

## Referências

- [AlYo02] Aly, S.; Youssef, A. "Synchronization-Sensitive Frame Estimation: Video Quality Enhancement". *Multimedia Tools and Applications*, 17, 233-255, 2002.
- [Avid06] Avid Xpress DV. <http://www.avid.com/products/xpressdv/>. Acesso em 2006.
- [Barger01] Barger, D., Gupta, A., Grudin, J., Sanocki, E., Li, F. "Asynchronous Collaboration Around Multimedia and its Application to On-Demand Training". 34th Hawaii International Conference on System Sciences (HICSS-34), January 3-6, 2001, Maui, Hawaii, Copyright 2001 pelo Institute of Electrical and Electronics Engineers, Inc. (IEEE), 10 pages.
- [BGGS99] Barger, D., Gupta, A., Grudin, J., e Sanocki, E. "Annotations for Streaming Video on the Web: System Design and Usage Studies". Microsoft Research, Redmond. <http://www.research.microsoft.com/research/coet/MRAS/WWW8/paper.htm>. 1999
- [BrDK97] Brightwell, P.; Dancer, S.; Knee, M. "Flexible Switching and Editing of MPEG-2 Video Bitstreams". International Broadcast Convention, Amsterdam, Setembro de 1997. Disponível em [http://www.bbc.co.uk/rd/pubs/papers/paper\\_13/paper\\_13.html](http://www.bbc.co.uk/rd/pubs/papers/paper_13/paper_13.html).
- [ChZZ04] Cheng, G.; Zhou, Y.; Zhao, Y. "Frame Accuracy seamless Splicing of MPEG-2 Video Streams in Compressed Domain". *IEEE Transactions on Consumer Electronics*, Vol. 50, No 1, Fevereiro, 2004.
- [Coala06] Swiss Federal Institute of Technology (EPFL). COALA (Content-Oriented Audiovisual Library Access) – LogCreator. <http://coala.epfl.ch/demos/demosFrameset.html>. Acesso em 2006.
- [CLMS02] Casares, J., Long, A. C., Myers, B. A., Stevens, S. M., Corbett, A.: Simplifying Video Editing with Silver., Proc. of ACM CHI'2002 (Interactive Poster Abstract) pp. 672-673, 2002.
- [CSIRO06] CSIRO. The Continuous Media Web (CMWeb). <http://www.cmis.csiro.au/cmweb/>. Acesso em 2006.
- [CVS06] Concurrent Versions System. Ximbiot <http://ximbiot.com/cvs/>. Acesso em 2006.
- [Ebert06] Ebert, C. Open Source – Version Control. IEEE Software. IEEE Computer Society, 2006.
- [EgAA00] Egawa, R.; Alatan, A.; Akansu, A. "Compressed Domain MPEG-2 Video Editing with VBV Requirement". IEEE ICIP '2000, Vancouver, Canadá, Setembro de 2000. Disponível em <http://www.eee.metu.edu.tr/~alatan/PAPER/icip.00.pdf>.

- [FCut06] Final Cut Pro 5. <http://www.apple.com/br/finalcutstudio/finalcutpro/>. Acesso em 2006.
- [FScene07] Forbidden Technologies. FORScene - Web-based video logging, editing, reviewing and publishing tool <http://www.forbidden.co.uk/products/scene/>. Acesso em 2007.
- [GHJV95] Gamma, E., Helm, R., Johnson, R., and Vlissides, J..Design Patterns: Elements of Reusable Object-Oriented software. Addison-Wesley, 1995.
- [HeMi02] He, Z.; Mitra, S. “A linear source model and a unified rate control algorithm for DCT video coding”. IEEE Transactions Circuits and System Video Technology, vol . 12, número 11, páginas 970-982, 2002.
- [Hitch06] <http://www.xecoo.co.jp/muve2000/muveNL.htm>. Acesso em 2006
- [Holzner05] HOLZNER, S. Ant: The Definitive Guide. O’Reilly Media, Inc., 2nd edição, 2005.
- [HYLK03] Hong, S. H.; Yoo, S.; Lee, S.; Kang, H.; Hong, S.Y. “Rate Control of MPEG Video for Consistent Picture Quality“. IEEE Transactions on Broadcasting, Vol. 49, No 1, Março, 2003.
- [Hsql06] HSQL Development Group, Hsql Database Engine, <http://www.hsldb.org>. Acesso em 2006
- [IcMa05] Ichimura, S., Matsushita, Y. “Web-based Video Editing System for Sharing Clips Collected from Multi-users”. Proceedings of the Seventh IEEE International Symposium on Multimedia (ISM’05). 2005
- [IMAT06] IBM MPEG-7 Annotation Tool. <http://www.alphaworks.ibm.com/tech/videoannex>. Acesso em 2006.
- [ISO00a] ISO/IEC 13818-1. Information technology -- Generic coding of moving pictures and associated audio information: Systems, 2000.
- [ISO00b] ISO/IEC 13818-2. Information technology -- Generic coding of moving pictures and associated audio information: Video, 2000.
- [ITUT00a] H.222.0: “Generic coding of moving pictures and associated audio information: systems”. Recomendação ITU-T, Fevereiro de 2000.
- [ITUT00b] H.262: “Generic coding of moving pictures and associated audio information: Video”. Recomendação ITU-T, Fevereiro de 2000.
- [JUnit07] Ferramenta de Testes Automatizados, JUnit. <http://www.junit.org>. Acesso em 2007.
- [JacORB06] JacORB - The free Java implementation of the OMG's CORBA standard. <http://www.jacorb.org>. Acesso em 2006.
- [Lesg00] Lew, M. S.; Sebe, N.; Gardner, P. C. Video Indexing and Understanding. In: Principles of Visual Information Retrieval, Springer-Verlag, London, 2000.
- [MeCh96] Meng, J.; Chang, S. “Buffer Control Techniques for Compressed-Domain Video Editing”. IEEE International Symposium on Circuits and Systems (ISCAS'96), Atlanta, GA, Maio, 1996.

