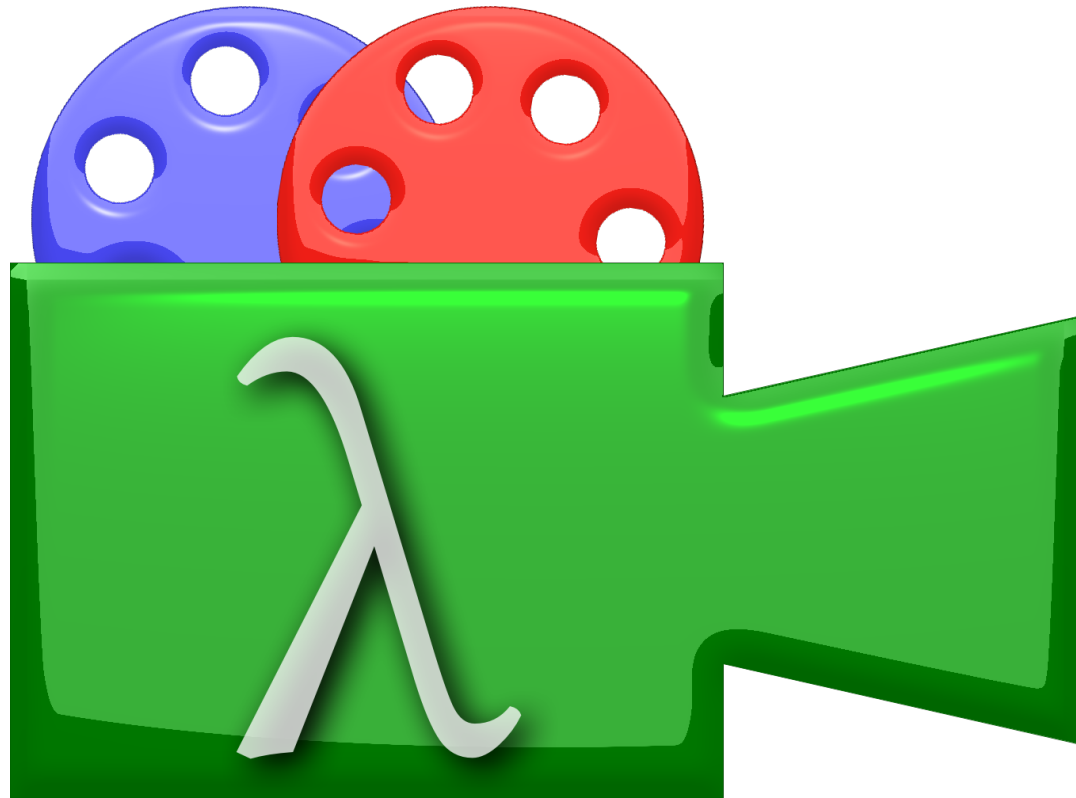
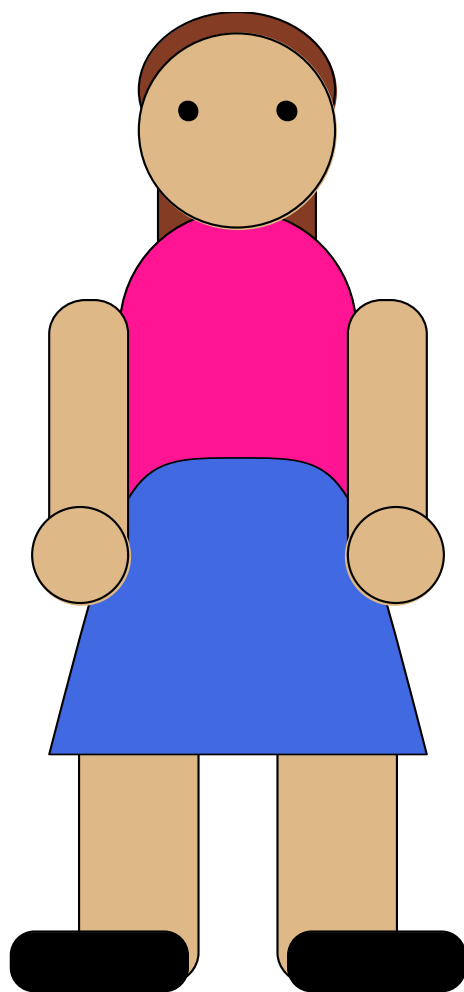
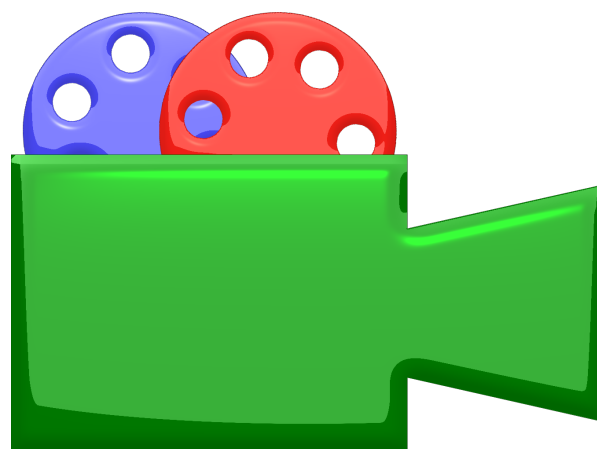
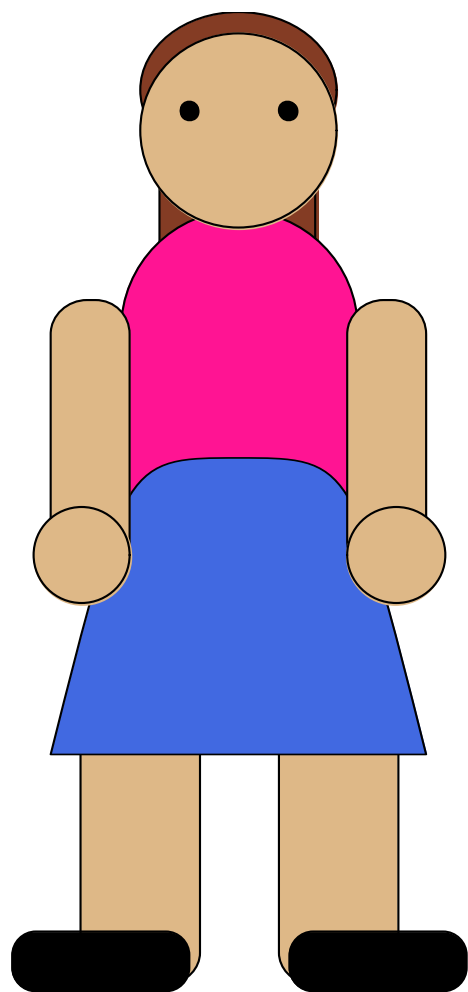


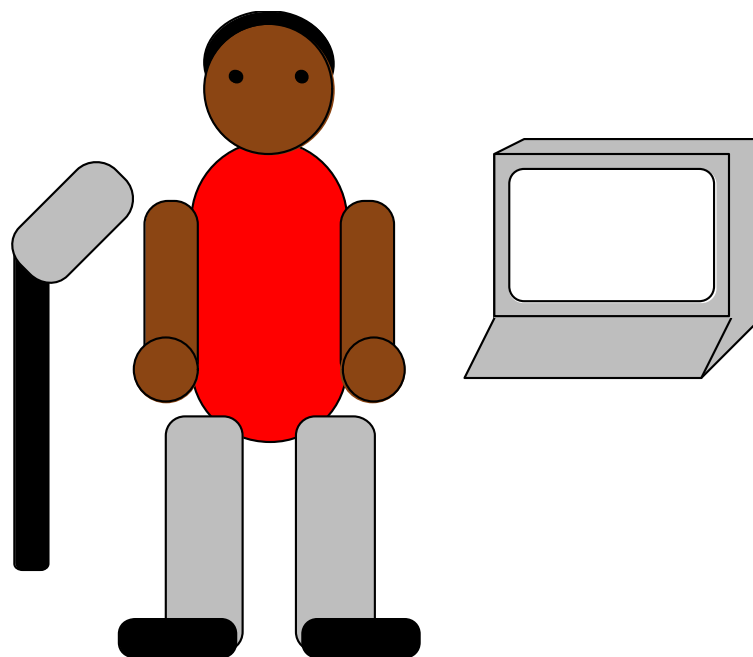
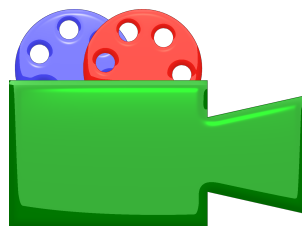
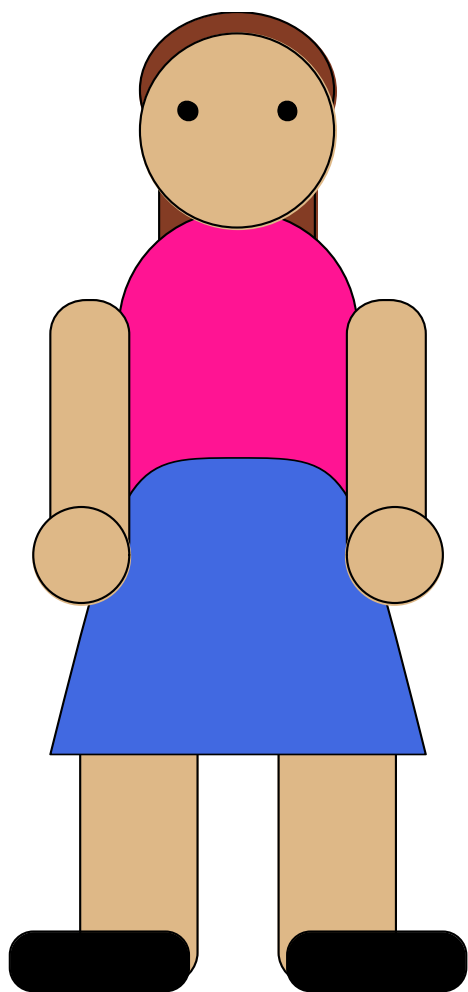
# Movies as Programs

