

# PiTiVi



EDWARD HERVEY  
**Collabora** MULTIMEDIA



# Overview

- Why PiTiVi ?
  - Reality checks
  - Goals
- What/Who makes PiTiVi
- Demo
- What's coming up next
- Questions



# PiTiVi and cheese-eating surrender monkey

- 1994
  - *“Ooooh, Linux... sweet”*
- 1999
  - *“I want to edit videos FOSS-style !”*
- 2003
  - *“End-of-studies project, go go go”*
- 2007
  - Collabora Multimedia



# Reality Check

- Artists/End-users are not geeks !
  - They don't care about technical issues like formats or operating systems
  - They care about the content



# Goal #1

- Don't impose limits in formats
  - GStreamer multimedia framework
- Don't impose limits on operating systems
  - Portable dependencies
  - Ported to windows in half a day (!?)



# Reality Check

- There is no such thing as “ONE WORKFLOW TO RULE THEM ALL”
  - Feature length, documentary, family/community event, news reel, slide show, advertising, CGI, ...
- Editing is only one step to produce content.



# Some workflow steps

- Script writing, storyboard
- ***Capture***, getting footage/content
- ***Editing***
- ***Color balance, Audio balance***
- DVD authoring
- CGI animations
- Picture/Effects editing
- Publishing and Distribution



# Goal #2

- Focus on editing
- Interact with other tools and libraries for other workflow steps
  - DVD authoring, media asset management, ...
- **Don't be a do-it-all standalone application. Be a framework !**





# Reality Check

- End users don't have the knowledge of professional video editors
  - Shooting
  - Cutting/Sequencing
  - Color balance, transitions
- A small portion of the population actually are pro editors.



# Goal #3

- Don't imitate pro NLEs again !
- Take the requirements, ideas and knowledge of professional video editors and offer that by default
  - Nice transitions
  - Analysis/helpers for color balance, audio volume, video stabilization,...



# Reality Check

- We work better when we're many people solving one problem
  - The same applies to editing
- Non-linear editing is still being used in a linear workflow



# Goal #4

- Realtime Collaborative Editing workflow
- All steps of the workflow can done at the same time



# How far are we ?

- Format abstraction
- Portability
- Simplicity (half way there)



# What makes PiTiVi

- Gstreamer for ALL the multimedia processing and I/O
  - GNonLin gst-plugin add NLE notions
- Python for flexible code
- (optional) UI in GTK+

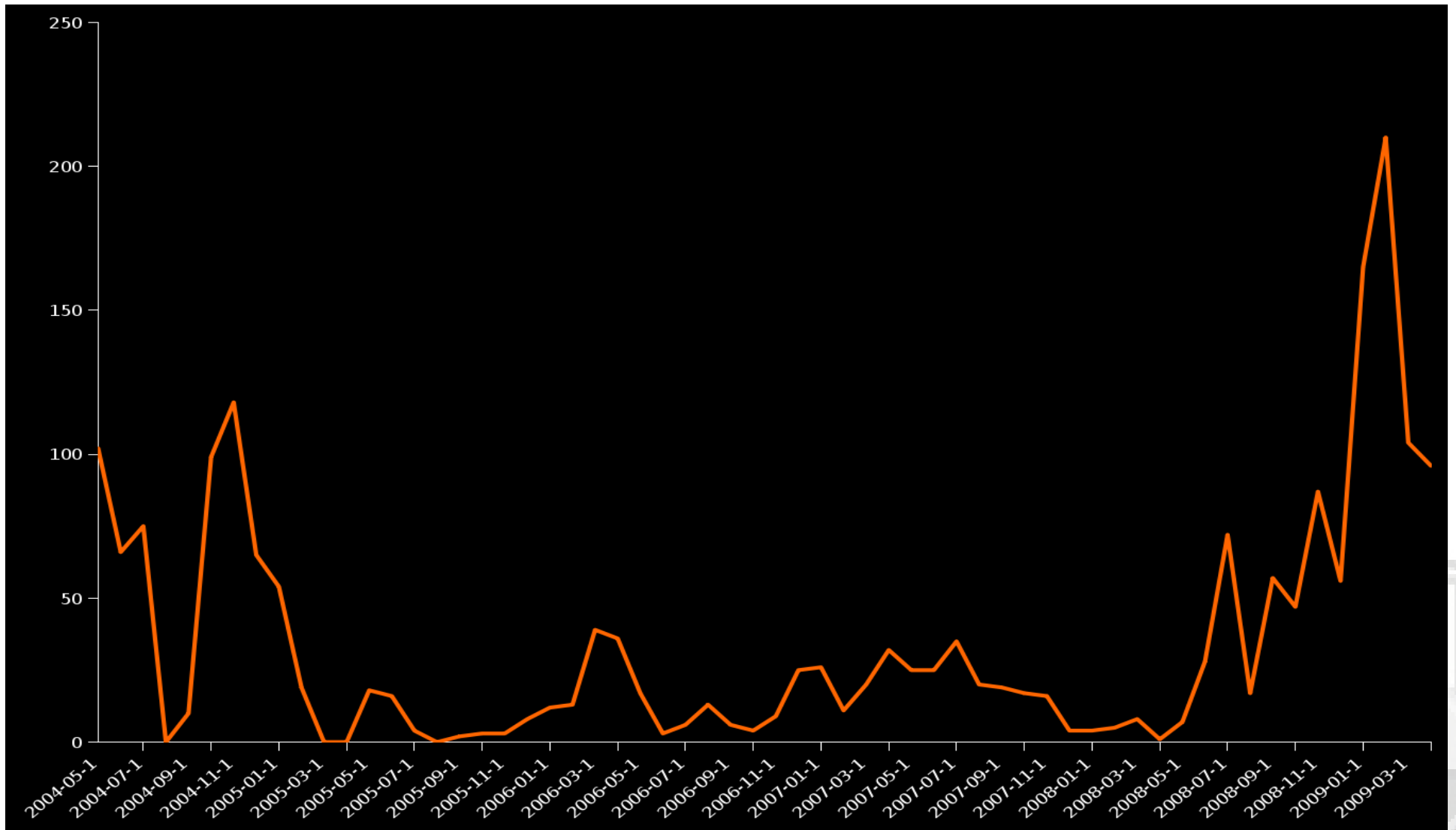


# Who makes PiTiVi

- 2003–2005 end-of-studies project
- Myself mostly alone until 2008
- Collabora Multimedia hires !
  - Alessandro Decina
  - Brandon Lewis
- Usability ~~nazi~~Freak : Jeff Fortin