- [MeCh97] Meng, J.; Chang, S. “CVEPS – A Compressed Video Editing and Parsing System”. Proceedings of The Fourth ACM International Conference on Multimedia, Boston, EUA, 1997.
- [Minor93] Minor, S.; Magnusson, B. “A Model For Semi-(a) Synchronous Collaborative Editing”. Proceedings of the Third European Conference on Computer Supported Cooperative Work, Kluwer Academic Publishers, 1993.”
- [MVSS04] Mike Pietraszak, Beny Rubinstein. “Microsoft Visual SourceSafe Roadmap”. Maio de 2004.
- [Mware06] Mediaware International Pty Ltd. Austrália. <http://www.mediaware.com.au>. Acesso em 2006.
- [RCC06] IBM Rational ClearCase. 2006 [http:// www-306.ibm.com/software/](http://www-306.ibm.com/software/). Acesso em 2006.
- [RCS91] RCS. “RCS: A System for Version Control”. Universidade de Purdue, 1991.
- [Rico06] Ricoh MovieTool. <http://www.ricoh.co.jp/src/multimedia/MovieTool/>. Acesso em 2006.
- [Santos06] Santos, M N.. Cerqueira, R. "GridFS: Um Servidor de Arquivos para Computação em Grade". Dissertação de Mestrado da PUC-Rio, Março de 2006.
- [SchK04] Schroeter, R., Hunter, J., Kosovic, D. “FilmEd – Collaborative Video Indexing, Annotation and Discussion Tools Over Broadband Networks” DSTC, The University of Queensland. 2004
- [SiKS99] Siberschatz, A., Korth, H. F., e Sudarsham, S. Livro de Sistema de Banco de Dados. Capítulo 14 – Controle de Concorrência, páginas 487-490, 1999.
- [Strachan96] Strachan, D. Video Compression. In: SMPTE Tutorial 105:68. February 1996.
- [SubV06] “Version Control With SubVersion”. Livro de Ben Collins-Sussman, Brian W. Fitzpatrick, C. Michael Pilato. <http://svnbook.red-bean.com/en/1.0/index.html> Acesso em 2006.
- [SoCh03] Song, B.; Chun, K. “A Virtual Frame Rate Control Algorithm for Efficient MPEG-2 Video Encoding”. IEEE Transaction on Consumer Electronics, Vol. 49, No 2, Maio, 2003.
- [TaRa97] Talreja, K.; Rangan, P. “Editing Techniques for MPEG Multiplexed Streams”. IEEE Multimedia Computing and Systems, Canada, 1997.
- [Tekalp00] Tekalp, A. M. “Video Segmentation”. In: Bovik, A. (ed.), Handbook of Image and Video Processing, Academic Press, San Diego, p. 383-399, 2000.
- [Tobin99] Tobin, B.; Examination of MPEG Macroblock Types to Find Shot Cuts. Technical Report, Dublin City University. Dublin, April, 1999.
- [Vasconcelos05] Vasconcelos, C. N. Segmentação de vídeo no domínio comprimido baseado na história da compactação, Dissertação de Mestrado da PUC-Rio, Março de 2005.

