



SignVET

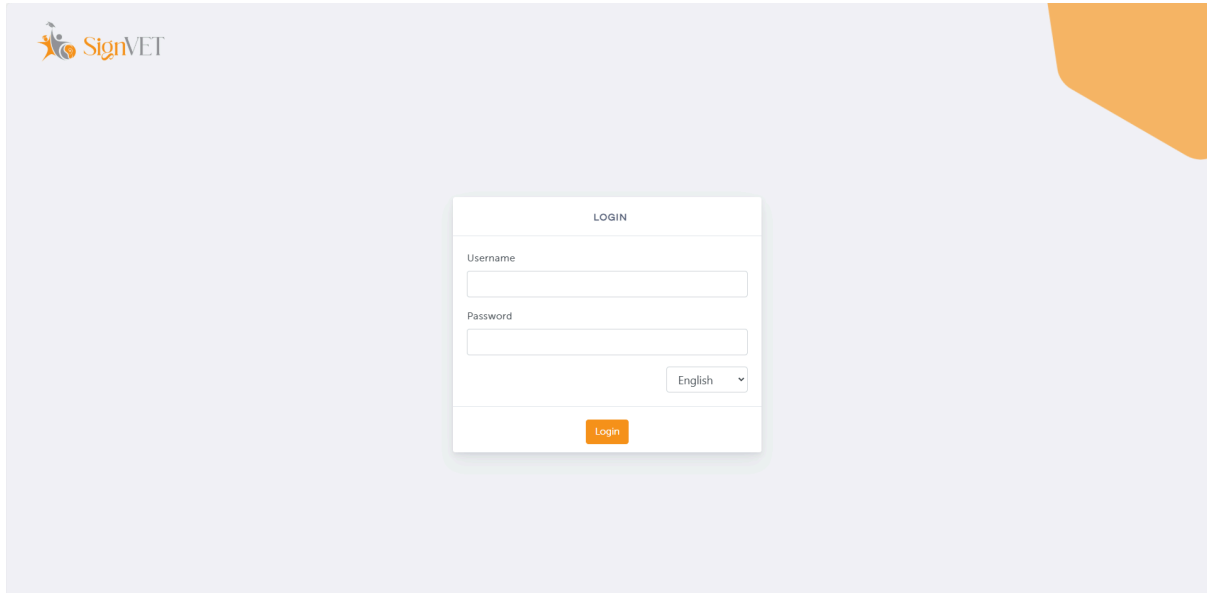
User Manual

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## 1 SignVet Dashboard

<https://signvet.virtualsign.com/Dashboard>



The SignVet Dashboard allows you to check which words exist in the dictionaries, and to consult and add translation gloss.

## 1.1 Words List

The screenshot shows the 'Words List' interface. On the left, a sidebar contains 'Words', 'Words List', 'Hand Configurations', and 'Gloss'. The main content area has a header with the 'SignVET' logo, a language dropdown set to 'English', and a user profile 'ADMIN\_PT'. Below the header, there's a section titled 'Words' with the subtitle 'List of Words.' and a language selector set to 'Lingua Gestual Portuguesa'. The main area displays a table titled 'LIST OF WORDS'. The table has columns for 'Word', 'Status', 'Editor', and 'Validator'. It lists 10 words, all with a status of 'Validated' and edited/validated by 'Admin PT'. A search bar and pagination controls are also visible.

