

Getting Started – AudiLogo application

Version 1.0 for Mac OS X and Windows

The AudiLogo application for Mac and Windows can be used to add an animated logo ending or logo opener to so-called source videos, to adapt them and to render them for further use as video or image sequences.

System requirements

Mac:

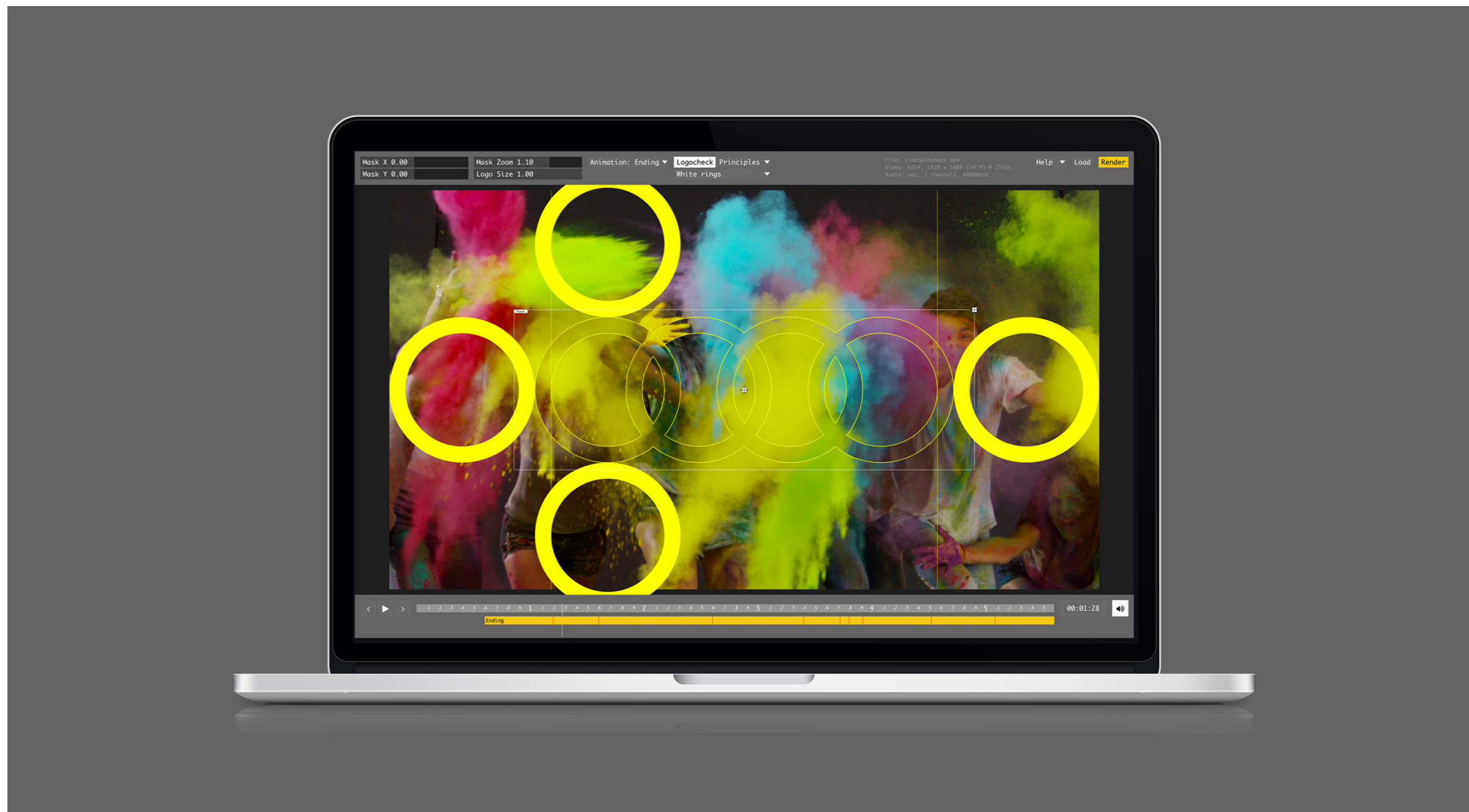
Mac OS X 10.9 or higher
optimised for Mac OS X 10.11