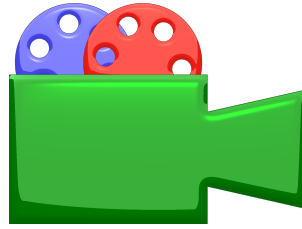
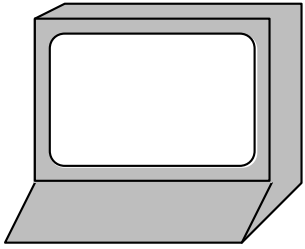


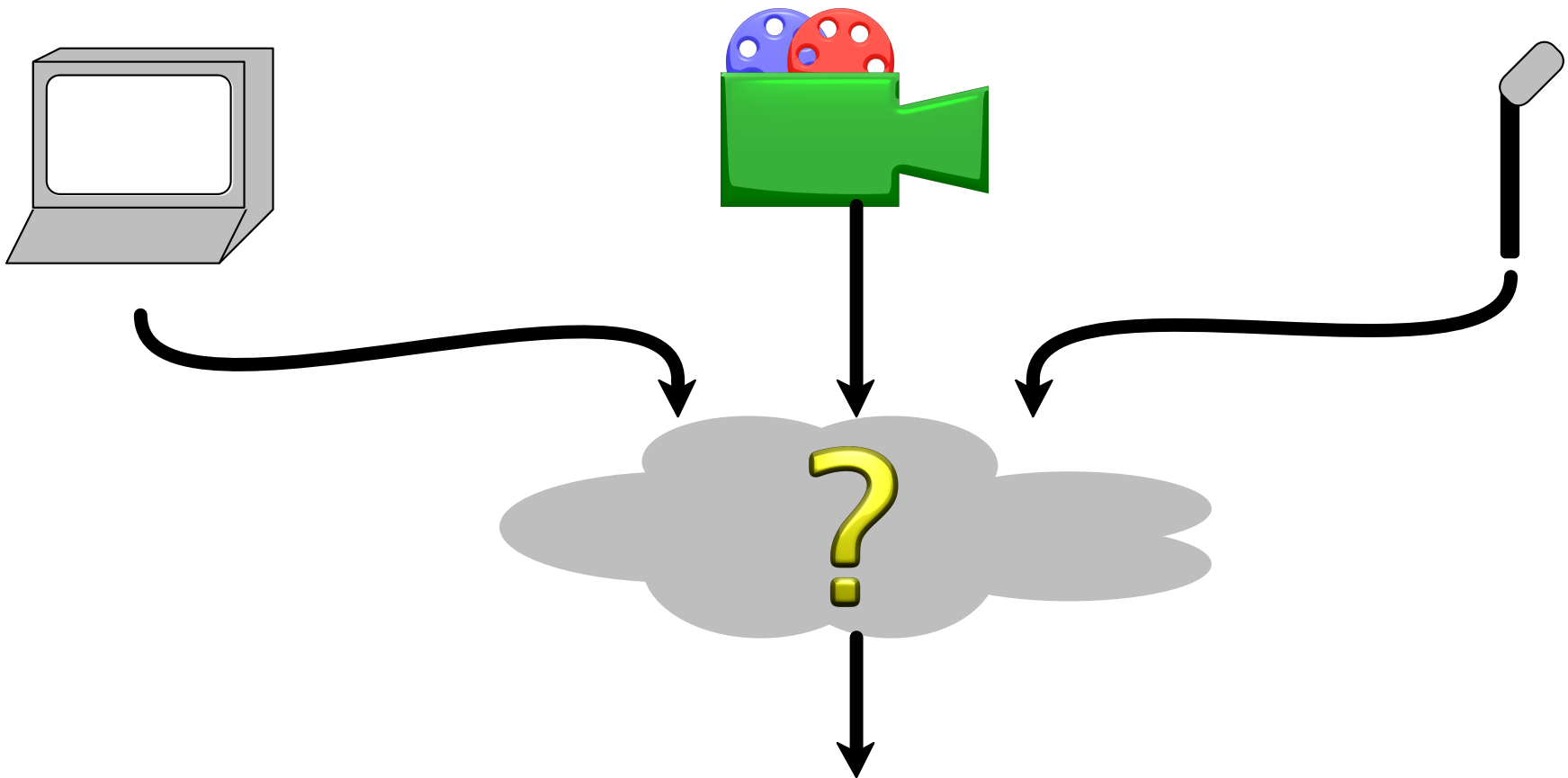
Leif Andersen



















One down

One down


19 more to go...

We Need Automation



# The Landscape

Tool	Example	Experience
Plugin-Ins	Blender Script, AE Script	
UI Automation (Macros)	Apple Script	
Shell Scripts	FFmpeg, AVISynth	




# The Landscape

Tool	Example	Experience
Plugin-Ins	Blender Script, AE Script	
UI Automation (Macros)	Apple Script	
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# The Landscape

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# The Landscape

Tool	Example	Experience
Plugin-Ins	Blender Script, AE Script	
UI Automation (Macros)	Apple Script	
Shell Scripts	FFmpeg, AVISynth	



We have a problem...

We have a problem...

We want to solve it in the  
problem domain's own language...

We have a problem...

We want to solve it in the  
problem domain's own language...