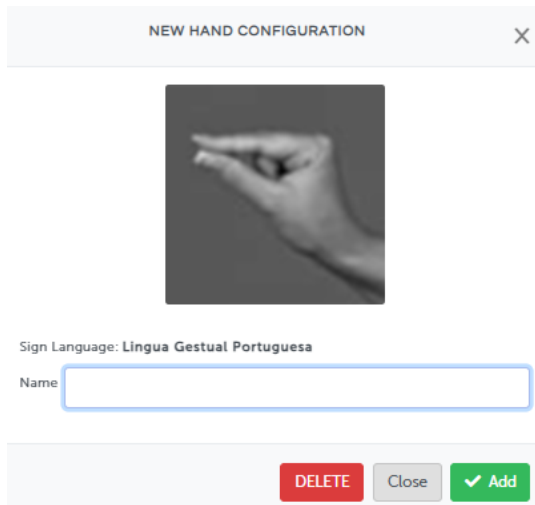
Word	Status	Editor	Validator
útil	Validated	Admin PT	Admin PT
único	Validated	Admin PT	Admin PT
única	Validated	Admin PT	Admin PT
últimos_anos	Validated	Admin PT	Admin PT
últimos	Validated	Admin PT	Admin PT
último	Validated	Admin PT	Admin PT
últimas_duas_décadas	Validated	Admin PT	Admin PT
última	Validated	Admin PT	Admin PT
ótica-loja	Validated	Admin PT	Admin PT
órgãos_representativos	Validated	Admin PT	Admin PT

The word list screen allows you to see which words exist in the dictionary, the status of the words, who the validator and editor of the words were.

## 1.2 Hand Configurations

The screenshot shows the 'Hand Configurations' interface. On the left, a sidebar contains 'Words', 'Words List', 'Hand Configurations', and 'Gloss'. The main content area has a header with the 'SignVET' logo, a language dropdown set to 'English', and a user profile 'ADMIN\_PT'. Below the header, there's a section titled 'Hand Configurations' with the subtitle 'Add hand configurations.' and a language selector set to 'Lingua Gestual Portuguesa'. The main area displays a section titled 'LANGUAGE INFORMATION' with a dropdown for 'Choose a Sign Language'. Below this, there's a row of buttons labeled 'Default', 'Group 1', 'Group 2', 'Group 3', 'Group 4', 'Group 5', 'Group 6', 'Group 7', 'Group 8', 'Group 9', 'Group 10', 'Group 11', 'Group 12', and 'Group 13'. Below the buttons, a grid of 20 hand gesture images is displayed. Some images have a red border, indicating they are active for the selected language.

This screen displays all gesture groups and what gestures each group include. Gestures with the red outline are active for the selected language. By pressing the gesture images a user can activate or deactivate the gesture for the selected language.

A screenshot of a web application window titled "NEW HAND CONFIGURATION" with a close button (X). It contains a video feed of a hand making a gesture. Below the video, it says "Sign Language: Lingua Gestual Portuguesa" and "Name" followed by an empty text input field. At the bottom are three buttons: "DELETE" (red), "Close" (grey), and "Add" (green with a checkmark).

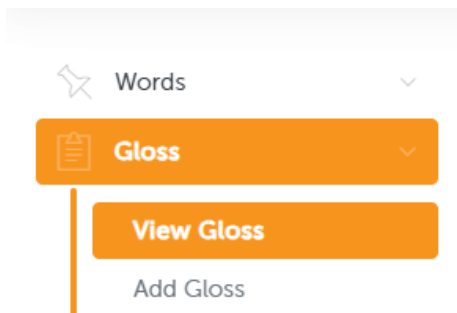
To activate or deactivate a gesture, a name is required. Adding a gesture will add it to the list of available gestures in the SignVet Studio with the specified name.

Deleting a gesture will search for that gesture with that name and only deactivate the gesture with that name.

The same gestures can be activated multiple times with different names.

