

## **Triangle Research Collaborative, Inc.**

### **Stationary Labs**

Labs are designated 'stationary' if they are meant to stay mainly in one location. The labs in these diagrams are designed with that in mind. Keep in mind, however, that a lab could consist of a combination of portable and stationary components. For example, a lab could be set up to observe a particular room, but use a notebook computer, which could be used to do statistical analysis or video editing at another location. Some of these labs were designed with specific fields in mind, such as psychology. If you don't see a design that seems right for you, try to imagine what you could do with the components present in these labs.

Lab A is a basic observation lab. It has no camera, but it could be used to code events taped with a small camcorder in the field. It is also suited for live coding, in which the coder records observations live without a camera. Lab B is a step above Lab A; it includes a camera in the design. Otherwise, it is almost exactly the same design.

Lab C is slightly more complex. The diagram shows a single room being observed with two cameras and a microphone. The camera signals are being run through the special effects generator, which is used to mix the signals. Only one signal comes out of the generator; it goes to the PC-VC card, which adds VITC timecode to the signal and sends it to the VCR. The audio signal is sent directly through the audio box into the VCR. This lab is ideally suited to psychology research situations in which subjects are in a specific room, such as a children's playroom.

Labs D and E are both software usability labs. Like Lab C, they use VCR synchronization rather than live coding. The computers in the centers of the two labs are connected to scan converters, which are capable of transferring the computer screen onto a video tape. A microphone and speaker make it possible for the researchers to actually communicate with the software user. Again, a special effects generator is used to combine camera signals. These labs can also be used for video editing, inserting scenes from one tape onto another tape. Lab D is a single line lab. This means that the two cameras and the scan converter share a single line to the VCR through the special effects generator. Lab E is a dual line lab, in which each VCR has a line going to it through various devices in a series.

If you would like more help in thinking about the kind of configuration you would need, or if you already have a lab in mind, contact TRC. We will be happy to help you construct the best possible lab for your needs.

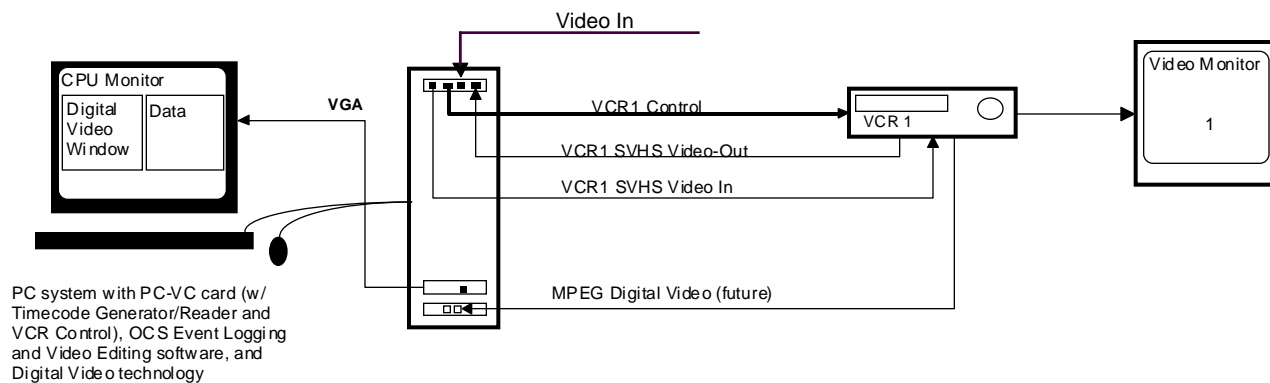
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# VIDEO WORKSTATION (A)