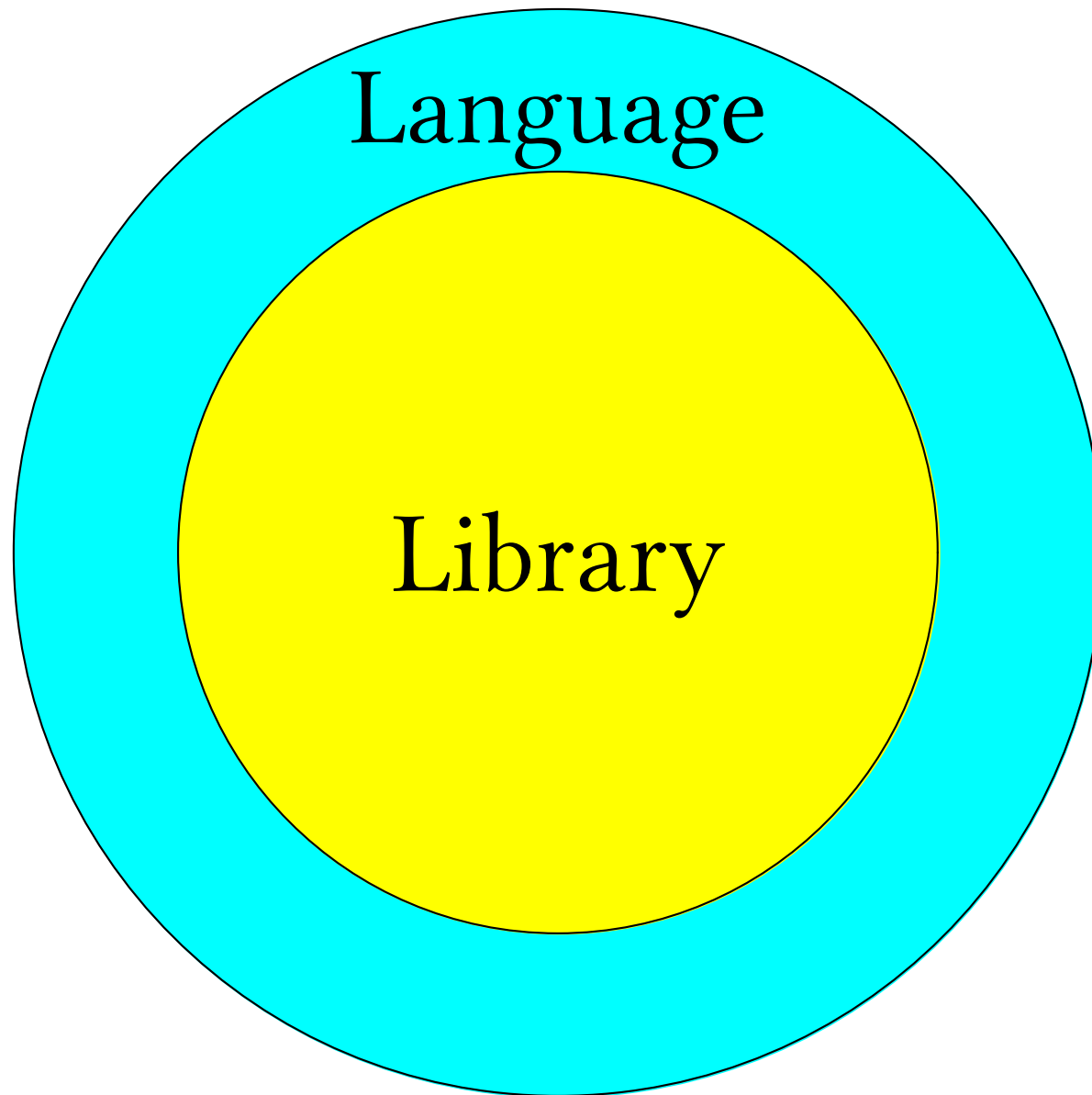
**Make a DSL!**

# Make a DSL!



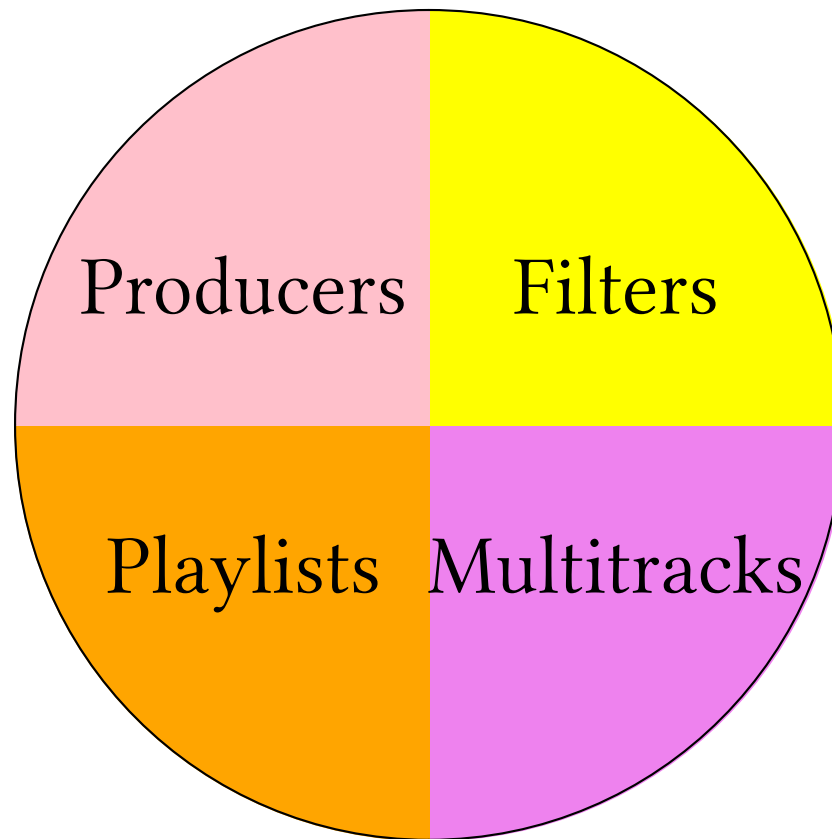


Library

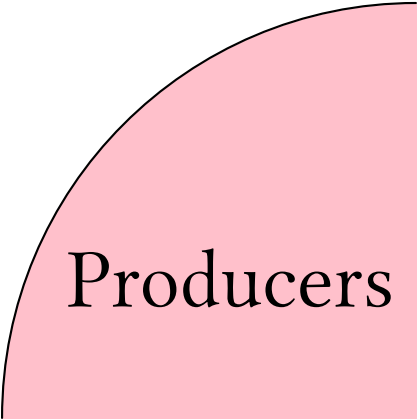




Library







Producers

# Producers

# Producers

**render : Producer** →



# Producers

**render : Producer →**



**clip : String → Producer**

# Producers

`render : Producer →`

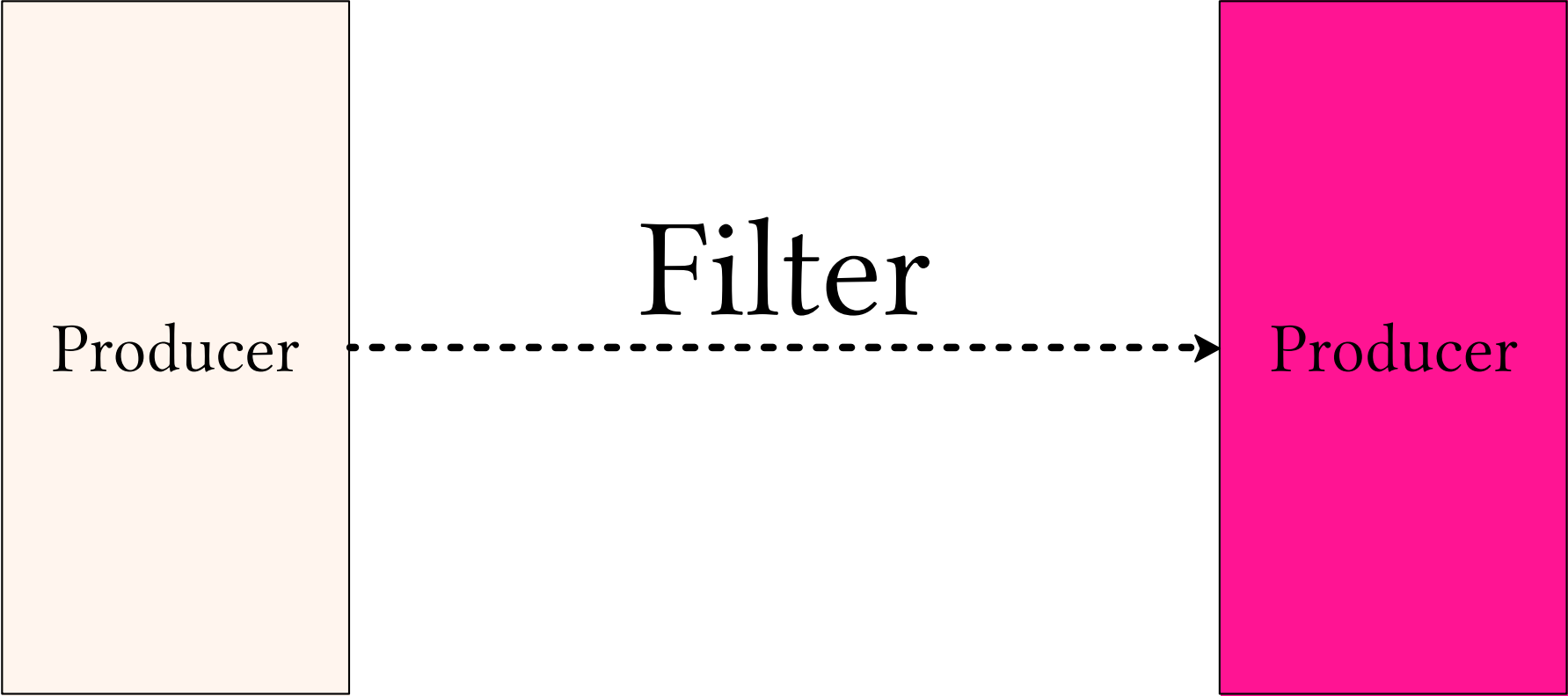


`clip : String → Producer`

`(render (clip "demo.mp4")) ⇒`



Filters



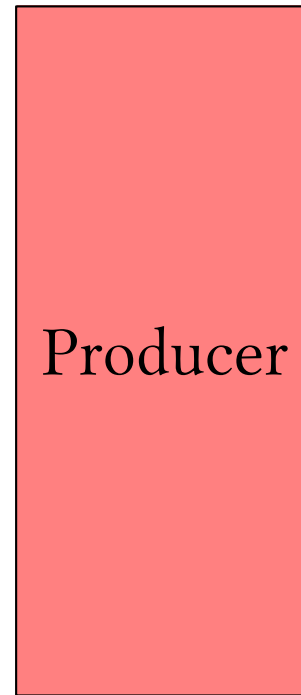
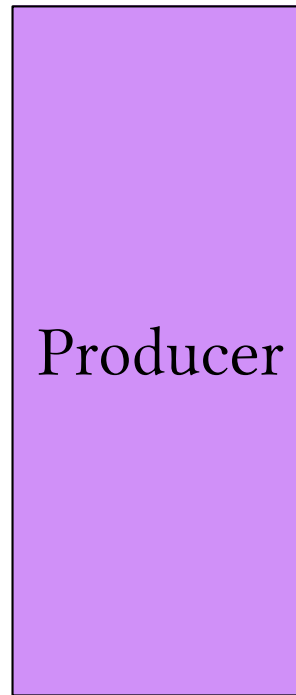
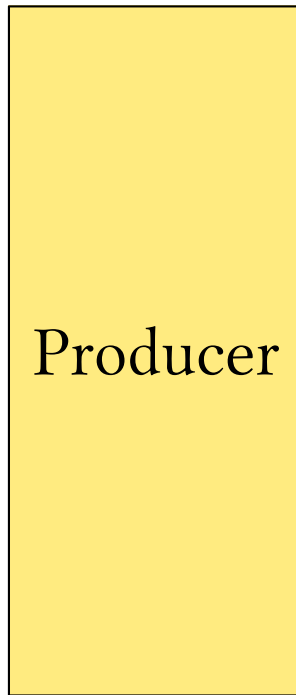
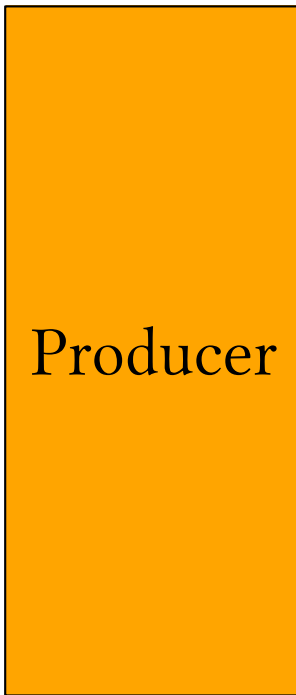
```
(attach-filter bunny-clip (sepia-filter))
```



```
(attach-filter bunny-clip (sepia-filter))
```

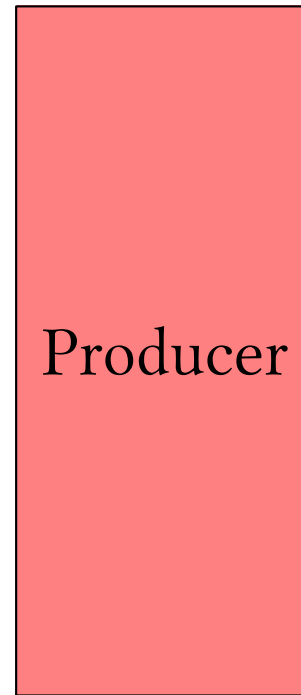
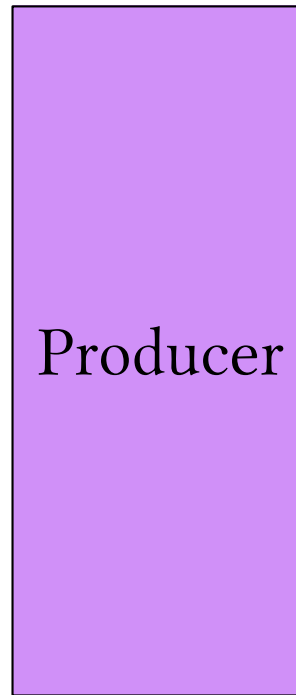
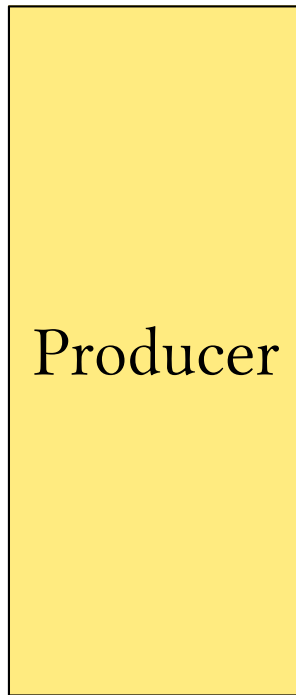
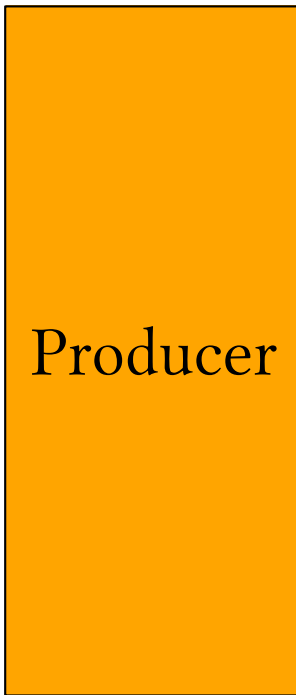
An orange quarter-circle graphic with a black outline, positioned in the lower-left area of the slide.