### 1.3 Gloss Configuration

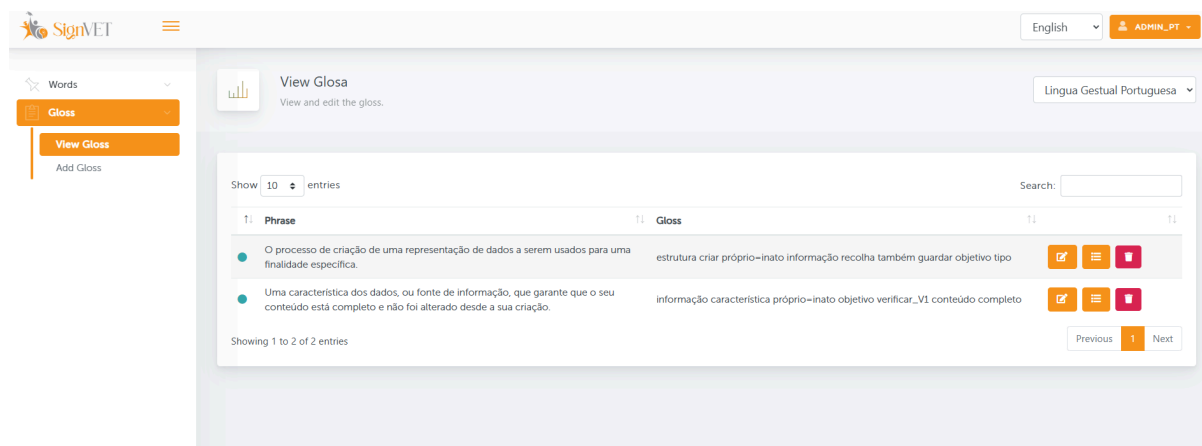
The gloss in SignVet is associated with a website and URLs of that website.

A screenshot of a web application menu. It has a "Words" dropdown with a star icon. Below it is an orange "Gloss" button with a clipboard icon. Under the "Gloss" button is a vertical orange bar. To the right of the bar are two orange buttons: "View Gloss" and "Add Gloss".


View Gloss displays all the Gloss inserted in the SignVet system.


Add Gloss allows the configuration of new gloss into the system.


### 1.3.1 View Gloss












This screen displays all the sentences that were translated to gloss.

Button  allows edit and changing each of the gloss entries.

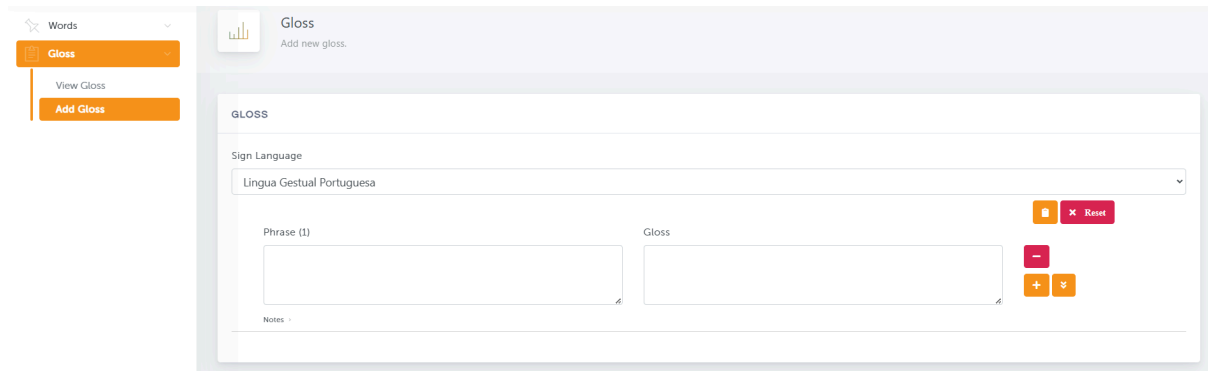
Button  is used to check which words exist or needs to be configured with SignVetStudio.

Finally,  deletes the gloss entry entirely.

