

## Video Streamer

This videotape has four segments showing how the Streamer works and how it can be used. Please excuse the sound. It did not survive dubbing too well.

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| Segment 1<br>7:00 min:sec | Video Streamer with cable television as its video source. This segment shows especially well how the Streamer reveals editing rhythm and camera motions within highly processed broadcast footage.                                                                                  |
| Segment 2<br>2:30         | Shows how the Streamer can be used as a video capture utility to harvest footage to be used in other applications, such as editing and effects packages. A HyperCard video scrapbook receives video chunks from the Streamer in this example.                                       |
| Segment 3<br>5:00         | The Streamer reveals patterns of motion and provides a unique perspective of time. This segment shows how the Streamer can be used with a live video camera to paint flowing images over time.                                                                                      |
| Segment 4<br>2:40         | This is a series of clips from a couple Sony sponsored art exhibitions I presented the Streamer at in Japan in 1992. For these shows, I modified the Streamer to work as a self-contained interactive exhibit that visitors could do something interesting with quickly and easily. |