Playlists

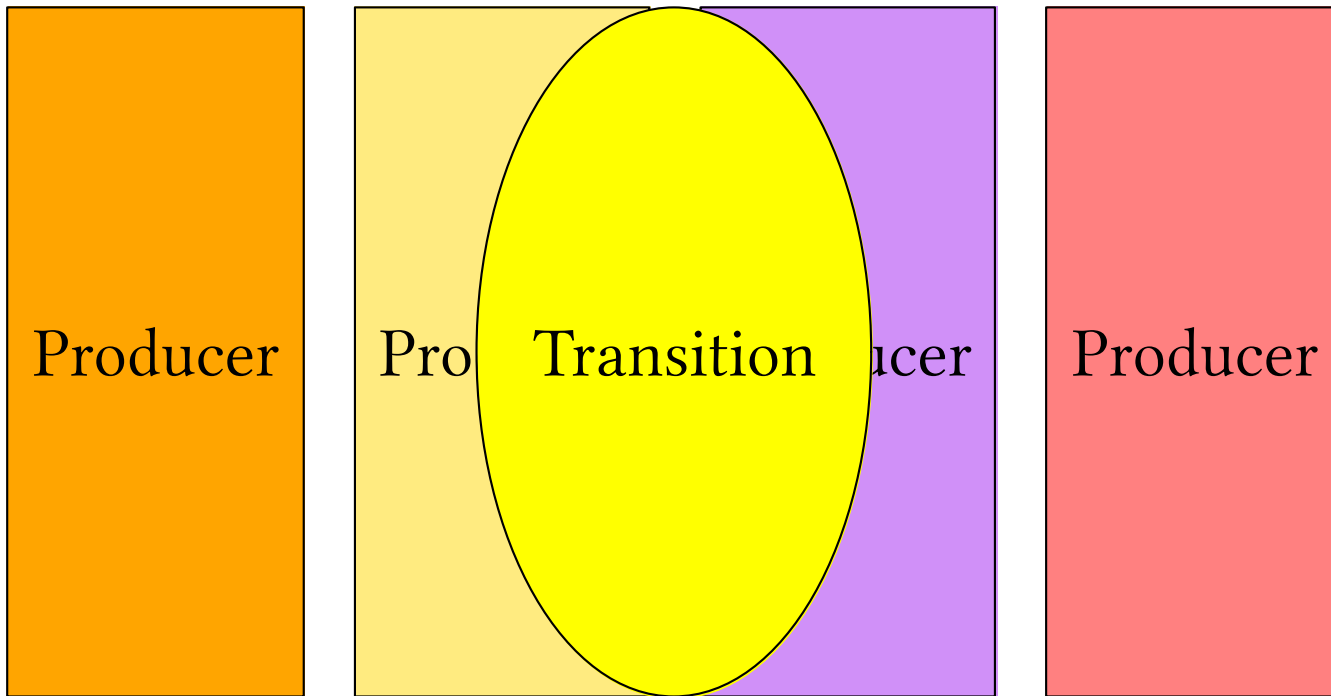


Time

```
(playlist (clip "jumping.mp4")  
          (clip "flying.mp4"))
```



Time



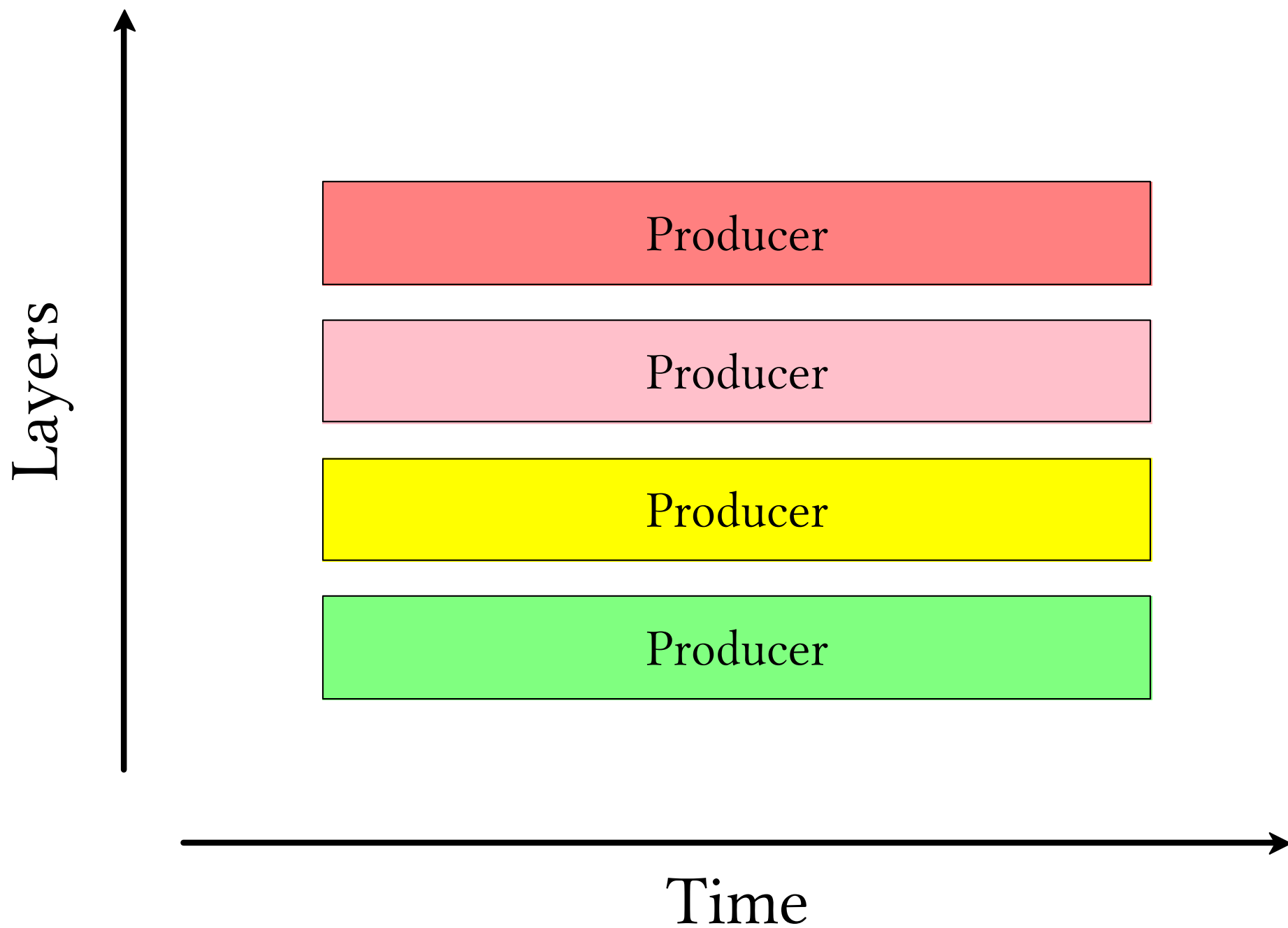
Time

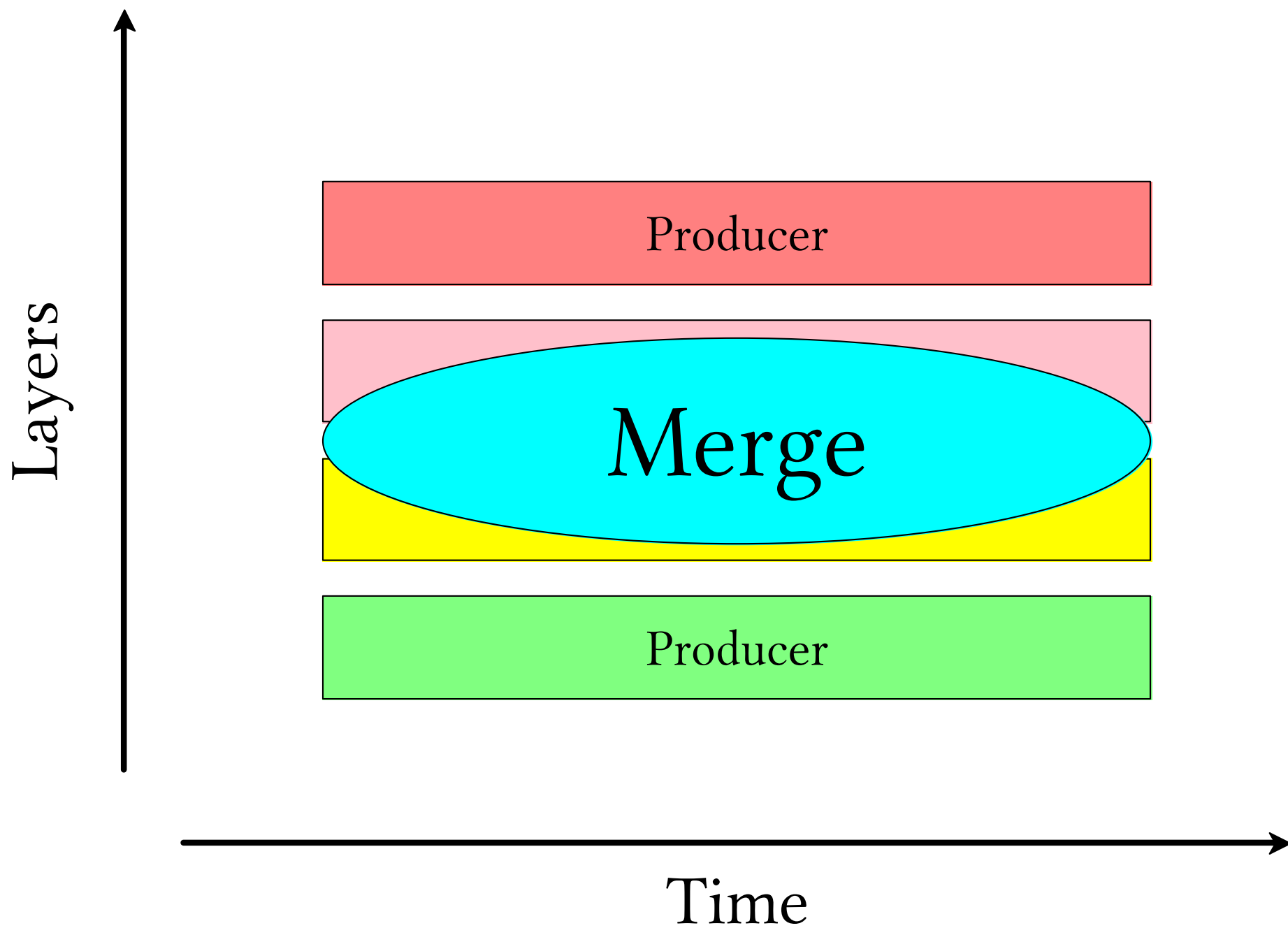
```
(playlist (clip "jumping.mp4")  
          (fade-transition 1)  
          (clip "flying.mp4"))
```



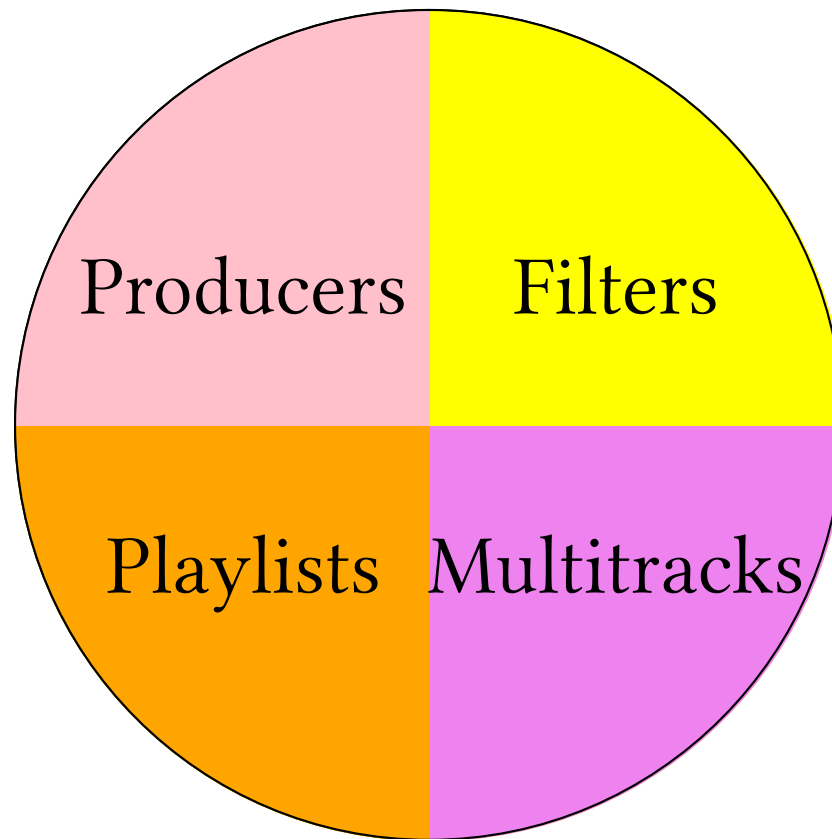
Multitracks

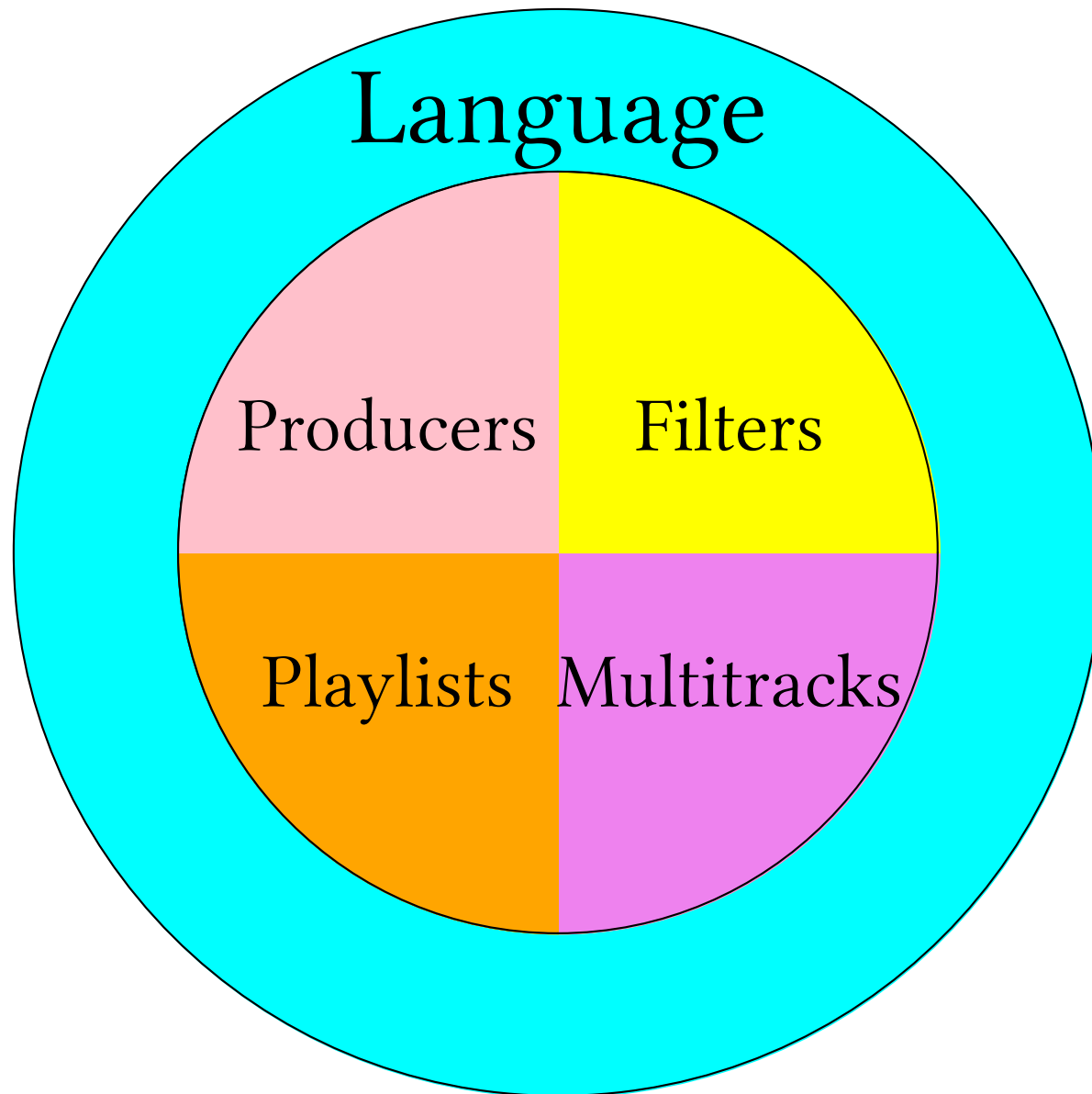






```
(define WIDTH 1920)
(define HEIGHT 1080)
(playlist (color "black")
  (overlay-merge 0 0 (/ WIDTH 2) HEIGHT)
  (clip "running.mp4")
  (overlay-merge (/ WIDTH 2) 0 (/ WIDTH 2) HEIGHT)
  (clip "flying.mp4"))
```





```
#lang video
;; Create a mosaic of four videos
(for/vertical ([i (in-range 2)])
  (for/horizontal ([j (in-range 2)])
    (external-video "branded.vid"
      (clip "logo.png")
      (clip (format "~aX~a.mp4" i j)))))
```

mosaic.vid

```
#lang video
;; Create a mosaic of four videos
(for/vertical ([i (in-range 2)])
  (for/horizontal ([j (in-range 2)])
    (external-video "branded.vid"
      (clip "logo.png")
      (clip (format "~aX~a.mp4" i j))))))
```

Primitives

```
#lang video
;; Create a mosaic of four videos
(for/vertical ([i (in-range 2)])
  (for/horizontal ([j (in-range 2)])
    (external-video "branded.vid"
      (clip "logo.png")
      (clip (format "~aX~a.mp4" i j)))))
```

List Comprehensions



mosaic.vid

```
#lang video
;; Create a mosaic of four videos
(for/vertical ([i (in-range 2)])
  (for/horizontal ([j (in-range 2)])
    (external-video "branded.vid"
      (clip "logo.png")
      (clip (format "~aX~a.mp4" i j))))))
```