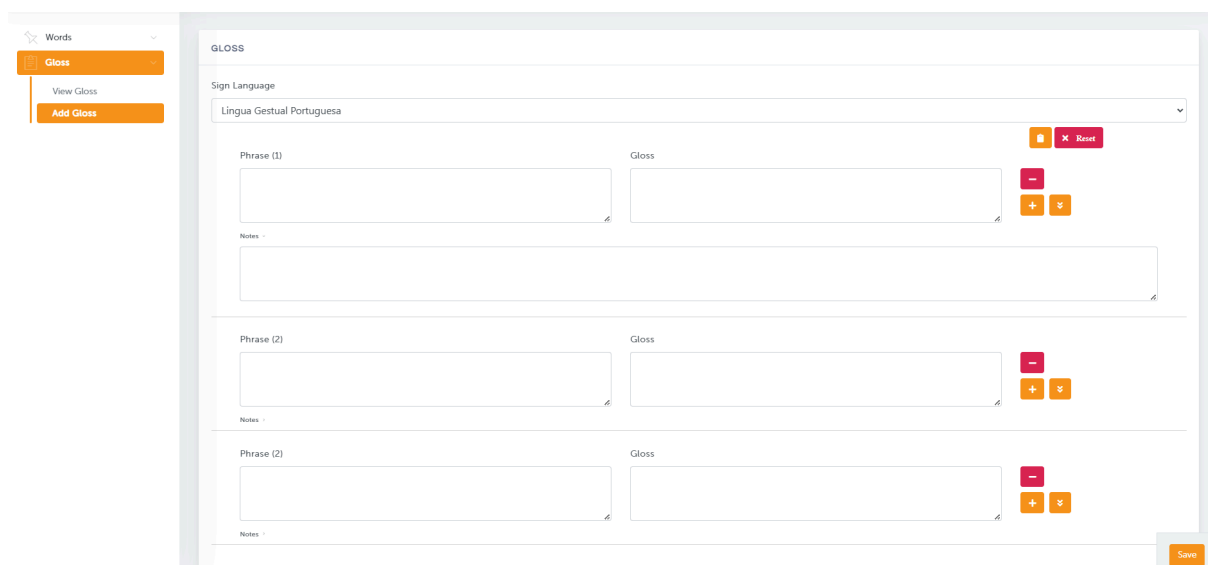
	O processo de criação de uma representação de dados a serem usados para uma finalidade específica.	estrutura criar próprio=inato informação recolha também guardar objetivo tipo	  
	Uma característica dos dados, ou fonte de informação, que garante que o seu conteúdo está completo e não foi alterado desde a sua criação.	informação característica próprio=inato objetivo verificar_V1 conteúdo completo	  

When the list has a green circle, it means that the words in the gloss exist in the dictionary and the translation will work as configured. A red circle means that at least one of the words in the provided gloss does not exist in the dictionary and needs to be checked with the . Any typos that might be causing the problem needs to be corrected or words need to be added to the dictionary.

### 1.3.2 Add Gloss



To add new gloss, you need to specify the language the gloss refers to. Each user is attributed one or more languages they are allowed to work with.





This image shows more than one phrase can be added simultaneously. The “Phrase” field should contain a single sentence that needs translation and the Gloss field should only contain gloss that represents the translation of the sentence in the selected language.




The “-” button deletes the respective line, and if it has been previously saved, it asks for confirmation to remove it from the database.





The “+” button adds a new phrase in the next line.

The third button merges the current phrase with the one immediately following it. If the following phrase exists in the database, it awaits confirmation to be deleted from the database.   The first button deletes it, and the second cancels the deletion.

The button  saves all the work done. Phrases cannot be saved with an empty field, but the gloss can be empty, to be completed later.

Each sentence has a notes field (it's folded and needs to be opened to use). This field can be used to leave observations, advice and other communications between the translation teams regarding each specific sentence and translation.

