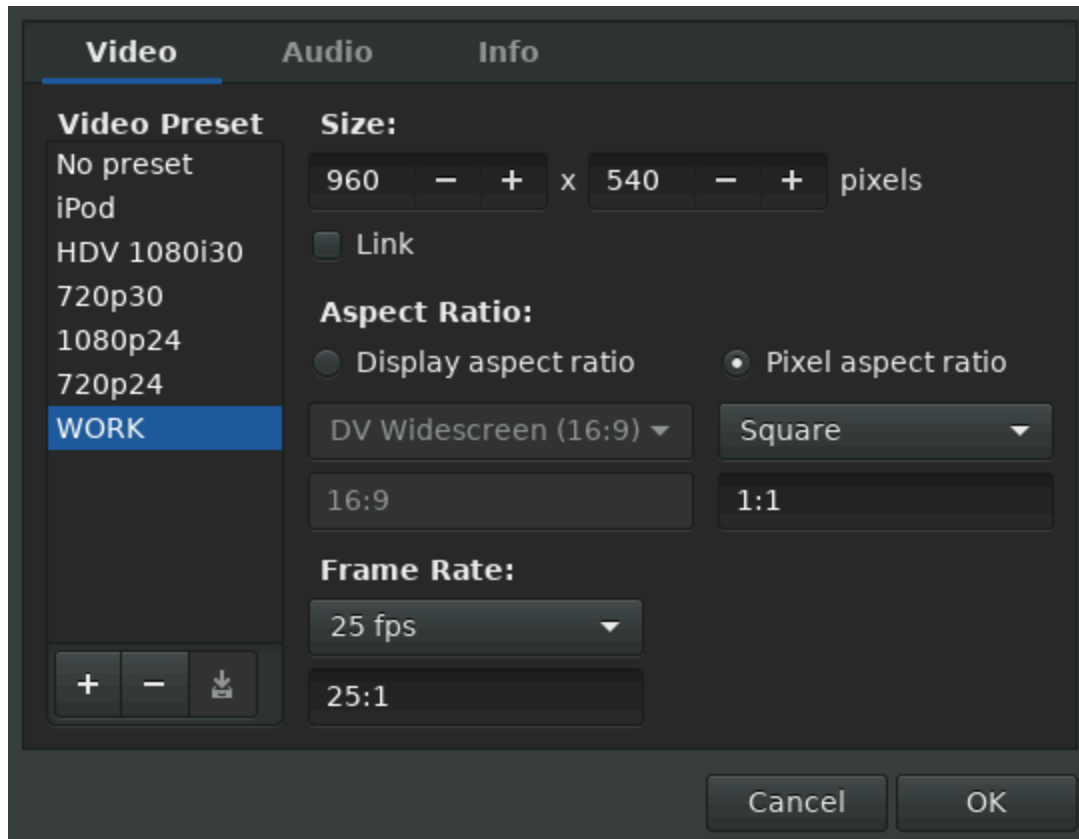
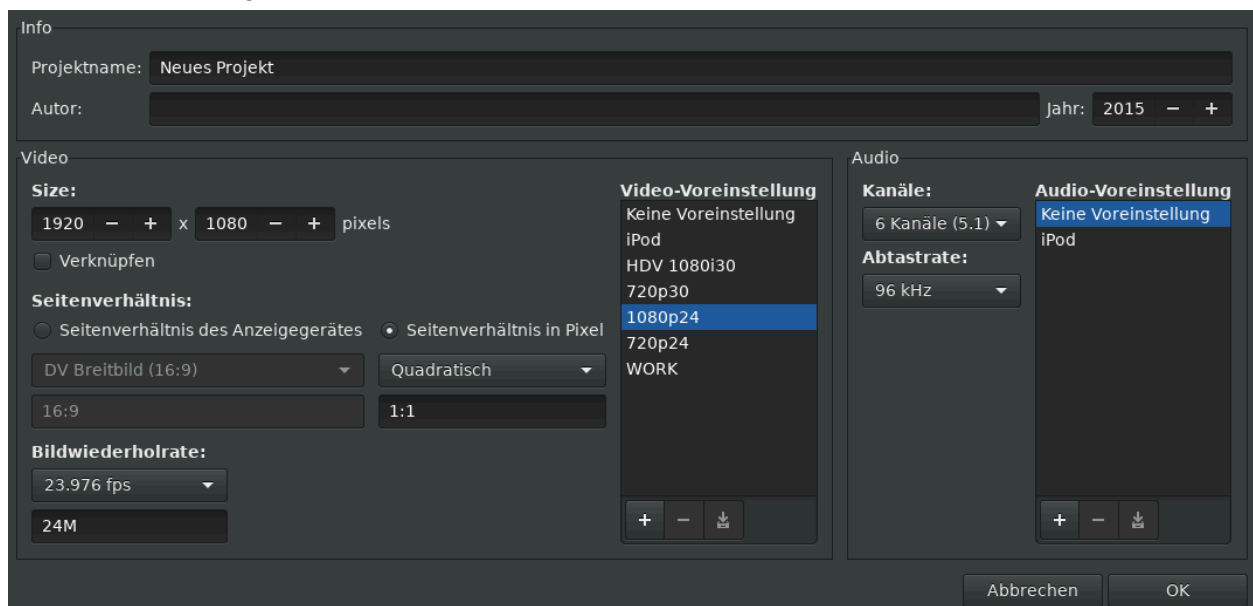