## Synchronized Coding and Analysis Lab

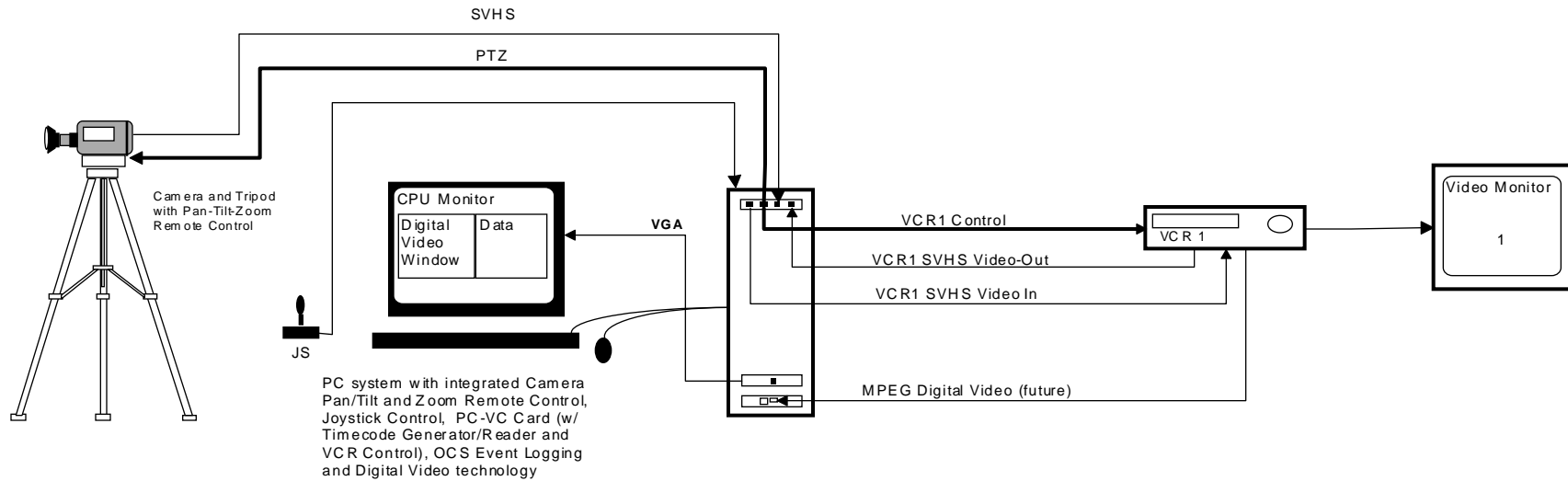
Video Lab with Synchronized PC Workstation with PC-VC card (w/VITC TimeCode Generator/Reader and VCR Control), Video Line Switch, VCRs and Video Monitor. The MPEG Digital Video Window interface display is an option (a future MPEG software version will also be available).