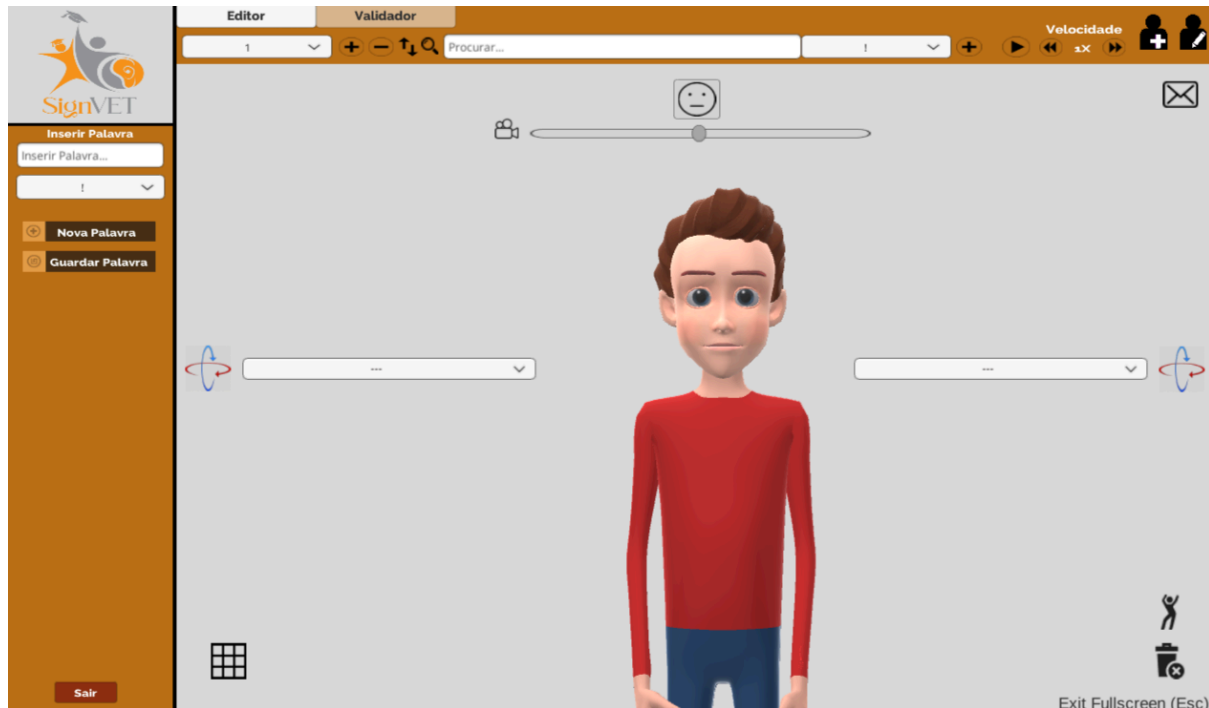
The buttons   allow for faster insertion and deletion of phrases. The first button pastes text from the clipboard separated by sentences. For example, you can go to the text that needs translation, copy all the text, and this button separates the text into phrases and fills the form phrase by phrase with a blank gloss.

The second button clears the form but does not delete anything from the database. To delete from the database, it is necessary to delete them one by one.



## 2 SignVet Configurator

<https://signvet.virtualsign.com/Configurator/>



SignVet Configurator allows you to manage the word dictionary.

There are two roles a user can have: Editor or Validator.

With this tool, an Editor can perform the following operations:

- Configure and add new words to the dictionary
- Modify and correct existing words in the dictionary

A Validator can perform the same operations but has the additional role of ensuring that only correctly configured words are used in translations.

In this sense, the Validator performs the following operations:

- Mark words for review when they are not correctly configured
- Validate words when they are correctly configured
- Delete words that, for some reason, do not make sense

## 2.1 Editor Features


### 2.1.1 Configure and Add New Words to the Dictionary

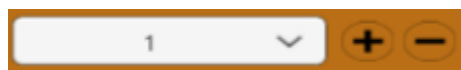
To access editor features of SignVet Configurator you need to select the Editor tab. It's the default tab that is selected once you login.



A word in SignVet Configurator is composed of moments. A moment can be an arm movement, head movement, body movement, a change in hand configuration, or facial expressions. Each moment can include any combination of these actions.