- [VFSC06] Vasconcelos, C. N.; Feijó, B.; Szwarcman, D. M.; Costa, M. “Shot Segmentation based on the encoder signature”, In: MMM 2006, Beijing, Proc. 12<sup>th</sup> Int. Multimedia Modeling Conf., IEEE Press, p. 177-184, 2006.
- [Videto06] Zentrum fuer Graphische Datenverarbeitung e.V. (ZGDV).VIDETO - Video Description Tool.  
[http://www.rostock.zgdv.de/ZGDV/Abteilungen/zr2/Produkte/videto/index\\_htmlen](http://www.rostock.zgdv.de/ZGDV/Abteilungen/zr2/Produkte/videto/index_htmlen). Acesso em 2006.
- [WCVS01] Don Harper. “WinCVS 1.3 User’s Guida”. November 1, 2001.
- [WiLe97] Will, U. K; Legged, J. J. “Hyperform: A Hypermedia System Development Environment”. CAN Transactions on Information Systems, Janeiro de 1997.
- [Zhang93] Zhang, H. J.; Kakanhalli, A.; Smoliar, W. Automatic Partition of Full-Motion Video, *Multimedia Systems 1*. Vol. 1,no.1, pp. 10-28. 1993.
- [Zhang94] Zhang, H. J.; Kakanhalli, A.; Smoliar, W. Content –based Video Indexing and Retrieval, 1994.
- [Zhang99] Zhang, H. J. Content-based Video Browsing and Retrieval. *Handbook of Multimedia Computing*. Boca Raton: CRC Press, 1999.
- [Zhang03] Zhang, H. Content-based video analysis, retrieval and browsing. *Multimedia Information Retrieval and Management - Technological Fundamentals and Applications*. Springer (Ed.), 2003. Series: Signals and Communication Technology. 2003. Chapter 2, XVII, p. 476

## Anexo A

### IDL CORBA

```
#ifndef VIDEOSVS_IDL
#define VIDEOSVS_IDL

module src {

    module generate {

        interface VideoDescriptor;
        interface VersionControl;
        interface VideoParentChild;
        interface VideoNode;
        interface VideoTree;
        interface ComponentManager;
        interface User;
        interface VideoTreeFactory;
        interface VideoNodeFactory;
        interface UserFactory;
        interface VideoNodeHierarchy;

        exception FileTransferException {};

        exception PermissionDeniedException {
            string reason;
        };

        exception VideoNodeAlreadyExistException {
            string msg;
        };
        exception VideoNodeDoesNotExistException {
            string msg;
        };

        exception VideoTreeAlreadyExistException {
            string msg;
        };
        exception VideoTreeDoesNotExistException {
            string msg;
        };

        exception UserAlreadyExistException {
            string msg;
        };
        exception UserDoesNotExistException {
            string msg;
        };
    };
};
```

```

typedef sequence<octet> OctetSeq;
typedef sequence<VideoNode> VideoNodeSeq;
typedef sequence<VideoParentChild> VideoParentChildSeq;
typedef sequence<VideoTree> VideoTreeSeq;
typedef sequence<VideoNodeHierarchy> VideoNodeHierarchySeq;

interface User {
    long getId();
    void setId(in long id);
    string getName();
    void setName(in string value);
    string getOccupation();
    void setOccupation(in string value);
    string getDesc();
    void setDesc(in string value);
    string getPassword();
    void setPassword(in string value);
};

interface ComponentManager {

    void addAscendentsLock(in VideoTree tree, in VideoNode
node, in User user)
        raises (PermissionDeniedException);

    void addExclusiveLock(in VideoNode node, in User
user)
        raises (PermissionDeniedException);

    boolean areOtherUsersEditing(in VideoTree tree, in User
user);

    void commit(in VideoTree tree, in User user)
        raises (PermissionDeniedException);

    boolean existVideoNode(in VideoNode node)
        raises (VideoNodeDoesNotExistException);

    VideoNode getVideoNodeFromID(in long id)
        raises (VideoNodeDoesNotExistException);

    VideoNodeSeq getVideoNodeFromName(in string name)
        raises (VideoNodeDoesNotExistException);

    VideoTree getVideoTreeFromID(in long id)
        raises (VideoTreeDoesNotExistException);

    VideoTree getVideoTreeFromName(in string name)
        raises (VideoTreeDoesNotExistException);

    boolean hasPermission(in VideoTree tree, in
VideoNode node, in User user)
        raises (PermissionDeniedException);

    VideoNodeSeq getPreviousVersion(in VideoNode node);

    VideoNodeSeq getNextVersion(in VideoNode node);

```

```

        VideoTreeSeq getVideoTreeFromNameVersionUser(in string
name, in string version, in User user)
            raises (VideoTreeDoesNotExistException);

        boolean    hasAscendentExclusiveLock(in VideoTree tree, in
VideoNode node, in User user);

        boolean    lock(in VideoTree tree, in VideoNode node, in
User user)
            raises(PermissionDeniedException);

        boolean    unlock(in VideoTree tree, in VideoNode node, in
User user)
            raises (PermissionDeniedException);
    };

interface VideoDescriptor {
    string getName();
    void      setName (in string name);

    void      setNumFrames(in long numframes);
    long      getNumFrames();

    string    getDesc();
    void      setDesc (in string value);

    string    getFilename();
    void      setFilename(in string name, in long idVersion);

    string    getPath();
    void      setPath (in string value);

    string    getExtension();
    void      setExtension (in string value);
};

interface VersionControl {
    long getId();
    void setId(in long id);

    string getName();
    void setName(in string name);

    string getType();
    void setType(in string type);

    string getDesc();
    void setDesc(in string desc);

    VersionControl getCopy();
};

interface VideoNode {
    long getId();
    void setId(in long id);
    void updateId();
};

