

Enjoy the adventure



GN.01	Filenames	T2V002002_Enjoy_the_adventure_1920x1080p.yuv T2V002102_Enjoy_the_adventure_1280x720p.yuv T2V002202_Enjoy_the_adventure_1920x1080i.yuv
GN.02	Horizontal x vertical size(s)	1920x1080; 1280x720
GN.03	Progressive / Interlaced	'p' file suffix = progressive; 'i' file suffix = interlaced
GN.04	Video format	YUV planar 4:2:0
GN.05	Bits per sample	8 (for each of Y, U, V)
GN.06	Video description	View from boat leaving harbour with sea lions
GN.07	Principal purposes	Slow global motion & slow zoom
GN.08	Duration (mins:secs:frames) at 25 fps *	00:47:19
GN.09	No. of frames (1080i 1 less *)	1194
GN.10	1080i generation / artefacts	Motion tracking
GN.11	Original video format	1080p25
GN.12	File size(s) on disk (MB)	3,714 : 1,651 : 3,711
GN.13	CF words	CF-bright_sunlight, CF- brightness_change, CF-buildings, CF-water, CF-text, CF-fine_details, CF-reflections, CF-tracking, CF-panning, CF-wind, CF-talking, CF-level_changes, CF-people
GN.14	Associated audio types	MPEG1 Layer II 48kHz 16bit stereo 384kbps Constant Bit Rate 16bit uncompressed 48kHz stereo WAV
GN.15	Associated audio filenames	T2a002x02_Enjoy_the_adventure_act_MP1LII.mpa T2a002y02_Enjoy_the_adventure_act_unc.wav
GN.16	Associated audio description	Loud commentary with sea lions and wind noise (actual audio recorded with video)
GN.17	Audio duration	Same as video (video played at 25fps)

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

SS.09	Leaves	-	GM.04	Panning	Slow right
SS.10	Sky	Some blue	GM.05	Tracking (following)	-
SS.11	Clouds	-	GM.06	Fast scroll	-
SS.12	Patterns	-	GM.07	Scroll	-
SS.13	Round objects	-	GM.08	Angled	-
SCENE PROPERTIES			GM.09	Zoom in	-
SP.01	Depth of field	Deep	GM.10	Zoom out	-
SP.02	Out-of-focus	-	GM.11	Hand-held camera	-
SP.03	Fine lines / moiré patterns	-	SUBJECT MOTION		
SP.04	Reflections	Water - some	SM.01	Movement out of picture	-
SP.05	Scene change	One	SM.02	Movement into picture	-
SP.06	Fades	-	SM.03	Movement across picture	-
SP.07	Transitions	One: cross-fade at 00:14:00	SM.04	Movement up/down	-
SP.08	Slow motion	-	SM.05	Diagonal movement	-
COLOURS & CONTRAST			SM.06	Subjects behind foreground objects	-
CC.01	Light picture	Most	SM.07	Low movement	Yes
CC.02	Dark picture	-	SOUND CONTENT		
CC.03	Bright colours	Some	SC.01	Talking	Lots
CC.04	Dull colours	Some	SC.02	Movement	-
CC.05	Fine detail/ moiré patterns	Some	SC.03	Vehicles	-
CC.06	High contrast areas	-	SC.04	Wind	Some
CC.07	Large monochromatic areas	-	SC.05	Music	-
CC.08	Black background	-	SC.06	Background	People
CC.09	White background	-	SC.07	Other	Animal - other
GLOBAL MOTION			SOUND CHARACTERISTICS		
GM.01	Fast track/pan	-	SH.01	Mono/ stereo	Stereo
GM.02	Tracking in/out	In	SH.02	Average volume	Mid
GM.03	Tracking	Slow left	SH.03	Level changes	Some
			SH.04	Clear/ distorted	-

Pier 39 shops



GN.01	Filenames	T2V002003_Pier_39_shops_1920x1080p.yuv T2V002103_Pier_39_shops_1280x720p.yuv T2V002203_Pier_39_shops_1920x1080i.yuv
GN.02	Horizontal x vertical size(s)	Shops and stalls on Pier 39
GN.03	Progressive / Interlaced	Medium speed macroblock motion vectors
GN.04	Video format	'p' file suffix = progressive; 'i' file suffix = interlaced
GN.05	Bits per sample	1920x1080; 1280x720
GN.06	Video description	YUV planar 4:2:0
GN.07	Principal purposes	8 (for each of Y, U, V)
GN.08	Duration (mins:secs:frames) at 25 fps *	01:08:16
GN.09	No. of frames (1080i 1 less *)	1716
GN.10	1080i generation / artefacts	1080p25
GN.11	Original video format	5,337 : 2,372 : 5,334
GN.12	File size(s) on disk (MB)	Motion tracking
GN.13	CF words	CF-bright_sunlight, CF-bright_daylight, CF-people, CF-buildings, CF-fine_details, CF-bright_colours, CF-movement_out, CF-movement_into, CF-talking,
GN.14	Associated audio types	MPEG1 Layer II 48kHz 16bit stereo 384kbps Constant Bit Rate 16bit uncompressed 48kHz stereo WAV
GN.15	Associated audio filenames	T2a002x03_Pier_39_shops_act_MP1LII.mpa T2a002y03_Pier_39_shops_act_unc.wav
GN.16	Associated audio description	Many people in a crowd talking throughout (actual audio recorded with video)
GN.17	Audio duration	Same as video (video played at 25fps)

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

SS.09	Leaves	-
SS.10	Sky	-
SS.11	Clouds	-
SS.12	Patterns	-
SS.13	Round objects	-

SCENE PROPERTIES

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

COLOURS & CONTRAST

CC.01	Light picture	-
CC.02	Dark picture	-
CC.03	Bright colours	Areas
CC.04	Dull colours	-
CC.05	Fine detail/ moiré patterns	-
CC.06	High contrast areas	-
CC.07	Large monochromatic areas	-
CC.08	Black background	-
CC.09	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	-
SM.04	Movement up/down	-
SM.05	Diagonal movement	-
SM.06	Subjects behind foreground objects	-
SM.07	Low movement	-

SOUND CONTENT

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

SOUND CHARACTERISTICS

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