Intro

As of 2015, the current Pitivi project settings dialog is difficult to use. There are three Video/Audio/Info tabs and it's annoying to switch between them to see or change the settings.



The simplest change would be to use Notebooks instead of Tabs:



This looks too cluttered and on small screens and some languages-with-long-words it might not fit the screen. Then instead of Treeviews we use Comboboxes with a menu button for the presets:

The screenshot shows a settings dialog box with a dark theme. It is divided into three main sections: Info, Video, and Audio. The Info section at the top contains a 'Project title' field with 'New Project' entered, an 'Author' field, and a 'Year' field with '2015' and minus/plus buttons. The Video section on the left has a 'Preset' dropdown set to 'New preset' with a menu icon, a 'Size' field showing '720 x 576 pixels' with minus/plus buttons, a 'Link' checkbox, an 'Aspect Ratio' section with radio buttons for 'Display aspect ratio' and 'Pixel aspect ratio' (the latter is selected), and dropdowns for '5:4' and '1:1' ratios. The Audio section on the right has a 'Preset' dropdown set to 'iPod' with a menu icon, a 'Channels' dropdown set to 'Stereo', and a 'Sample rate' dropdown set to '44.1 kHz'. At the bottom right are 'Cancel' and 'OK' buttons.

Having the “Preset: [combo|V] [=]” group of widgets in the top-right corner of the Notebook shows it’s not part of the settings it controls, which are aligned to the left. This cannot be seen in the Audio Notebook, but it still looks fine.

How it works

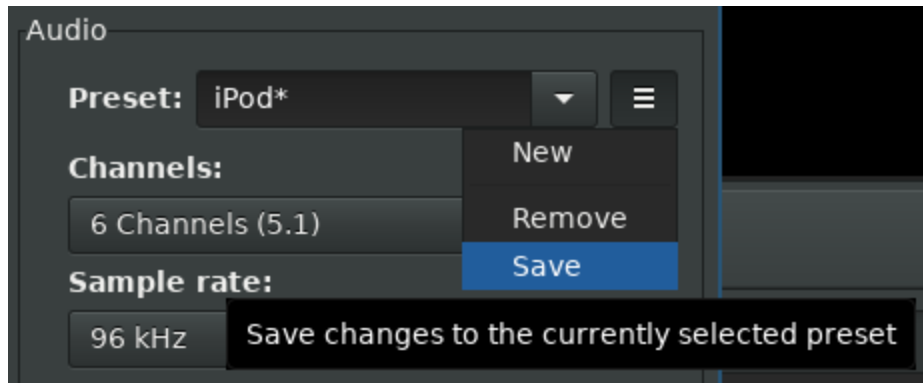
When the project settings dialog is opened, it displays the settings of the project. If the settings match no preset, the presets combobox remains empty, otherwise the matching preset is automatically selected.