# VIDEO WORKSTATION (B)

## Synchronized Observation Lab

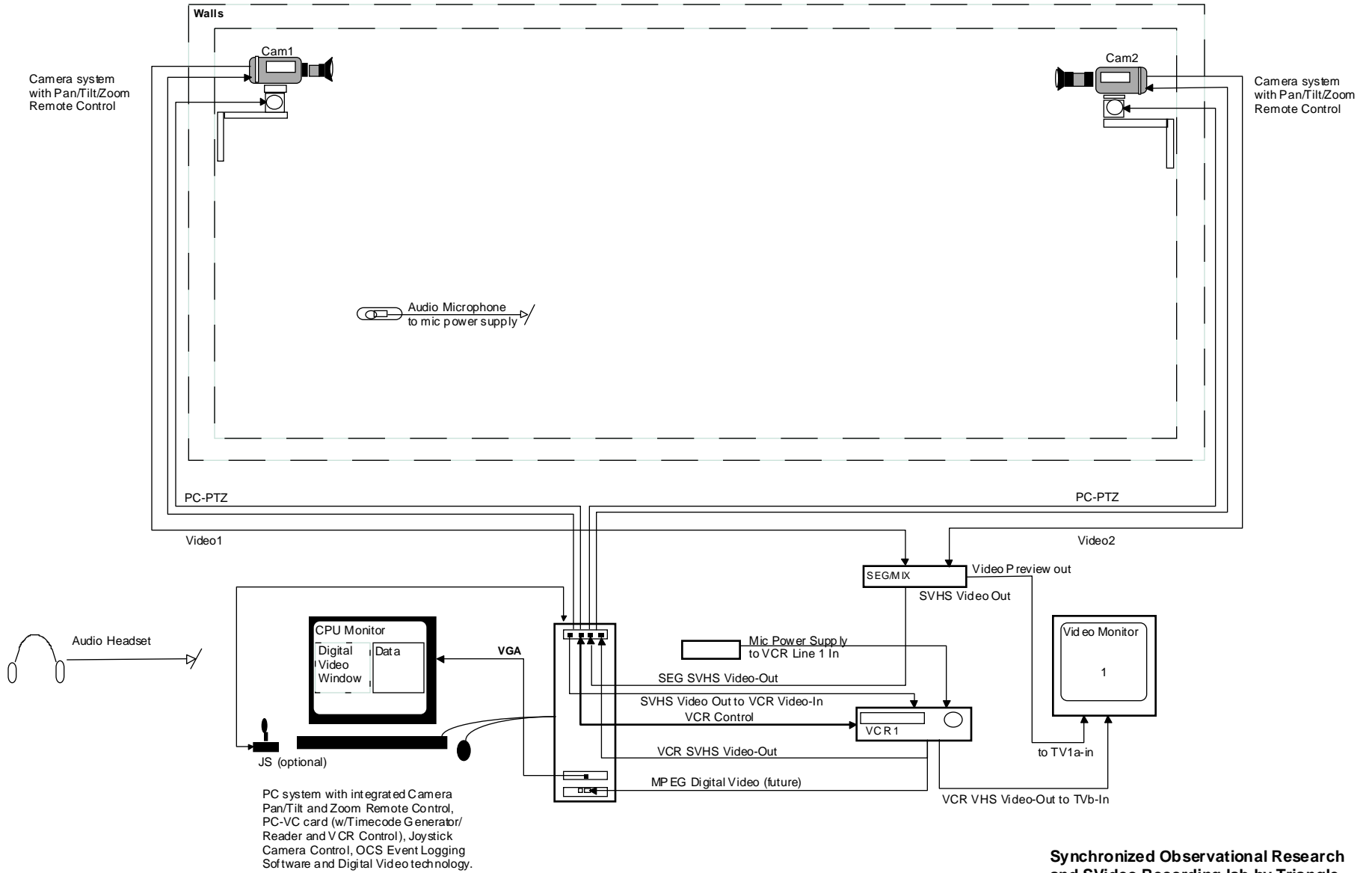
Video Lab with Remote Controlled Camcorder, Synchronized PC Workstation with PC-VC card (w/VITC TimeCode Generator/Reader and VCR Control), Video Line Switch, VCRs and Video Monitor. The MPEG Digital Video Window interface display is an option (a future MPEG software version will also be available).



# VIDEO WORKSTATION C

## Synchronized Observational Research Video Lab

Video Lab with 2 Camcorders, PTZ Remote Control System, Special Effects Generator, Synchronized PC Workstation with PC-VC card (w/VITC Timecode Generator/Reader and VCR Control), VCR, Video Monitor and Remote Audio.