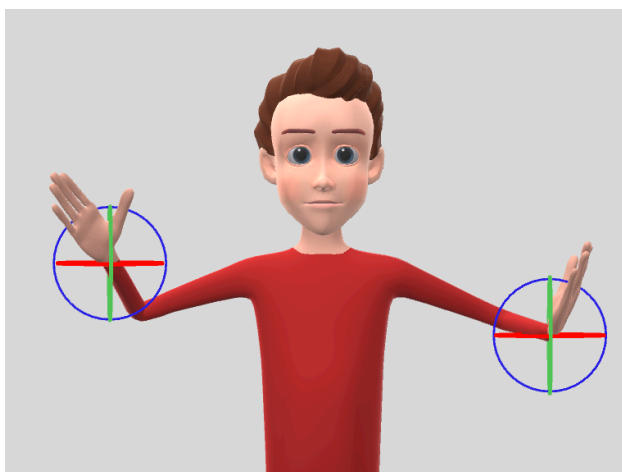
To insert a new word, simply click the  button and enter the word name in the "Insert Word" field.




The word always starts with moment 1. The "+" and "-" buttons next to the moment selector allow you to add and remove moments. There cannot be fewer than one moment.



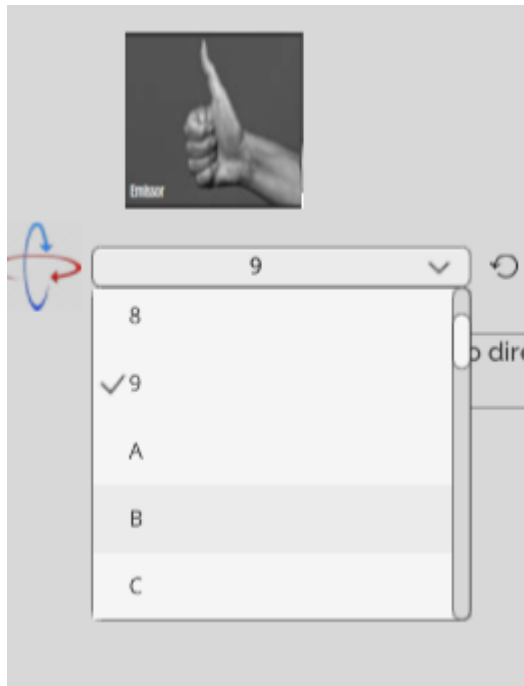
To configure each moment, simply click and drag the avatar's wrists to the correct position with the left mouse button.




The buttons  allow you to activate the hand rotation mechanisms. When any of the mechanisms are active, it is not possible to move any of the arms.

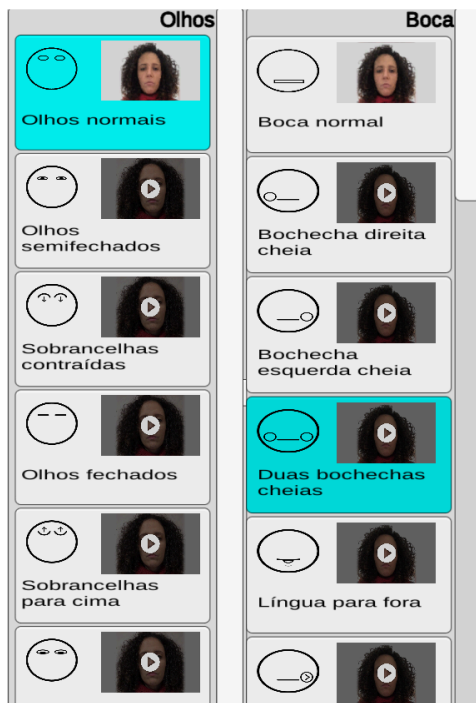
Only one axis can be rotated at a time, and to do this, simply click and drag the desired axis: blue, red, or green until the hands are in the desired direction.


To move the arms again, both rotation mechanisms must be deactivated.



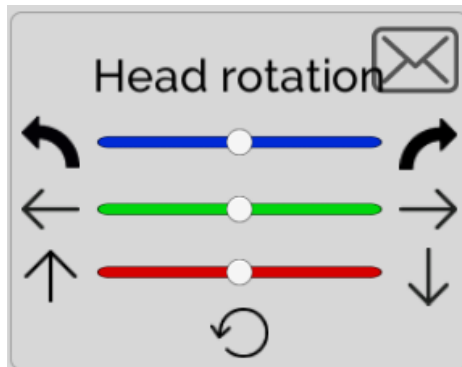
On both sides of the avatar, there is a gesture selector that allows you to choose the gesture for each moment, for the left and right hand respectively.