# The past 5 years





# Demo

Lights...  
Camera...  
Action !



# What remains ?

- Obviously a lot...
- Workflow parts
  - **Media Asset Management**
  - DVD authoring
  - Collaborative editing
- Helper tools for smarter editing



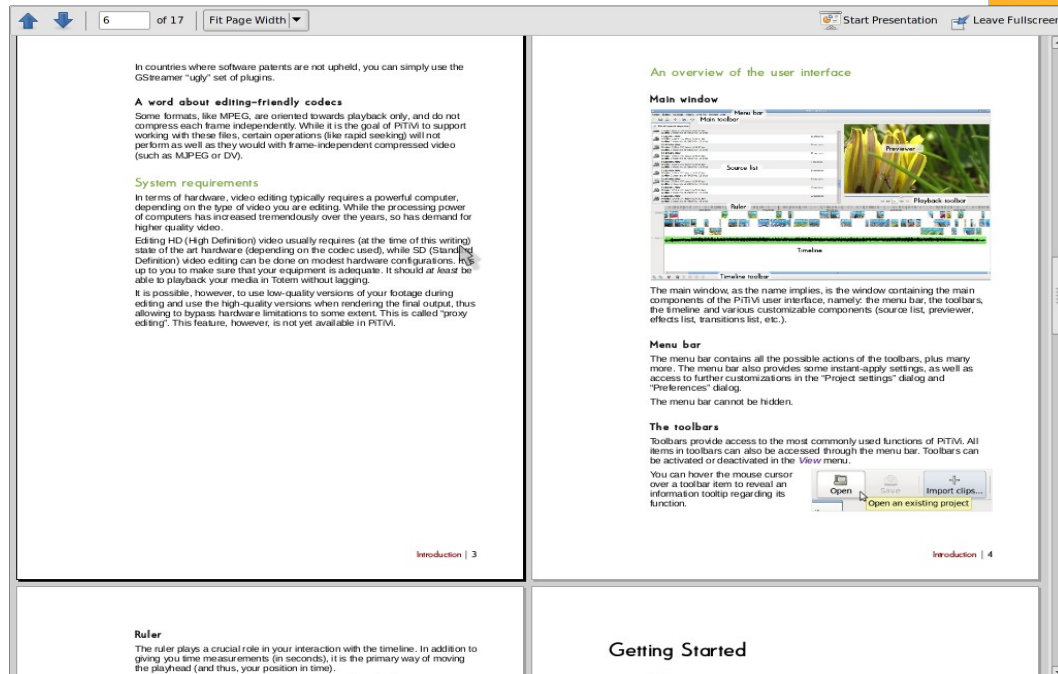
# What's coming up next

- 0.13.2 (July/August)
  - Undo/Redo
  - Audio mixing
  - The usual bugfixing :)
- 0.13.3 (September)
  - Video mixing, transitions
  - Capture interface (DV, HDV, webcam..)
- Release after GST releases



# What's coming up next

- Manual
- Website (About, screenshots, downloads)



## Free and Open Source.

PiTiVi will not ask you for licensing fees or lock you out of your data with DRM. It and will keep improving each new release.

PiTiVi is mostly written in Python (a flexible, easy to use high-level programming language), which helps lower barriers of entry to new contributors. [Join us](#) in making PiTiVi a world class video editing suite!

## Anything in, anything out.

Being as it is supported by the [GStreamer Multimedia Framework](#), PiTiVi will handle any format you throw at it.

## There is no eternal newbie.

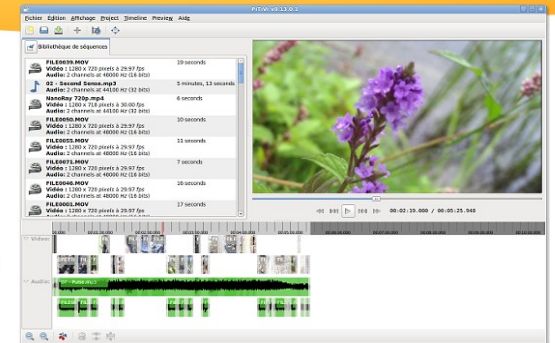
PiTiVi's carefully-crafted user interface can suit both the newcomer and the professional.

## Extensible (ponies not included).

PiTiVi's plug-in system allows extending PiTiVi without needing to plunge at its core.

## Stability counts.

PiTiVi has some highly trained designer monkeys that can recite the [GNOME Human Interface Guidelines](#) in their sleep, *backwards*, all for you.



# How to help

- Developers, developers, developers !
  - PiTiVi UI and usability
  - Integration with other tools
  - Media Asset Management !
- Users, feedback
  - Use PiTiVi, publish content, pitivi tag
- Tell us about your (crack) ideas



# Resources

- <http://www.pitivi.org/>
- #pitivi on irc.freenode.net



# Thankyou

# Any questions ?



Community announcement:

Jono has an **impeccable chicken** for sale, barely used.

Contact him on my behalf for a discount