```

```

VideoDescriptor getVideoDescriptor();
void setVideoDescriptor(in VideoDescriptor vd);

void      setChildren(in VideoNodeSeq nodes);
VideoNodeSeq getChildren();
long      getNumChildren();

void insertChildWithPos(in VideoNode node, in long pos);
void insertChild(in VideoNode node);

boolean removeChildFromPos(in long pos);
boolean removeChild(in VideoNode node);

void removeChildren();
void remove();

boolean isLoaded();
void setLoaded(in boolean flag);
VideoNode getCopy();

boolean isEdited();
void setEdited(in boolean edited);
};

interface VideoNodeHierarchy {
VideoNode getNextNode();
void setNextNode(in VideoNode node);

VideoNode getPreviousNode();
void setPreviousNode(in VideoNode node);

User getUser();
void setUser(in User user);
};

interface VideoParentChild {
VideoNode getChild();
void setChild(in VideoNode node);

long getChildPos();
void setChildPos(in long pos);

VideoNode getParent();
void setParent(in VideoNode node);
};

interface VideoTree {

long getId();
void setId(in long id);
void updateId();

string getName();
void setName(in string name);

string getFilename();
//void setFilename(in string filename);

```



```

//void createDstFilename(in string value);

string getPath();
void setPath(in string path);

VideoTree getParent();
void setParent(in VideoTree tree);

VersionControl getVersion();
void setVersion(in VersionControl version);
long getVersionID();

VideoNode getRootNode();
void setRootNode(in VideoNode root);

void removeTree();

void remove(in VideoNode node);

void insertNode(in VideoNode parent, in VideoNode child, in
long childPos);
boolean removeVideoNode (in VideoNode node);
void updateNode(in VideoNode nodeOld, in VideoNode
nodeNew);

VideoParentChildSeq getParentChild();
void loadParentChild(in VideoNode node);
void removeParentChild(in VideoNode node);

VideoNode getVideoNodeFromID(in long id);
VideoNode getVideoNodeFromName(in string name);
boolean hasNode(in VideoNode node);
VideoNodeSeq getAllNodes();
VideoNodeSeq getLeafNodes();
VideoTree getCopy();
boolean isEmpty();
boolean isVideoTreeConsistent();
string traverseTree();
VideoNodeSeq getAscendents(in VideoNode node);

void insertHierarchy(in VideoNode node, in VideoNode
nodeDesc, in User user);
VideoNodeHierarchySeq getVideoNodeHierarchy(in User user);
void removeHierarchies(in User user);
};

interface VideoTreeFactory {
VideoTree create(in long id, in string name, in string
filename,
in string path, in string versionName, in string
versionType,
in VideoNode root, in VideoTree parent, in User user)
raises (VideoTreeAlreadyExistException,
PermissionDeniedException);
VideoTree getVideoTreeFromID(in long id)
raises (VideoTreeDoesNotExistException);
VideoTree getVideoTreeFromName(in string name)
raises (VideoTreeDoesNotExistException);

ComponentManager getComponentManager();

```

```

        void sendFileToServer(in string filenameSrc, in string
filenameDst)
            raises (VideoTreeAlreadyExistException,
FileTransferException);
        void getFileFromServer(in string filename)
            raises (VideoTreeAlreadyExistException,
FileTransferException);
    };

    interface VideoNodeFactory {
        VideoNode create(in long id, in string name, in string
path, in long numFrames, in string desc, in User user)
            raises (VideoNodeAlreadyExistException);
        VideoNode getVideoNodeFromID(in long id)
            raises (VideoNodeDoesNotExistException);
        VideoNodeSeq getVideoNodeFromName(in string name)
            raises (VideoNodeDoesNotExistException);

        ComponentManager getComponentManager();

        void sendFileToServer(in string filename)
            raises (VideoNodeAlreadyExistException,
FileTransferException);
        void getFileFromServer(in string filename)
            raises (VideoNodeAlreadyExistException,
FileTransferException);
    };

    interface UserFactory {
        User createUser(in long id, in string name,
            in string pwd, in string occupation, in string desc)
            raises (UserAlreadyExistException);
        User getUserFromID(in long id)
            raises (UserDoesNotExistException);
        User getUserFromName(in string name)
            raises (UserDoesNotExistException);
    };

}; //generate

}; //src

#endif

```