Button  resets the hand position and gesture to the initial position.

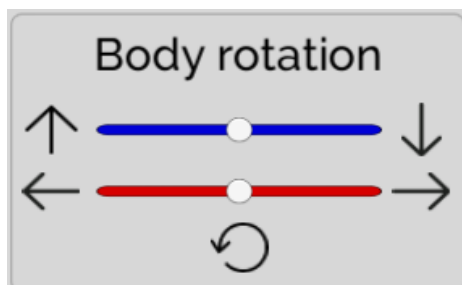



Button  opens the options to customize the expression of the eyes and mouth, as well as the rotation of the head.


There are 7 eye positions and 32 mouth positions and animations, allowing for the creation of 224 different facial expressions.

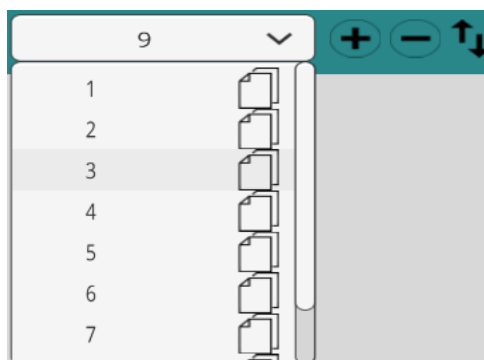


The blue controller allows you to tilt the head to the right and left. The green controller allows you to turn the head to the left and right, and the red controller allows you to look up or down.




Button  opens the options for body rotation. The blue controller tilts the body forward and backward, and the red controller tilts the body to the left and right.


Buttons  reset the rotations of the body and head, respectively.



There is no limit to the number of moments each word can have.

Button  is used to copy the currently selected moment and paste a copy of it



Button  opens a list of moments that can be reordered to correct any moment that is out of order.



It is possible to import moments from another word directly into the word you are creating. Simply write the name of the word in the search field (the box to its right contains all words like the one being typed) and click the "+" button. The moments from the imported word are always inserted at the end of the current word.

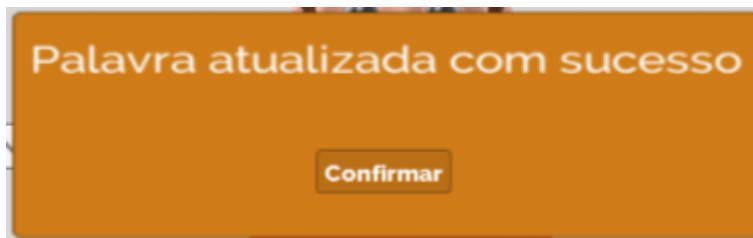


The play button allows you to see the word being created in motion. You can customize the speed at which the word is represented using the speed arrows next to the play button. This speed is set for the entire word, not moment by moment. To make a moment last longer, you need to add repeated identical moments to ensure the moment lasts longer.

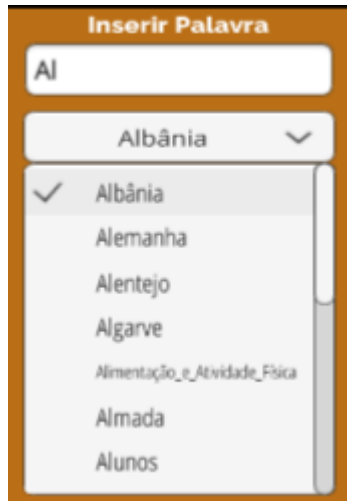


The camera controller allows you to rotate the camera to get a more accurate perception of the gesture and position of each moment. This functionality is not saved and does not change anything in the gesture.

Finally, simply click the  button and wait for the success message.



## 2.1.2 Modifying and Correcting Words in the Dictionary



The process of modifying and correcting words is the same as the insertion process, but instead of creating a new word, you use the word selector to open an existing word.