Windows:

Windows 7 (64 bit) or higher
optimised for
Windows 10 (64 bit)

Min. requirements hardware:

Dual-Core-Processor
(e. g. Intel i3), 4 GB RAM



Specifications for source video

The following specifications for source videos should be observed:

Source videos means clips which are initially taken from a sequence and then given a logo ending and / or logo opener with this tool and then imported back to the original sequence.

Source videos can have any resolution from 720p to 4K (progressive, square pixel).

Frame rates of 23.976 fps to 60 fps are supported.

All ratios – landscape and portrait (16:9 -> 1:1 -> 9:16) – are supported.

Source videos should be made as a clip in animation codec / uncompressed RGB (MOV container) with stereo linear PCM. Only then are full colour congruence of input / output (RGB encoding) and the full quality for further processing / integration with video editing software guaranteed.

Clips with YUV encoding (e.g. H.264) are converted to RGB and can thus differ marginally.

On source videos with a sound track, this is automatically faded out with the logo ending in accordance with principles.

In general, all formats can be played/rendered as documented here (with the said limitations):

<https://www.ffmpeg.org/general.html>

Checking the video after application

The material should be examined for the following criteria after use in the AudiLogo application:

Colour values (gamma and video level to be checked)

Timing (the material to be imported should not have an overhang to the rear so that the logo is calculated at the right spot)

Frame rate (import and export must both be checked)

Mask (the image section in the rings should not be selected beyond the edge)

Sound level (the calculated sound track acts as a reference and does not adjust the sound level automatically to the imported material. Here, make use of the 24-bit audio file provided)

Using the Audi logo rendering tool

Ending animations
are always positioned at a fixed place from the end

Opener animations
can be freely positioned within the first 2 seconds

The screenshot shows the Audi logo rendering tool interface. At the top, there are controls for 'Move mask XY', 'Zoom mask', 'Change logo size', 'Load video / drag & drop', 'Show / hide help', and 'Render video'. Below these are input fields for 'Mask X 0.00', 'Mask Y 0.00', 'Mask Zoom 1.10', and 'Logo Size 1.00'. There are also dropdown menus for 'Animation: Ending', 'Logocheck', 'Principles', 'Claim: Germany', and 'White rings'. The main area is a video player showing a colorful scene with people. Overlaid on the video are several yellow circles and lines representing the logo mask. Annotations include 'Select ending / opener', 'Select claim version', 'View Principles (PDF)', 'Show / hide logo check', 'Select colour version', 'Zoom mask', and 'Move mask XY'. At the bottom, there is a timeline with a play/pause/skip button, a scrubber, and a volume control. The timeline is labeled 'Logo clip with key frames' and 'Timeline (Scrub)'. The volume control is labeled 'Mute / Unmute Sound'. The video player shows a progress bar at 00:01:28.