Once a preset is selected, you can change the settings and then the current preset is shown as unsaved. You can go back to “no preset selected” only by removing the current preset.

The user will be able to:

- **Load** a preset, by selecting it in the **combobox**. This would update the UI with the values from the preset.
- **Create** a new preset
 - WHEN ONE IS ALREADY SELECTED by using **menu > Create** preset. The values from the settings fields are copied into the new name-less preset. This would clear the combobox (the edit field) if it's not clear already, and focus it to allow specifying the name. Then it works like Rename, see below.
 - WHEN NONE IS SELECTED by clicking the empty **combobox** (the edit field). Then it works like Rename, see below.
- **Rename** a preset, by clicking the edit field of the **combobox**, typing the new name then using **menu > Save**. If the new name is a duplicate, the other preset is overwritten.
- **Change** a preset, by editing the settings and using **menu > Save** preset. At any point when the settings values do not match the current preset (if any), the preset name is displayed as italic to signal that it's changed and unsaved.
- **Remove** a preset (when one is selected) by using **menu > Remove** preset. This would leave the combobox (edit field) empty.

So the menu would contain: Create, Save, Remove. Something like:



In case the user loads a preset, changes some settings and then starts to edit the name of the preset, none of these is persisted until the user saves with **menu > Save**.

A few points from bastianilso

- I think it would make sense to merge all Project settings preset fields into one global preset and put this in the headerbar. I don't see a use case for having an "ipod" preset for audio and a "work" preset for video.
- I am not sure in what use cases one would wish to set the pixel aspect ratio rather than the display aspect ratio, so I would leave that out. We should probably set the aspect ratio to be the same as the resolution by default (IMO we could even ditch the aspect ratio field if you dare d:).

I have taken all those suggestions and made a quick mockup of it. I am unsure about the context menu next to the presets menu but don't have a better way to make it sane either. anyway, you get the idea :)

A mockup of a project settings dialog box with a dark theme. At the top, there is a header bar containing a 'Cancel' button, a 'No Preset' dropdown menu, a hamburger menu icon, and a 'Done' button. Below the header, there are two input fields: 'Project title:' and 'Author:'. The main area is divided into two columns: 'Video' and 'Audio'. The 'Video' column contains three settings: 'Resolution' (1920 x 1080), 'FPS' (25), and 'Aspect Ratio' (16:9). The 'Audio' column contains two settings: 'Channels' (Stereo) and 'Sample rate' (44.1Khz). All settings are displayed in a clean, modern font with a subtle shadow effect.

More ideas

Something similar should be done with the render dialog!

A mockup of a render dialog box with a dark theme. On the left, there is a 'Render Preset' list with options: 'HTML5 video', 'N800', 'HTC Desire', 'Blu-ray', 'DVD', 'iPod / iPhone', 'webm 540', 'full', and 'x264'. Below the list are three buttons: '+', '-', and a download icon. The main area has three tabs: 'General', 'Video', and 'Audio'. The 'General' tab is active and shows three fields: 'Folder:' (aleb), 'File name:' (New Project.ogv), and 'Container format:' (Ogg). There is a warning icon next to the 'File name' field and a 'Help' button next to the 'Container format' dropdown. At the bottom right, there are 'Close' and 'Render' buttons.

The Info Notebook can be slimmed, leaving only the “Project title” field and some button to edit the rest of the metadata (in a new dialog). Might seem that we go back to one-click to get to these settings, but the important one (Project title) is available right away.

The video Size could be displayed as in Gimp, with width/height on top of each other (see below), but then it would look too similar with the combo/field groups we use for the DAR, PAR and frame rate fractions. So better leave it as it is.



A screenshot of a video resolution settings dialog. It features two input fields: "X resolution:" and "Y resolution:", both containing the value "72.000". To the right of these fields is a vertical stack of three icons: a top icon with the number "1", a middle icon showing two linked rectangles, and a bottom icon with the number "2". Further to the right is a dropdown menu currently displaying "pixels/in".