Modules

mosaic.vid

```
#lang video
;; Create a mosaic of four videos
(for/vertical ([i (in-range 2)])
  (for/horizontal ([j (in-range 2)])
    (external-video "branded.vid"
      (clip "logo.png")
      (clip (format "~aX~a.mp4" i j))))))
```

branded.vid

```
#lang video/lib
;; Generate a branded video
(define-video (branded logo vid)
  logo
  (fade-transition 1)
  (multitrack logo
    (overlay 0 0 100 100)
    vid))
```

mosaic.vid

```
#lang video
;; Create a mosaic of four videos
(for/vertical ([i (in-range 2)])
  (for/horizontal ([j (in-range 2)])
    (define-video "branded.vid"
      (logo.png)
      (clip (format "~aX~a.mp4" i j)))))
```

Functions

branded.vid

```
#lang video/logo
;; Generate a branded video
(define-video (branded logo vid)
  logo
  (fade-transition 1)
  (multitrack logo
    (overlay 0 0 100 100)
    vid))
```

mosaic.vid

```
#lang video
```

```
;; Create a mosaic of four videos  
(for/vertical ([i (in-range 2)])  
  (for/horizontal ([j (in-range 2)])  
    (external-video "branded.vid"  
      (clip "logo.png")  
      (clip (format "~aX~a.mp4" i j))))))
```

branded.vid

```
#lang video/lib
```

```
;; Generate a branded video  
(define-video (branded logo vid)  
  logo  
  (fade-transition 1)  
  (multitrack logo  
    (overlay 0 0 100 100)  
    vid))
```



