Hedier Design Project

(Hayden Andrew Nicholson Goult for Casn Corporation Limited)

Keywords:

- HDP - *Hedier Design Project*
- OMD - *Outsourced Meta Data*
- OSMD - *Outsourced Scene Meta Data*
- ORF - *Open Reset Frame*

OMD (Outsourced Meta Data) is a way of recording specific data for different elements within a HDP project. They can be used for frames, if so the file name should be in the format of [frame number].omd, for the project in general, in which case the file name should be PROJECT.omd or for scenes, they should be in the form of [scene number].osmd.

They store KEY: PAIR values, the keys must first start with two uppercase letters, they can then, for more specific branching, feature an underscore and then a sub-key. We generally advise capitalising the sub-key, however this is only advised and not a proper procedure.

Referencing is possible within OMD Files, to reference another local OMD file, you can use the syntax: ^[File Name]/Key(_SubKey). If there is a type expectation, it is found from the referenced value. It's important to note that whilst any value can be referenced, some keys may not check the reference value. Theoretically you can also nest multiple key references.

Locks will be mentioned in the OMD files, they entail whether the changing or alteration of an object is permitted (an object being a Project, Scene or Frame). The order of priority follows Project, Scene then Frame.

Usually there will also be a HEDIER.omd file, these have no expected key values and are entirely software dependent, however these are generally project specific, so should be considered as so.

Generally for projects the OMD files are stored within a folder in the base called omd. For the Frame OMD Files, the following pairs are to be expected, and should be assumed to error at the lack of: (either see square brackets for required type, the negligence of so indicates no type expectation)
1. SC - Scene Number [Integer]- This is the relevant and existent scene for which the frame belongs to
2. FR - Frame (Number) [Integer/Text] - This is a default and should be set to *SD*, meaning See Device. This causes the system to infer frame number from the file.
3. MD - This is a main key, it has required sub-keys:
    a. MD_Name - Meta Data Name - The name of the frame
    b. MD_Author - Meta Data Author - The name of the frame's author
    c. MD_Company - Meta Data Company - The name of the frame's author's company
    d. MD_Date - Meta Data Date [DD Mmm YYYY HH:MM:SS]- The date of the frame's original creation, it is futile to have a separate object for last-editing, for we can simply review the frame's raw-data file.

4. LO - Lock [1/0] - This determines whether a frame is locked. Its usage depends on implementation.

For the PROJECT OMD Files:
1. LO - Lock [1/0] - (See Frame OMD key LO)
2. DE
    a. DE_FrameName - Default Frame Name - The default frame name
    b. DE_SceneName - Default Scene Name - The default scene name
    c. DE_Author - Default Author - The default frame/scene author
    d. DE_Company - Default Company - The default frame/scene author's company
3. MD
    a. MD_Author - Meta Data Author - The project author
    b. MD_Company - Meta Data Company - The project author's company
4. HI - Height [Integer] - The height in characters of the project
5. WI - Width [Integer] - The width in characters of the project
6. SO - Software - The name of the software used

For the Scene OMD Files:
1. SC - Scene Number (See FRAME OMD key FR)
2. MD
    a. MD_Name - Meta Data Name - The name of the scene
    b. MD_Author - Meta Data Author - The name of the scen's author
    c. MD_Company - Meta Data Company - The name of the scene's author's company
    d. MD_Date - Meta Data Date [DD Mmm YYYY HH:MM:SS]- The date of the scene's original creation
3. LO - Lock [1/0] - (See Frame OMD key LO)

Frames
Frames are quite a simple yet very important part of hedier. Firstly the file system for them, each frame file ends in orf (Open Reset Frame), these in turn are stored in folders corresponding to frames. The frame must be named in the format (Scene Number)(Frame Number).orf, the frame number can be between 0 and 999. This means that each scene may only contain 1000 frames (this means each scene lasts roughly - at maximum - one minute and 6 seconds). Frames are to be played in an ascending order, from smallest scene to largest, smallest frame to largest. Each ORF file must contain the exact number of rows that the project's OMD declares, however not the exact amount of columns. This should be checked prior to playing the frames.

Frame files should be relatively lightweight and start with no metadata, this is to keep processing times short enough for the fast shutter speeds. The animations should usually be tried to be played at 15 frames per second, each frame is played for one second. The frames should be continuous and whence there is not a consecutive frame, the next scene should be loaded. For a frame to be repeated, it should be copied. The copied version could include references within its OMD to simplify management.

The actual frame playing has generally no reference or attachment to its metadata, and if the project is shipped out, the metadata probably can be ignored, and the total project can be compressed.