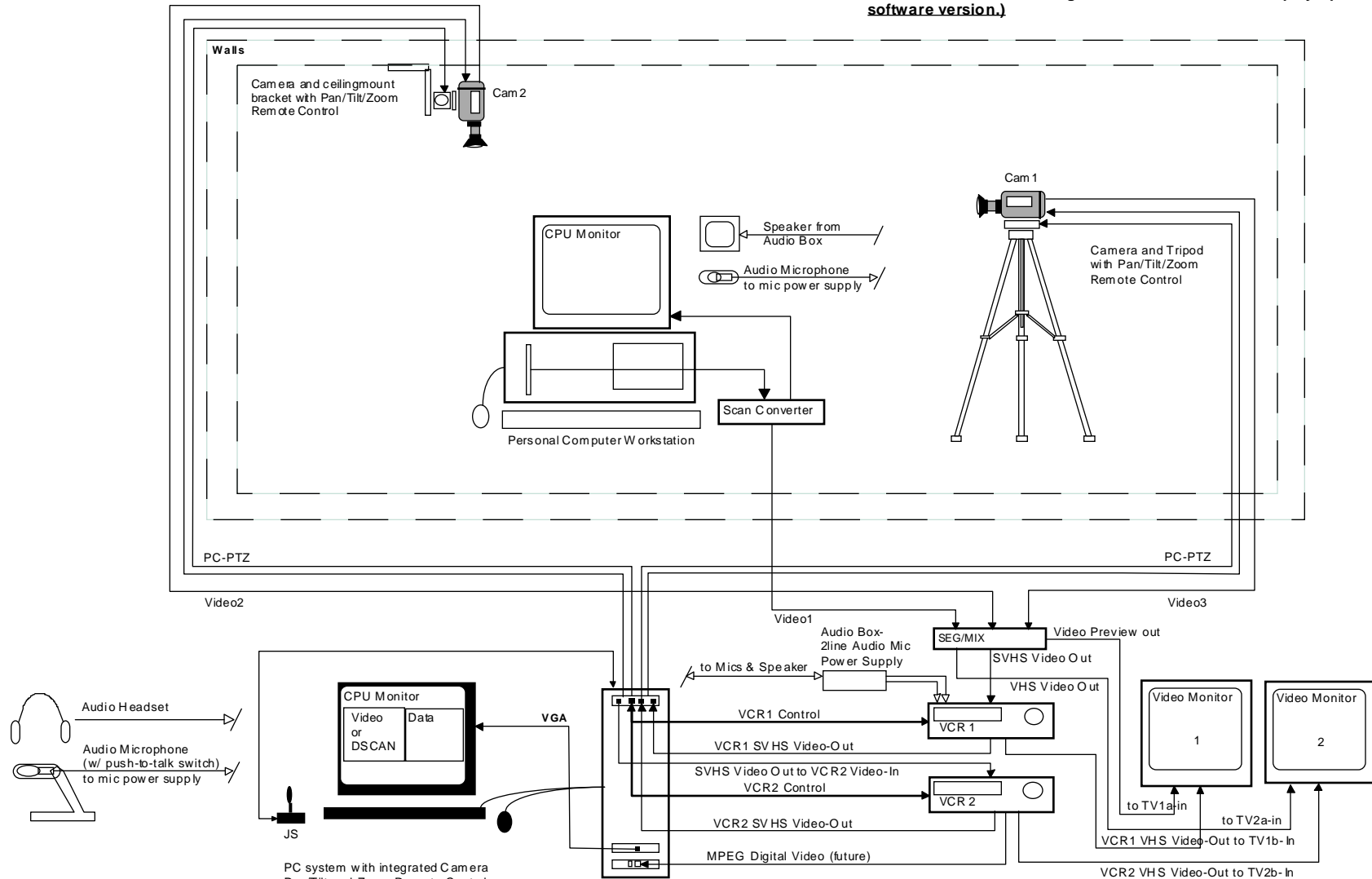


**Synchronized Observational Research and SVideo Recording lab by Triangle Research Collaborative, Inc.**

# VIDEO WORKSTATION D

## Synchronized Software Usability and Video Editing Lab

**Video Lab with 2 Remote Controlled Cameras, Scan Converter, Special Effects Generator, Synchronized PC Workstation with PC-VC Card (w/VITC time code Generator/Reader and VCR Control), PC Video Input Switch, Editing VCRs and Video Monitors. MPEG Digital Video interface and display option (future MPEG software version.)**



**Synchronized Observational Research and SVideo Recording and Editing lab by Triangle Research Collaborative, Inc.**