# Movies as Programs: The Story of a Racket

We make DSLs using

# Linguistic Inheritance

We make DSLs using  
**Linguistic Inheritance**

Movie Script

Video Implementation

Racket



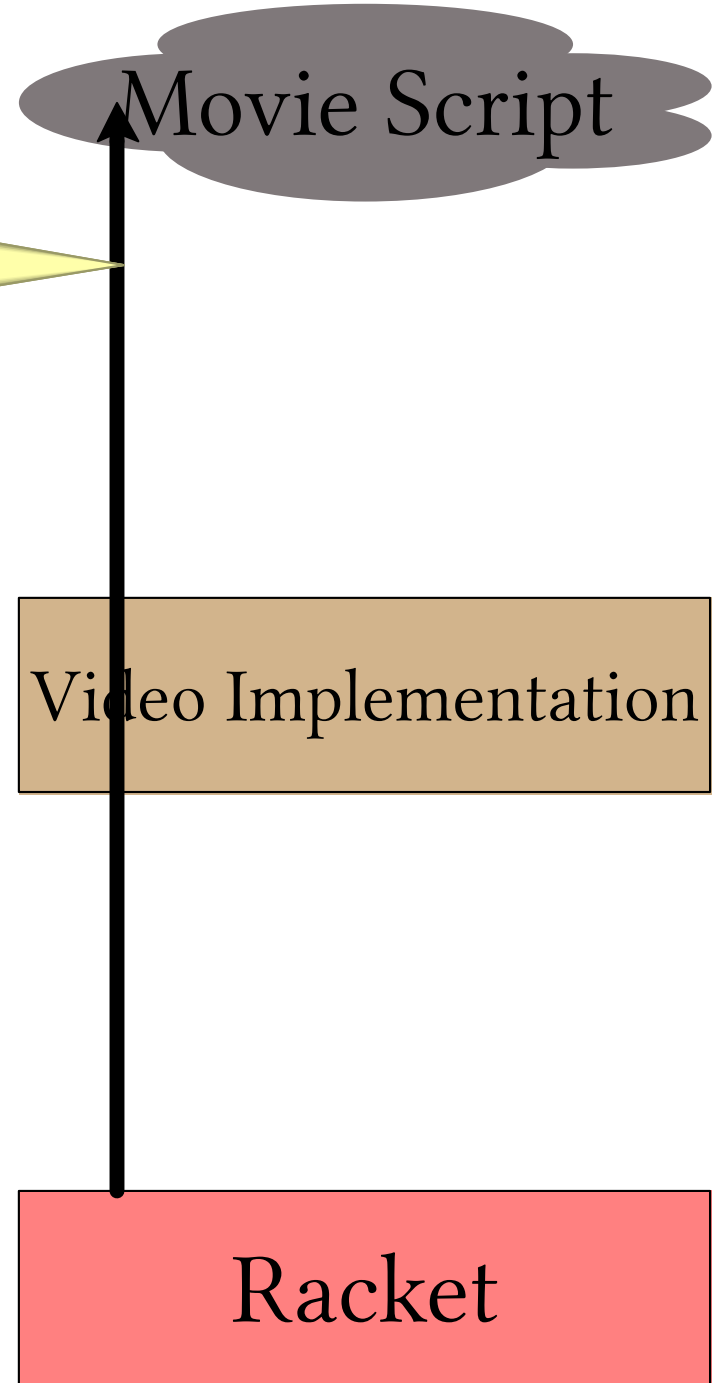
We make DSLs using

Re-export construct

Movie Script

Video Implementation

Racket



We make DSLs using

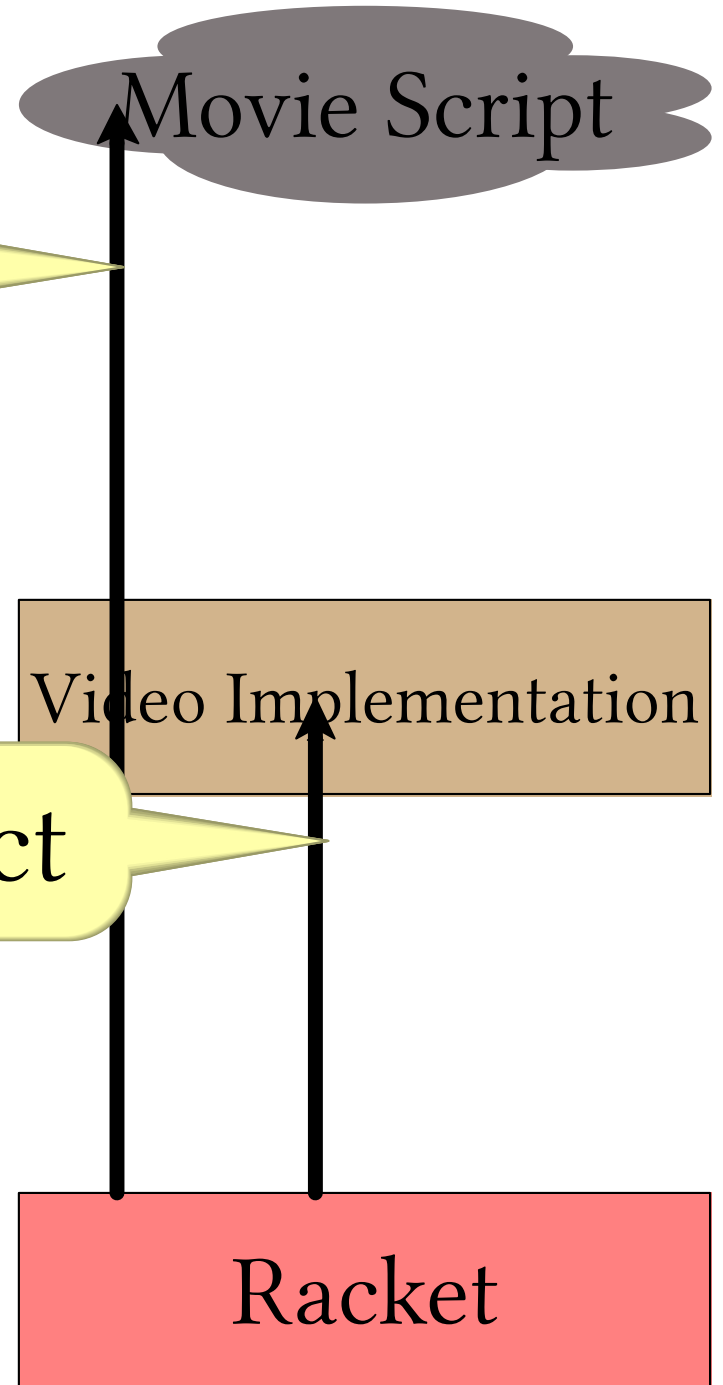
Re-export construct

Movie Script

Remove construct

Video Implementation

Racket



We make DSLs using

Re-export construct

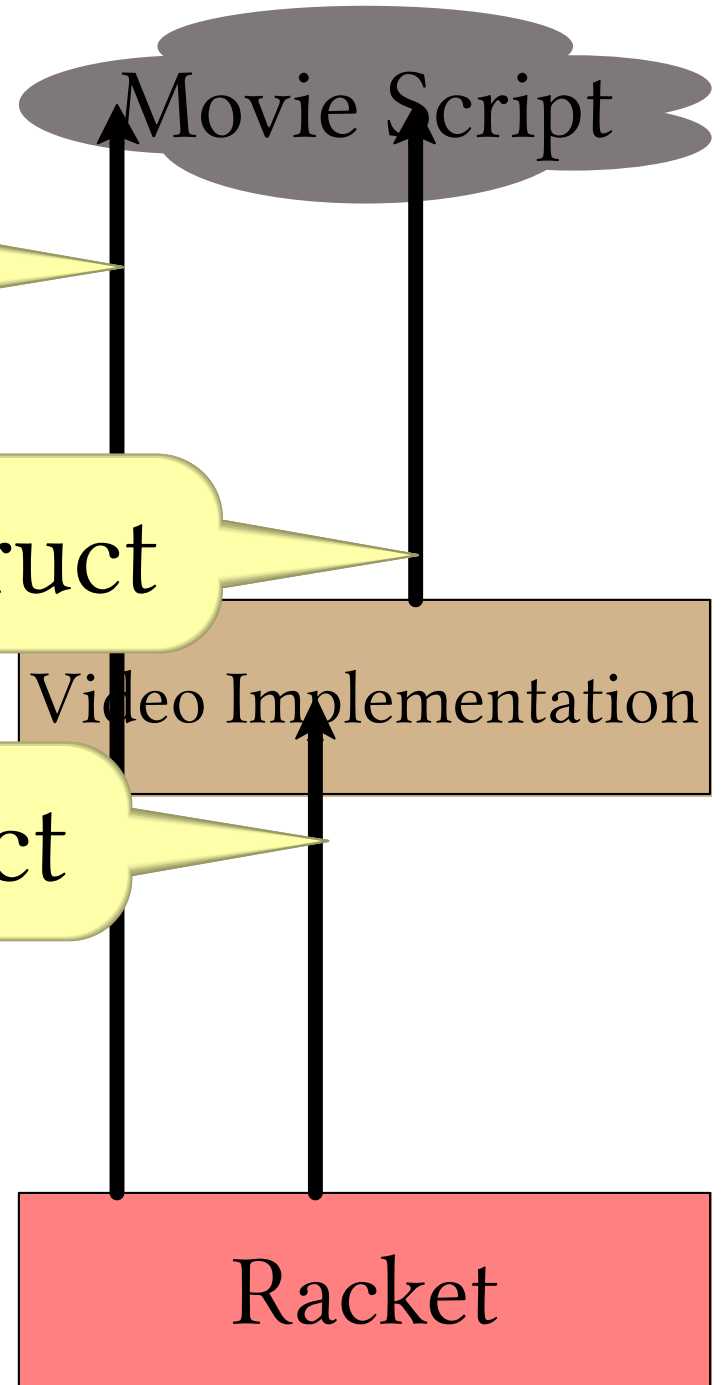
New construct

Remove construct

Movie Script

Video Implementation

Racket



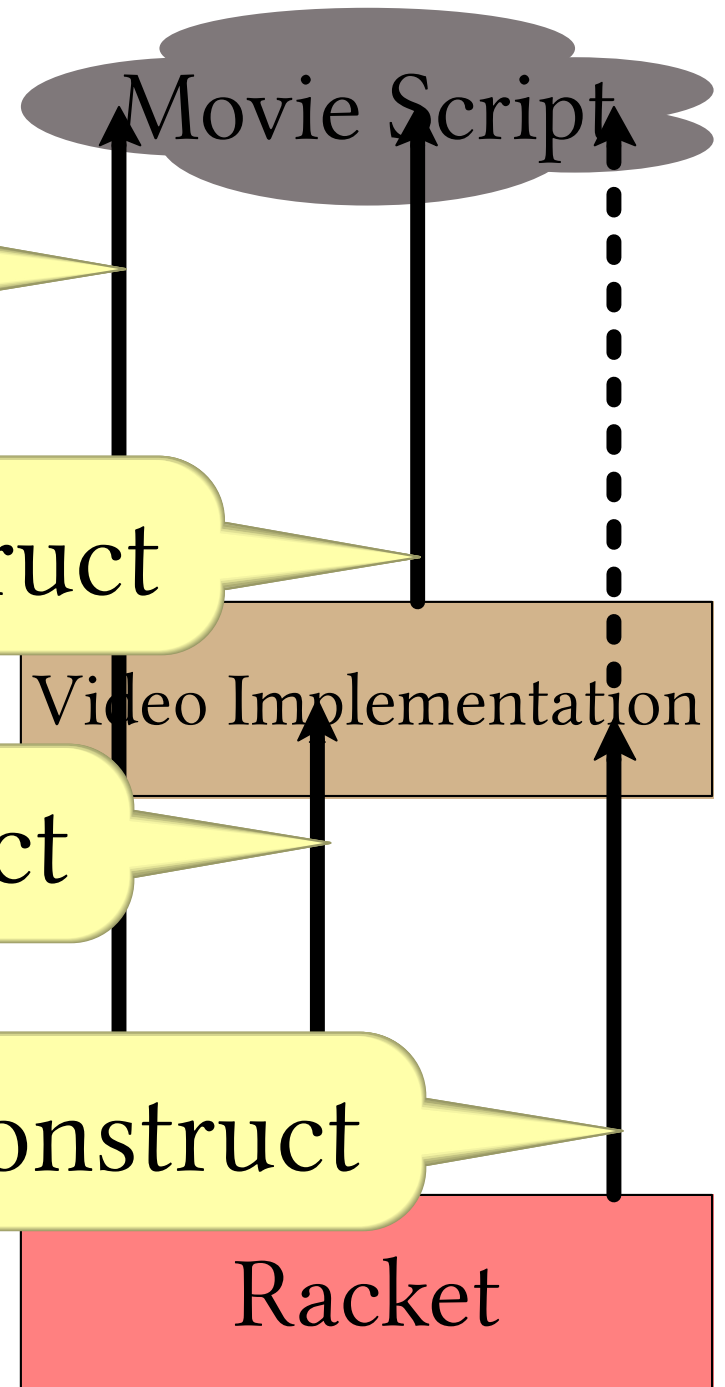
We make DSLs using

Re-export construct

New construct

Remove construct

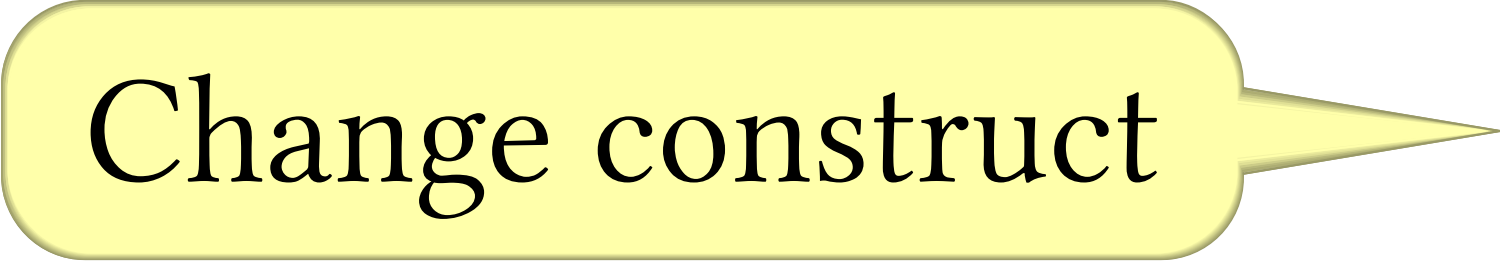
Change construct



Racket

Video Implementation

Movie Script

