TimelineSync High-Fidelity UI App Requirements doc

Overview

The **TimelineSync** app interface is designed to be simple, modern, and intuitive, combining video, audio, and text elements in a clean layout (OpenShot Video Editor | View Screenshots). The mockup presents a realistic visualization of the final product's UI: it includes a video player panel with playback controls, an audio waveform panel, a transcript panel with sample *Lorem ipsum* text, a synchronized multi-track timeline for scrubbing, and a side panel for asset management and highlights. All panels are neatly organized with clear labels and ample spacing, following a consistent color scheme for a professional look. Below, each key component of the interface is described:

Video Player Panel

This panel (often at the top-center of the layout) displays the video content in a **preview window**, complete with standard playback controls. Users can play, pause, rewind or fast-forward the video easily. The video player shows the current frame of the video and overlays a minimal control bar with a play/pause button, timestamp, and volume control for quick access. For example, in the mockup, a video frame is visible with "What will you create?" text, and control buttons (back, play, forward) are centered below the preview. A timeline scrubber or progress bar might run along the bottom of this panel, indicating the current playback position and allowing clicking or dragging to seek. Overall, the video player panel provides a **clear focal point** for the user, with a neutral dark background behind the video to minimize distractions and highlight the video content.

(OpenShot Video Editor | View Screenshots) *Screenshot of a high-fidelity mockup showing the TimelineSync interface. The video preview is on the right with playback controls below it (green play button visible). On the left, a side panel lists media assets (thumbnails of video clips). At the bottom, a multi-track timeline is shown with video and audio tracks. The UI uses a clean dark theme for contrast and clarity.*

Audio Track Panel (Waveform Visualization)

Beneath or alongside the video panel, the interface features an **audio track panel** displaying the waveform of an additional audio track. This could be music or voice-over that the user wants to sync with the video. The waveform visualization provides a clear representation of the audio's volume peaks and pauses over time (Timeline tracks). In the mockup, the audio track is shown as a horizontal strip with a blue waveform pattern, making it easy to identify loud versus quiet moments at a glance. Small audio controls (like mute, solo, or volume slider) are included on this panel so the user can play/stop the audio independently or adjust levels. The waveform panel is aligned time-wise with the video, ensuring that any spike or beat in the audio waveform corresponds to the exact frame in the video timeline. This **visual sync aid** helps the user precisely align the audio with video events (for example, to match a music beat with a scene cut). The audio track panel's background is a neutral dark shade, letting the colored waveform stand out clearly for easy readability.

(Timeline tracks) *Close-up of an audio track panel with a visible waveform (blue graph) representing an audio file. A volume envelope line is drawn over the waveform (with adjustable points), illustrating volume control. This waveform lets users see audio intensity and align edits accurately (Timeline tracks).*

Transcript Panel

On the right side of the interface (or alternatively below the video player), the **transcript panel** displays the video's spoken content as text. It contains sample *"Lorem ipsum dolor sit amet, consectetur adipiscing elit…"* placeholder text in this mockup, representing how dialogue or narration would appear in sync with the timeline. Each line or paragraph of the transcript is time-coded to the video; as the video plays, the corresponding text highlights or scrolls into view, so the user can follow along. *For instance, if a sentence starts at 00:01:05 in the video, that sentence in the transcript will be labeled or highlighted at 1:05* (Using Time-Coded Transcripts to Transform Your Video Editing). This tight integration means clicking a word or sentence in the transcript can jump the video playback to that point, and conversely, scrubbing the timeline will scroll the transcript to the matching timestamp. The transcript panel in the mockup has a light background and simple black text for high legibility, segmented into short paragraphs for each time-coded segment. Clear labeling (e.g. a header reading "Transcript") is at the top. This panel helps users edit and review content by text, making it easy to find scenes via keywords or to ensure captions match the audio. The use of *Lorem ipsum* text is simply a stand-in – in the actual app, this panel would show real transcribed dialogue that updates in real-time with the media.

> **Transcript Example:** *Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua...*
> *(syncs with video timeline)*

(The above illustrates how transcript text might be presented in the panel, scrolling in sync as the video plays.)