Simply write part or all the word you want to correct in the "Insert Word" text field to filter the list of words and then choose the word from the list.

Then, follow the same process described in the previous section.



## 2.2 Validator User Features

### 2.2.1 Validating Words

The validator has access to extra features in SignVet Configurator, which can be accessed via the "Validator" button at the top of the graphical interface.



On the Validator screen, the word list can be filtered by the word's status. A word can have three statuses: validated, not validated, and under review.

A word that is not validated or under review is not used by translators because it is not validated as being correct.




After opening a word, the validator can mark the word for review, validate the word, or remove it. A validated word cannot be removed.

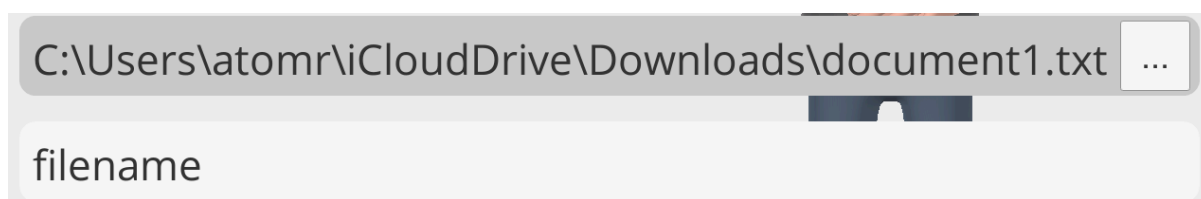
### 3 Video Creation Tool

#### 3.1 Creating videos

The video creation tool is a Microsoft Windows only application that allows to create videos for all the text in a specific text file.




Pressing the  button brings up the windows explorer file selector and lists files with “txt” extension.



Once selected, the top text field will display the file path of the selected document. The bottom text field needs to be filled with the prefix of the files that will be saved.



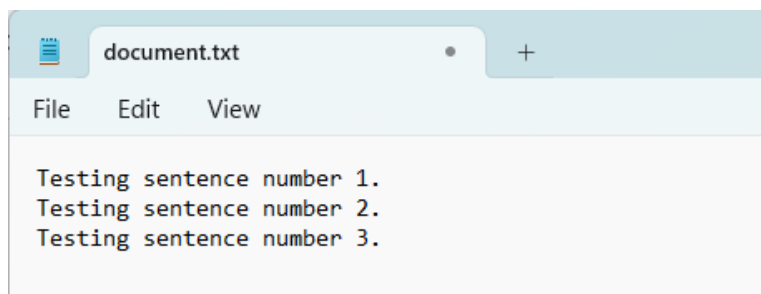
Press the record button to start creating the video files. The stop button cancels the creation of the files.

After the video creation process is complete you can press the  button to open the folder where the videos were created.

The folder located inside the video creation tool folder “\VideoTool\Captures”

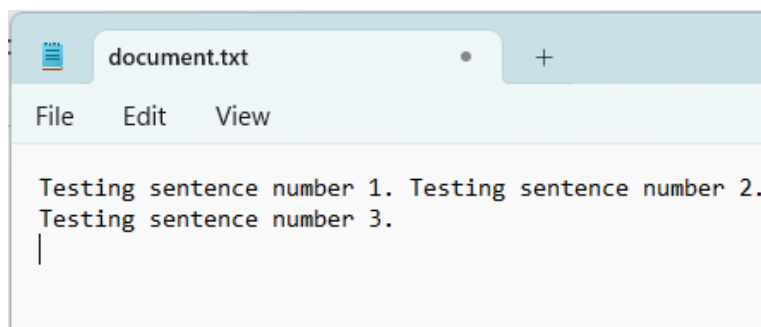
### 3.2 Text file format

The text file creation is very simple. Each line should include the text to save in an individual file.



In this example, the tool would create three video files:

- filename\_0001.mp4
- filename\_0002.mp4
- filename\_0003.mp4



This case results in two video files:

- filename\_0001.mp4
- filename\_0002.mp4