A yellow speech bubble with a black outline and a pointed right side, containing the text "Change construct".

Change construct

# Interposition Points

<code>#lang video</code>		<code>(module anon video</code>
		<code>( #%module-begin</code>
<code>logo</code>		<code>logo</code>
<code>talk</code>		<code>talk</code>
	<code>parses</code> →	<code>(define logo</code>
		<code>...)</code>
<code>;; Where</code>		<code>(define talk</code>
<code>(define logo</code>		<code>...)))</code>
<code>...)</code>		
<code>(define talk</code>		
<code>...)</code>		

# Interposition Points

```
(module anon video
  (%module-begin
    logo
    talk
    (define logo
      ...)
    (define talk
      ...)))
```

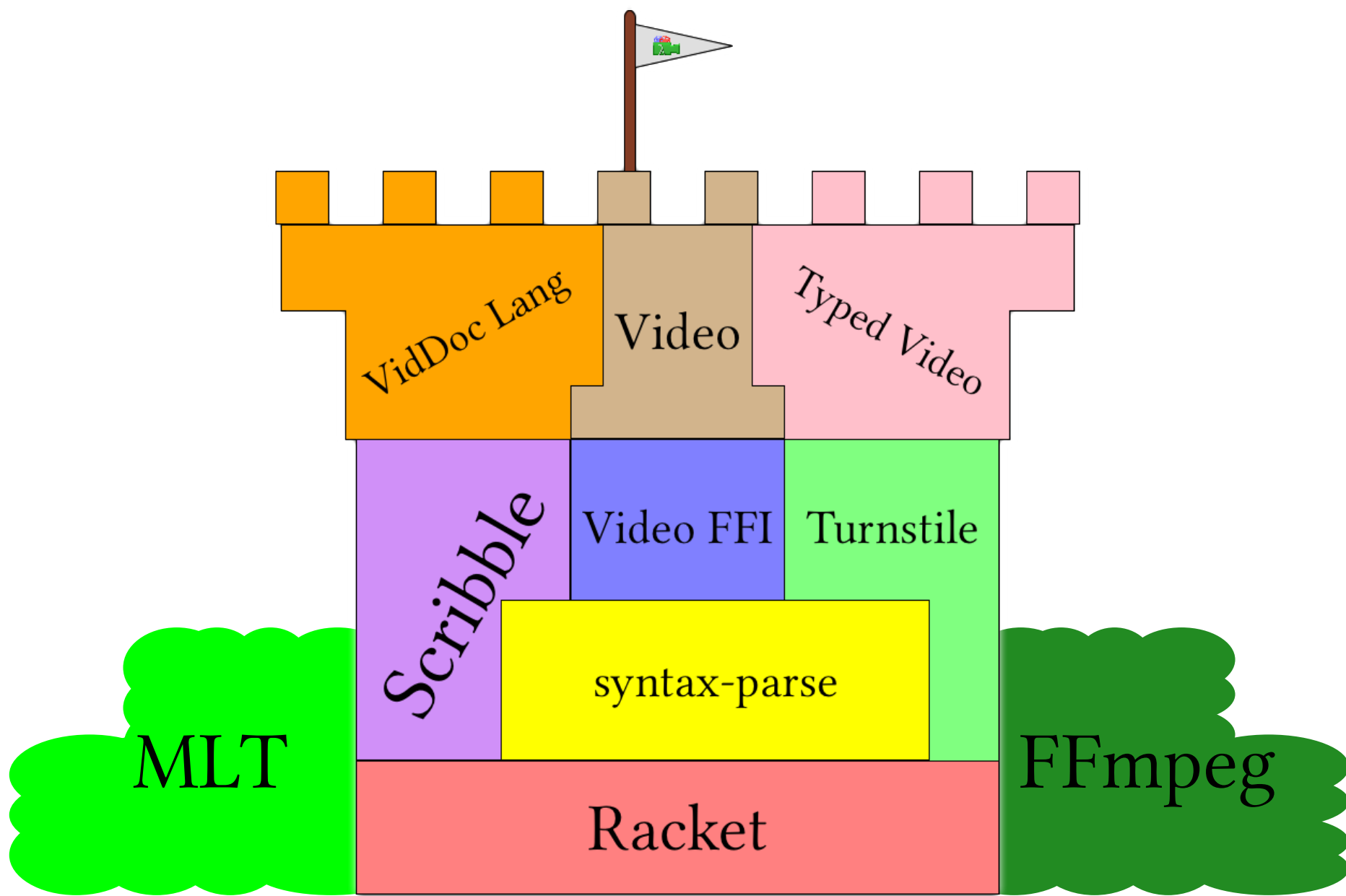
elaborates

```
(module anon racket
  (%module-begin
    (require vidlib)
    (define logo
      ...)
    (define talk
      ...)
    (vid-begin vid
      logo
      talk)))
```

