to regulate his works and multimedia materials. Functions are showed below:

1. User's own works, including published and draft ones.
2. User's collected works.
3. User's published works.
4. User's draft works.
5. User's own materials.
6. Public materials online.
7. User's basic information.

Comment and Creator's other videos

This area is left lower to the player.

Info, Score and Collect

This area is right lower to the player.

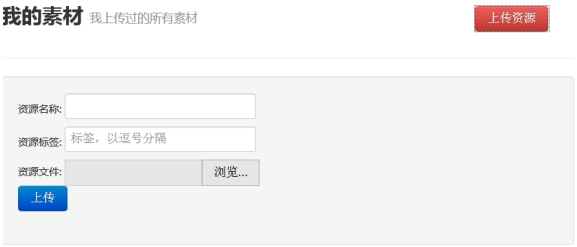
Share

Move the mouse to hover over right of the website and click on the target website.

Creative Function

Upload and Regulate Material

Material is the core for creating a multimedia work in QingYing. User can upload and regulate materials in My QingYing Space.



There are 4 types of materials:

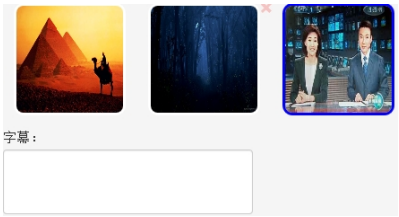
1. My Material: material uploaded by user
2. QingYing's Material: material integrated by QingYing
3. Public Material: material uploaded by other users and allowed to be open
4. Online Material(Currently not available): material searched in the Internet by Google search engine

Navigation Mode

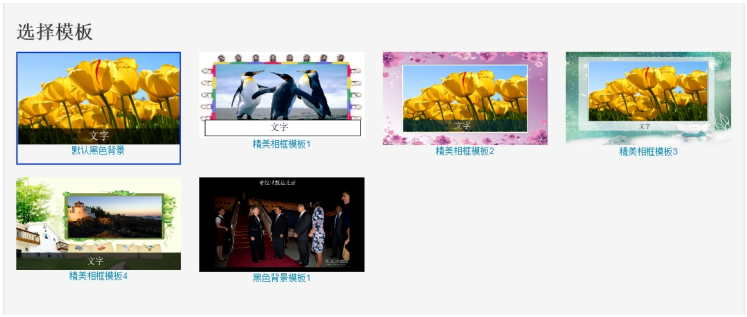
A lightweight process for basic user.

1. Enter navigation mode by clicking the button on the top

2. Add the elements.
3. Adjust the elements and add subtitles



4. Select the template for embellishment



5. Preview
6. Fill in the information and upload

Advanced Mode

A creating process in which a proficient user can control every detail of the video.

Enter advance mode by clicking the button on the top.

Preview of the advanced mode:

Toolbar

Toolbar is on the left of the main editor：

1. Basic Tool
   a) Select
   b) Doodle
2. Primitive Tool
   a) Line
   b) Rectangle
   c) Ellipse
   d) Arrow
   e) Text
   f) Star
3. Animation Tool
   a) Move
   b) Delay
   c) Fade
   d) Rotate
   e) Zoom
   f) Appear
   g) Disappear
   h) Spin(Advanced)
   i) Window-Shades
   j) Change Text

Main Editor

A WYSIWYG(what you see is what you get) editor.

Main editor button group is right lower to the main editor.

1. Play
2. Play the Scene
3. Edit: return to the editor mode if any type of play mode in entered
4. Submit

There are four major components in the advanced mode, and the buttons of them is left lower to the main editor. They are introduced from left to right.

Resource Component

User can quickly locate the resources they want:

1. Three type of resource available
2. Filter by Name
3. Filter by Tag
4. Filter by Type

After locating, user can conveniently use the resource:

1. Button Group：
   a) Add to Scene
   b) Interact with the resource
      i. Image: set background
      ii. Audio: set BGM or sound effect
2. Resource List。
   a) Audio: double click to start/stop the audition
   b) Image and Video: drag to the main editor to directly add it to scene

Attribute Component

The attributes of all elements can be adjusted in this component.

Need to select at least on element to activate this component.

Scene Component

Scenes and the relation between them can be visually edited in this component.

1. Create
2. Set Origin
3. Delete
4. Change Mode: advanced scene mode is the default
5. Authorize: give other users the right to edit this scene
   a) Creator will lose the right in this scene

6. Advanced Scene Mode
    a) Automatically Array
    b) Select Scenes: click to select on scene or drag to select several scenes
    c) Set Relation: drag from one scene to another, only can be done when no scene is selected
    d) Set Branch: multiple succeeding scenes can be set to enable the branch of scenes, and user need to set the condition of the branch in the animation trigger of the scene

Animation Component

Animations can be set and viewed in this component. Animation system includes:

1. One animation is set to one element
2. Several animation can be combined to reach advanced effect
3. One animation is a part of one animation group and animations of on group are parallel played
4. Animation groups are played serially
5. Select and preview the animation group
6. Create through the toolbar
7. Delete
8. Split
9. Drag animation or animation group to rearrange them

Cooperative Editing

QingYing enables different users to edit one work based on scene-level authority.

Any authorized user can edit the work by clicking the edit button on the playing page.

Embedded Player

Any website can leave a canvas element as an embedded player, and add a line of code to automatically play works on QingYing in it's own page.

Offline Player

As an online platform, QingYing support user to download the package of their work and play offline.

This feature is mainly offered for those users who use QingYing to make PPT.