Main Timeline (Scrubbing & Sync)

At the bottom of the interface is the **main timeline**, which is the central hub for synchronization. This timeline uses a horizontal time ruler (with timestamps) and layered tracks to represent each media element over duration (Timeline tracks). In the mockup, the timeline panel stretches across the full width, showing multiple tracks: one for video, one for the additional audio, and even a track for text or captions. Each track is labeled (e.g. "Video track", "Audio track") with small icons indicating the type of media. The video track displays clips as colored blocks (with thumbnail images or titles), and the audio track directly below shows the waveform of the audio clip, aligned perfectly under the video clip to indicate sync. Users can **scrub** through the timeline by dragging a playhead (a vertical line) across it – the playhead's position determines what frame is shown in the video player above and which transcript line is active. The timeline supports standard editing interactions: dragging clips to re-order or trim them, snapping them to align with each other, and zooming in/out on the time scale for fine adjustments. A time indicator at the top of the timeline (in hours:minutes:seconds format) updates as you scrub, and it's also mirrored in the video player's timestamp display for precision. The design of the timeline emphasizes clarity: tracks are separated by subtle lines, clips are brightly colored or clearly outlined to distinguish them, and the background is a dark gray so that the white time markings and the waveforms are highly visible. This ensures the user can **synchronize all media assets with confidence**, seeing at a glance how the video, audio, and transcript line up in time.

Side Panel (Asset Library & Highlights)

On the left side of the mockup, a side panel serves dual purposes: **asset management** and **highlights**. In the upper portion of this panel, the asset library lists all media files (videos, audio clips, images) available to the project. In the example, this is labeled "Project Files" and shows thumbnail previews of several clips. Each asset entry has a clear thumbnail or icon and name, making it easy to drag and drop it onto the timeline or video player. Filters or tabs (e.g. "All", "Video", "Audio", "Image") help the user quickly find specific types of assets. Below the asset list, a **Highlights** section allows the user to bookmark important moments or create snippets from the timeline. For instance, as the video is reviewed, the user might mark a highlight at 00:00:30 for "Key quote starts here" – that highlight would appear in this panel (possibly with a timestamp and note). In the mockup design, highlights could be represented as a simple list of timestamped entries or even visual markers. The side panel uses the same neutral background as the rest of the UI, with sectional headers ("Project Files", "Highlights") in a slightly accentuated color or bold text. Buttons for importing new assets or managing the library (like an **"Add Media"** plus icon) are placed at the top of this panel for easy access. Overall, this side panel keeps the workspace organized, giving the user quick access to ingredients of their project and a way to navigate to significant points in the timeline via highlights.

Design and Usability

The TimelineSync mockup emphasizes a **clean, professional aesthetic**. The color scheme is cohesive – predominantly dark backgrounds for timeline and player (to make content pop), with lighter panels for text to ensure readability. Accent colors are used sparingly for interactive elements and highlights (for example, the play button is a distinct green, and selected text in the transcript might be highlighted in blue). All icons and buttons have accompanying tooltips or labels, so their function is immediately clear to users. Spacing and alignment are carefully considered: each panel is separated by subtle dividers and padding, preventing the interface from feeling cluttered. Text elements (like timestamps, labels, transcript text) use a modern, legible font at comfortable sizes. The overall layout follows a logical hierarchy – the preview at top, timeline at bottom, editing lists on the sides – as is common in multimedia editing software, so both new and experienced users can find tools where they expect them. Interactive controls are large enough to be easily clickable, and important buttons (play, add track, save, etc.) use intuitive icons. The high-fidelity nature of this mockup means that even small details are present: drop-shadows under overlapping panels, fine grid lines on the timeline ruler, and stateful button designs (e.g., play button turns to a pause icon when playing) to closely mimic a real application.

In summary, the TimelineSync UI mockup brings together the video player, audio waveform, transcript, timeline, and asset/highlight management into one **unified interface**. It demonstrates how a user can play a video while watching its waveform and transcript in sync, drag media from the library to the timeline, and scrub or adjust everything in a fluid, coordinated way. This static mockup provides a realistic snapshot of the final product's look and feel – a balanced blend of functionality and modern design, focused on making complex timeline synchronization tasks as **user-friendly** as possible.

Sources: The mockup design principles were inspired by common patterns in video editing software and guidelines on timeline interfaces. For instance, timeline tracks are layered with a shared time scale (Timeline tracks), audio waveforms help visualize volume changes and sync points (Timeline tracks), and time-coded transcripts align text with specific video moments (Using Time-Coded Transcripts to Transform Your Video Editing). These elements ensure the TimelineSync UI is both powerful and approachable for users.