

We represent a toolbox for visualisation of key frames with similar content. This visualisation is feature-based, uses low-level features and classifiers (e.g. indoor/outdoor) respectively to calculate distances in the feature space.

This toolbox needs a pre-processing step for shot boundary and key frame extraction. Finally, the 3D visualisation is based on the web extension VRML (Virtual Reality Modeling Language) which can be displayed in almost every browser.

The user can find similar frames, shots and videos based on a reference frame.

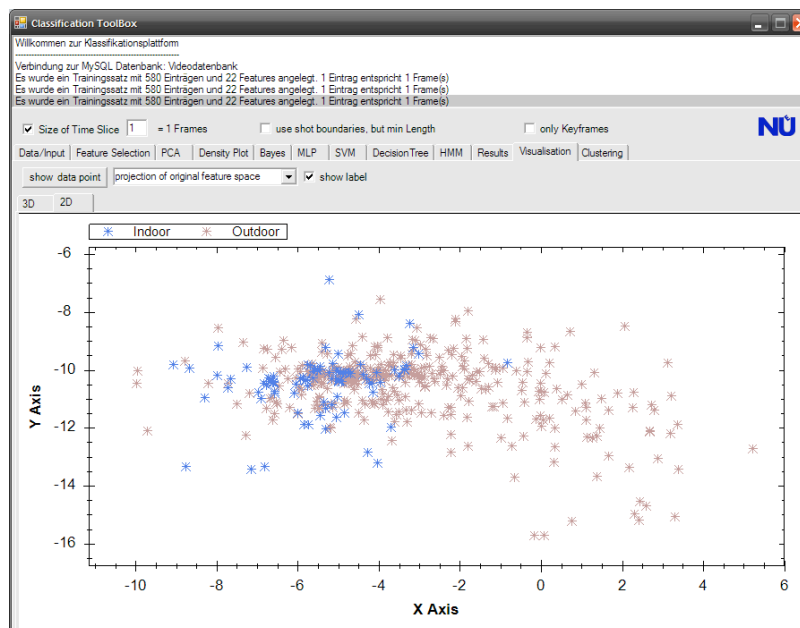


Figure 1: 2D visualisation

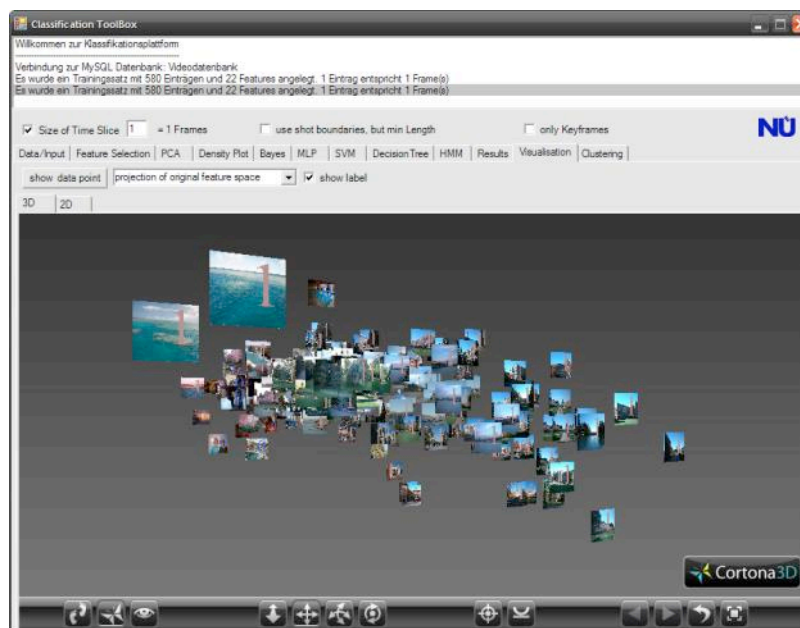


Figure 2: 3D visualisation