CapStudio: An Interactive Screencast for Visual Application Development

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CapStudio IDE
A Processing IDE with an interactive **screencast**

Screencast:
- A pseudo preview window for a game programming
- A captured output window with Forward/Backward editing functionalities

1. **Forward Editing**: CapStudio can reflect the modification in a screencast to the source code

![Forward Editing Example]

2. **Backward Editing**: CapStudio can reflect the modification in a source code to the screencast

![Backward Editing Example]

3. Additional feature: Options for supporting game programmers

- Trajectory rendering
- Camera shifting

What programmers can do with Screencast

- **Recording rendering history** of the application, not capturing the application window as a Video
- Generate the screencast with the rendering history
- Use the rendering history for Forward/Backward editing

Implementation

- Execute on CapStudio IDE
- Record rendering history
- Generate a screencast with rendering history