



Kinetophone Vox Version 0.5.0 Tutorial

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Prepare Source Material

You can either:

- Create a directory with 8 to 10 images (in a format such as JPEG, PNG, etc.). The narrator program will display the images in alphanumeric order, so use an appropriate naming method (e.g. image1.jpg, image2.jpg, image3.jpg) to get the desired order.

OR

- Create a PDF with 8 to 10 pages. Each page in the PDF will appear as a slide in the narrator program. Any text annotations associated with a page will be imported as notes for that page.

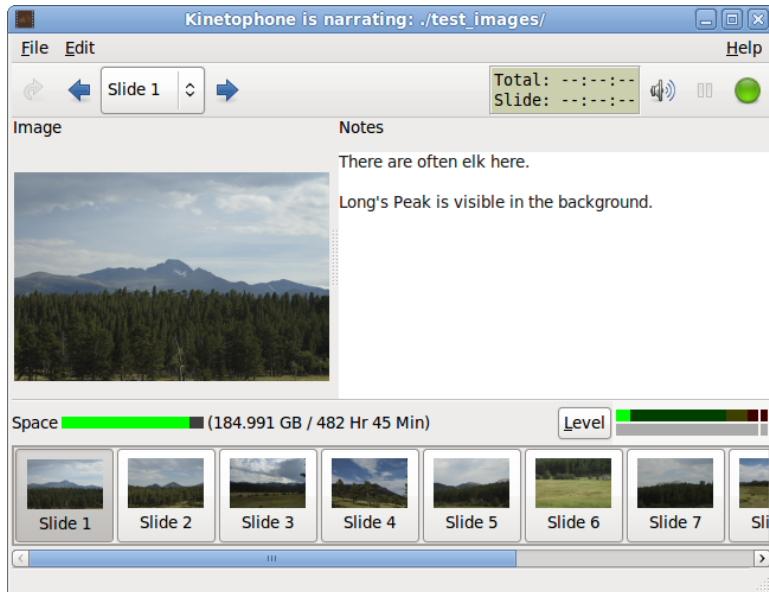
Start Kinetophone Narrator

- In a terminal window enter either:
 - `kinetophone_narrator -D <image_directory>`
(if you are using a directory of images)
 - OR
 - `kinetophone_narrator -S <PDF_file>`
(if you are using a PDF file)

You will use the Kinetophone narrator program to enter notes for audio narration generated by the vox program—you will not be using the audio recording capabilities of the narrator for this tutorial.

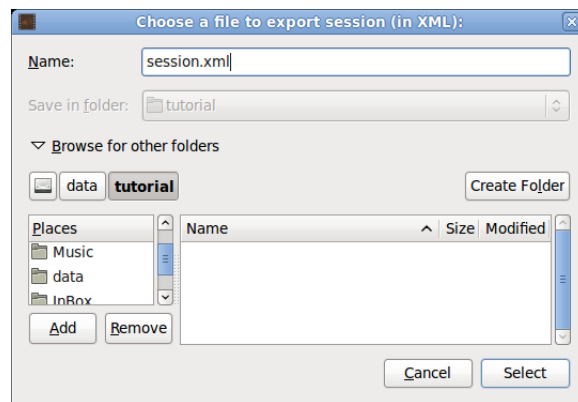
- The Kinetophone narrator main window should appear.
- Clicking on a thumbnail on the bottom of the window will change the currently displayed slide. You can also use the arrow buttons at the top of the window to change slides.
- You enter notes in the Notes field for each slide. Click the Done button above the upper right corner of the field to accept the notes. You can save the notes for later use by exporting the session. When you restart the narrator, use the

`-n` or `--import-notes-from-file` command line option to specify the session file with your notes.



Exporting the Session

- After entering all notes, choose File > Export > Session from the main menu.



- When the “Choose file to export...” dialog appears, enter a name such as “session.xml” in Name field. Press the Select button to save the session file.
- Choose File > Quit from the main menu to quit the program.

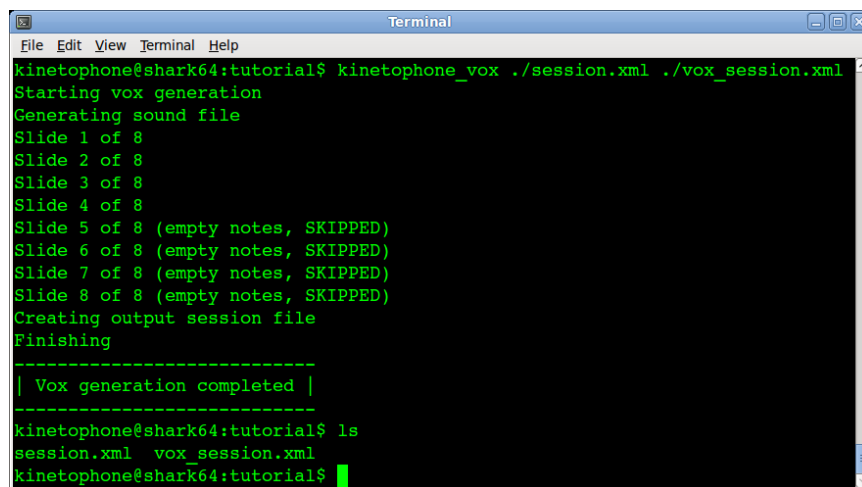
Generating Audio with Vox

- Enter the following command in a terminal window:

```
kinetophone_vox <input_session_file> <output_session_file>
```

replacing the input session file parameter with the file you created using narrator and replacing the output session file parameter with a new output file name.

Vox will then create the output session file which contains timings for each slide (which has notes) from the input session file. By default, vox will also generate a synthesized audio file in your temporary directory. The output session file will reference this temporary audio file.

A terminal window titled "Terminal" with a menu bar (File, Edit, View, Terminal, Help). The terminal shows the command `kinetophone_vox ./session.xml ./vox_session.xml` being executed. The output is as follows:

```
kinetophone@shark64:tutorial$ kinetophone_vox ./session.xml ./vox_session.xml
Starting vox generation
Generating sound file
Slide 1 of 8
Slide 2 of 8
Slide 3 of 8
Slide 4 of 8
Slide 5 of 8 (empty notes, SKIPPED)
Slide 6 of 8 (empty notes, SKIPPED)
Slide 7 of 8 (empty notes, SKIPPED)
Slide 8 of 8 (empty notes, SKIPPED)
Creating output session file
Finishing
-----
| Vox generation completed |
-----
kinetophone@shark64:tutorial$ ls
session.xml  vox_session.xml
kinetophone@shark64:tutorial$
```

Building the Movie

- Enter the following command in a terminal window:

```
kinetophone_builder <output_session_file>
```

replacing the output session file parameter with the path to the output session file you specified above. This will run Kinetophone builder and output a movie in the current directory called “movie.mov”.

```
Terminal
File Edit View Terminal Help
kinetophone@shark64:tutorial$ kinetophone_builder ./vox_session.xml
Starting build
Processing segment: 1 of 4
** (build 29.8% completed)
Processing segment: 2 of 4
**** (build 52.7% completed)
Processing segment: 3 of 4
***** (build 81.5% completed)
Processing segment: 4 of 4
***** (build 100.0% completed)
Finishing
-----
| Build completed |
-----
kinetophone@shark64:tutorial$ ls
movie.mov session.xml vox_session.xml
kinetophone@shark64:tutorial$ totem ./movie.mov
```

Viewing the Movie

- You can now use the resulting movie in projects with tools such as video editors and viewers. As a test, try opening the movie in your system's movie viewer.