Q&A

Mac

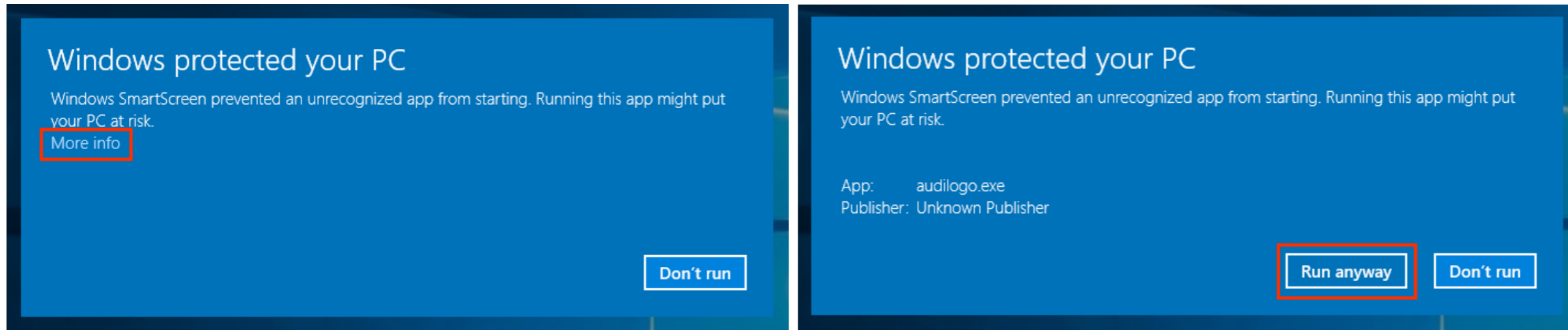
Q: No timeline is shown when the Mac application is opened and the video cannot be played.

A: Click on the button „Audio-Setup“ (bottom right) and choose the appropriate audio device and samplerate.

Windows

Q: Windows 10 claims that this is not from a safe source.

A: Click on the “More info” button on the left and then select “Run anyway”.



Q: The link in Windows cannot find the target.

A: Open the “audilogo.exe” application in the “AudiLogo” folder.

Q&A

Mac & Windows

Q: AudiLogo could not recognize your current audio setting.

A: Please adjust the audio settings in the application as follows:

- 1) Click on the button „Audio-Setup“ (bottom right) and and deselect the checkbox „Use system default“
- 2) Choose the appropriate sample rate (mostly 44100 or 48000).
- 3) Choose the appropriate buffer size (mostly 512 or 1024).
- 4) Choose the appropriate audio device
(For Mac mostly „Apple Inc.: Built-in Output“ / For Windows mostly „Loudspeakers (Vendor name)“).
If you use an external soundcard, choose this device from the list.
- 5) Click on the button „Apply“ below.

If the problem persists (e.g. if you don't see the timeline below the video), repeat steps 1) to 5) and try different values.

LEGAL

The AudiLogo Software was built from many components and it does not claim ownership of any of them.

The dependencies are:

- ▶ openFrameworks, <http://openframeworks.cc>, License: MIT
 - POCO, <https://pocoproject.org/>, License: Boost Software License
 - rtAudio, <https://github.com/thestk/rtaudio>, License: RtAudio License (MIT)
 - OpenGL, <https://www.sgi.com/tech/opengl/>, License: BSD
 - Glew, <http://glew.sourceforge.net/>, MIT
 - FreeImage, <http://freeimage.sourceforge.net/>, License: FIPL
 - GLFW, <http://www.glfw.org/>, License: zlib/libpng
- ▶ FFmpeg, <https://www.ffmpeg.org>, License: LGPL 2.1
- ▶ Font Awesome, <http://fontawesome.io/>, License: OFL 1.1
- ▶ Lato Regular, <http://www.latofonts.com/lato-free-fonts/>, License: SIL OFL 1.1
- ▶ Monaco Typeface, <http://www.apple.com/>
- ▶ ofxSvgLoader, <https://github.com/NickHardeman/ofxSvgLoader>, License: MIT
- ▶ ofxFontStash2, <https://github.com/armadillu/ofxFontStash2>, License: zlib/MIT
- ▶ ofxFontAwesome, <https://github.com/kritzikratzi/ofxFontAwesome>, License: WTFPL
- ▶ ofxMightyUI, <https://github.com/kritzikratzi/ofxMightyUI>, License: WTFPL

The license texts are included within the applications:

- ▶ Windows: Inside the data folder
- ▶ Mac OSX: Right click on the application, select „Show Package Contents“ and navigate to Content/Resources/