# Implementing Interposition Points

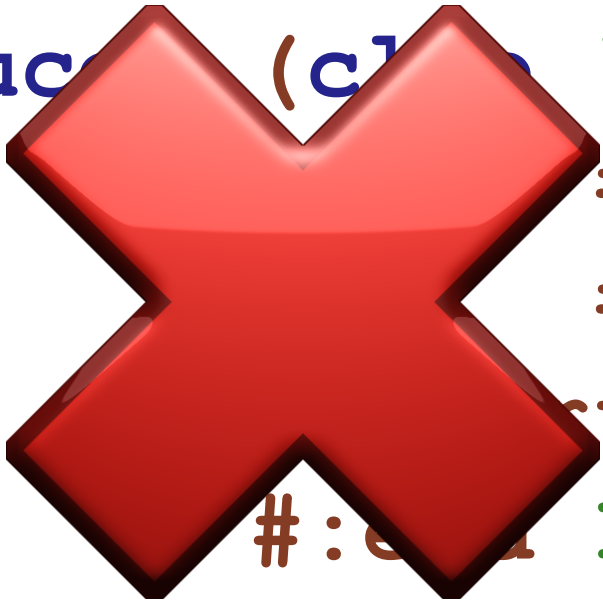
```
#lang racket
(provide (rename-out [video-module-begin
                      #%module-begin]))
(define-syntax (video-module-begin stx)
  ... #%module-begin ...)
```





```
(clip "clip.mp4"  
      #:start 0  
      #:end 50)
```

```
(cut-producer (clip "clip.mp4"  
                    #:start 0  
                    #:end 50)  
              #:start 0  
              #:end 100)
```



```
(cut-produce (clip "clip.mp4"  
#:start 0  
#:end 50)  
#:start 0  
#:end 100)
```

# A Typed DSL

$$m \geq n$$

---

$$(\text{Producer } m) <: (\text{Producer } n)$$

# A Typed DSL

CLIP

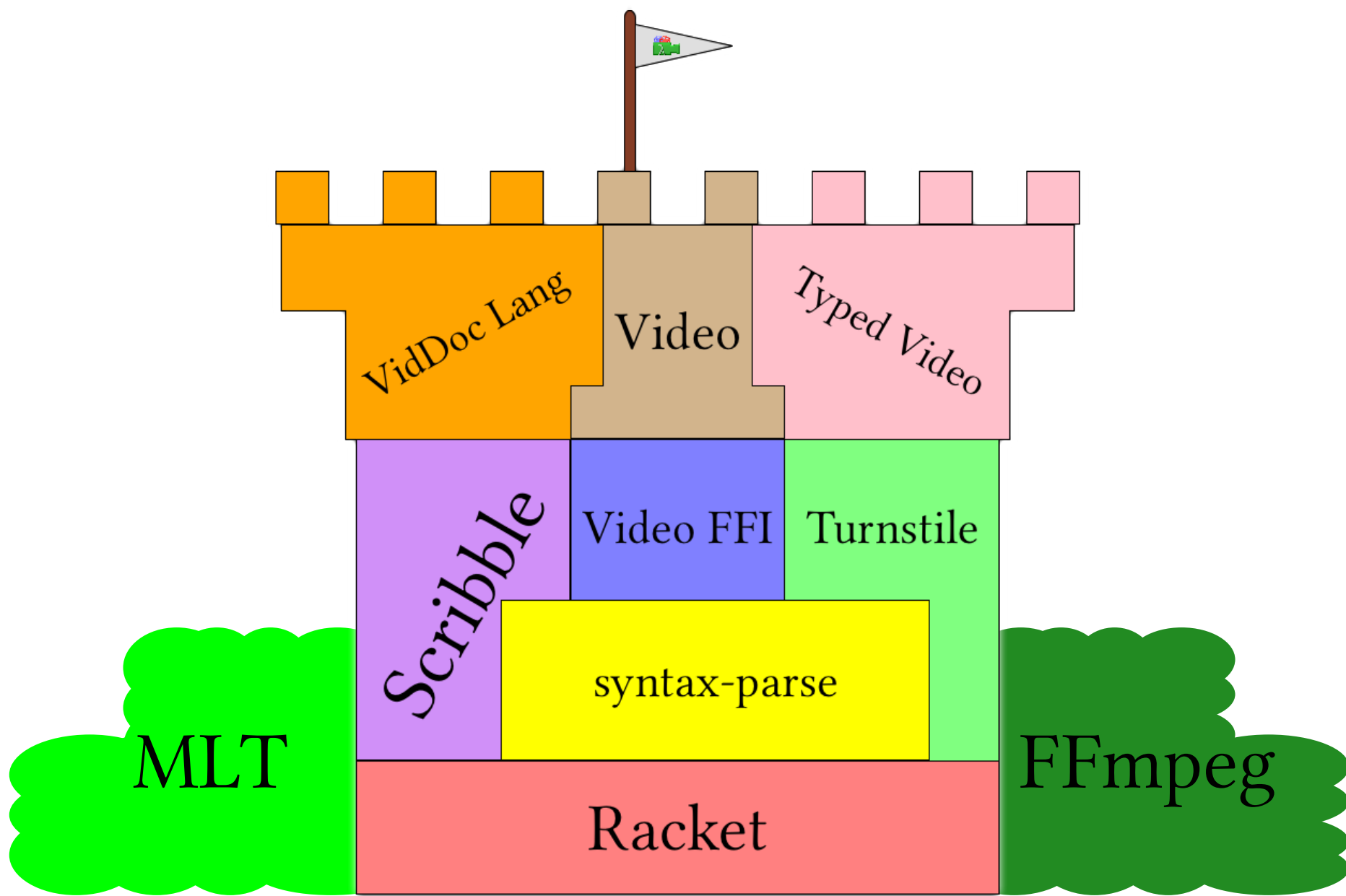
$$\frac{\Gamma \vdash f : \text{File} \quad |f| = n}{\Gamma \vdash (\text{clip } f) : (\text{Producer } n)}$$

# A Type Implementation DSL

CLIP

$$\frac{\Gamma \vdash f : \text{File} \quad |f| = n}{\Gamma \vdash (\text{clip } f) : (\text{Producer } n)}$$

```
(define-typed-syntax (clip f) >>
  [⊢ f >> _ ⇐ File] #:where n (length f)
  -----
  [⊢ (untyped:clip f) ⇒ (Producer n)])
```





The Future...



conference-lib.vid

(define ...)

Preview Video

Check Syntax

Debug

Macro Stepper

Multi-File Coverage

Run

Stop

1 #lang video

2

3 (provide conference-talk)

4

5 (define (conference-talk video slides audio offset)

6 (attach-transition raw-video

7 (fade-transition #:length 50 #:in splash #:out \_)

8 (fade-transition #:length 50 #:in \_ #:out splash2))

9

video

slides

100

200

300

400

500

(define\* \_

(define\* \_ (attach-transition \_ (composite-transition 0 0 1/4 1/4

#:top video

#:bottom slides)))

10

11

12

13 (define splash (image "splash.png"))

14 (define splash2 (copy-video splash))

15

splash

\_

splash2

(define raw-video

(playlist (blank offset) audio)

16

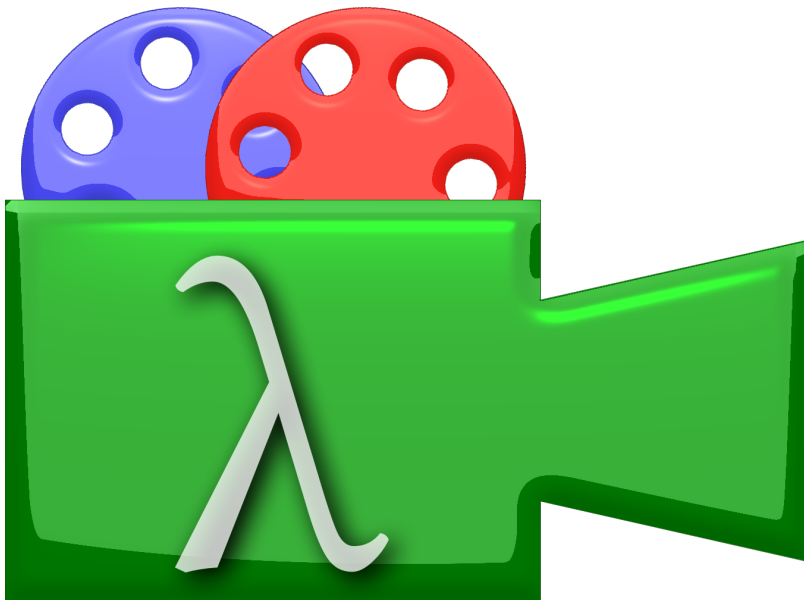
17

Determine language from source

17:0 375.01 MB

# Thanks For Watching

`http://lang.video`  
`@videolang`



We make DSLs using  
**Linguistic Inheritance**

