CONTENTORRR

Fast. Complete. Organized.

CREATORRR.COM

By MissBlackreey & MasterB

1. The Problem
2. Our Solution
3. The Contentorrr Workflow
4. Few Things in Detail

1. The Problem

Many creators upload their content only to a few platforms and **leave money on the table**. Why? Because it's hard to manage, and many of us don't like working with agencies or managers.

To fully monetize a scene, creators must:

- **create screenshots, short clips and trailers** for promo, and longer trailers for tube sites to monetize ad revenue. Some platforms allow watermarks, others don't.

- **tag everything correctly**, since platform rules differ and **proper organization** is critical (especially for automated posting on Reddit, or if you create content that is OK for Fansly but against TOS on OnlyFans).

- **manage your content**: It's easy to get lost with 100+ full scenes and process those to 1000 to 2000 assets (clips, trailers & screenshots) for up to 10 platforms or more. What can I post when and where? What did I already post where and when?

All of this involves repetitive, tedious work, quickly creating chaos and burnout instead of maximizing your profits.

2. Our Solution

We built **Contentorrr**, a desktop app that dramatically speeds up the workflow from full scene to ready-to-post assets. It accelerates every step of the pipeline and lets you handle almost everything in parallel:

1. Create clips, trailers, and screenshots from a full scene **in minutes**.

2. At the same time, **capture all relevant metadata** per asset, automatically and manually: tags, titles, descriptions, orientation, platforms, performers, location, recording date, and more.

3. Through this process, a **complete media library is built automatically**. Everything can be filtered and exported as a **CSV file** for bots, schedulers, and other automations.

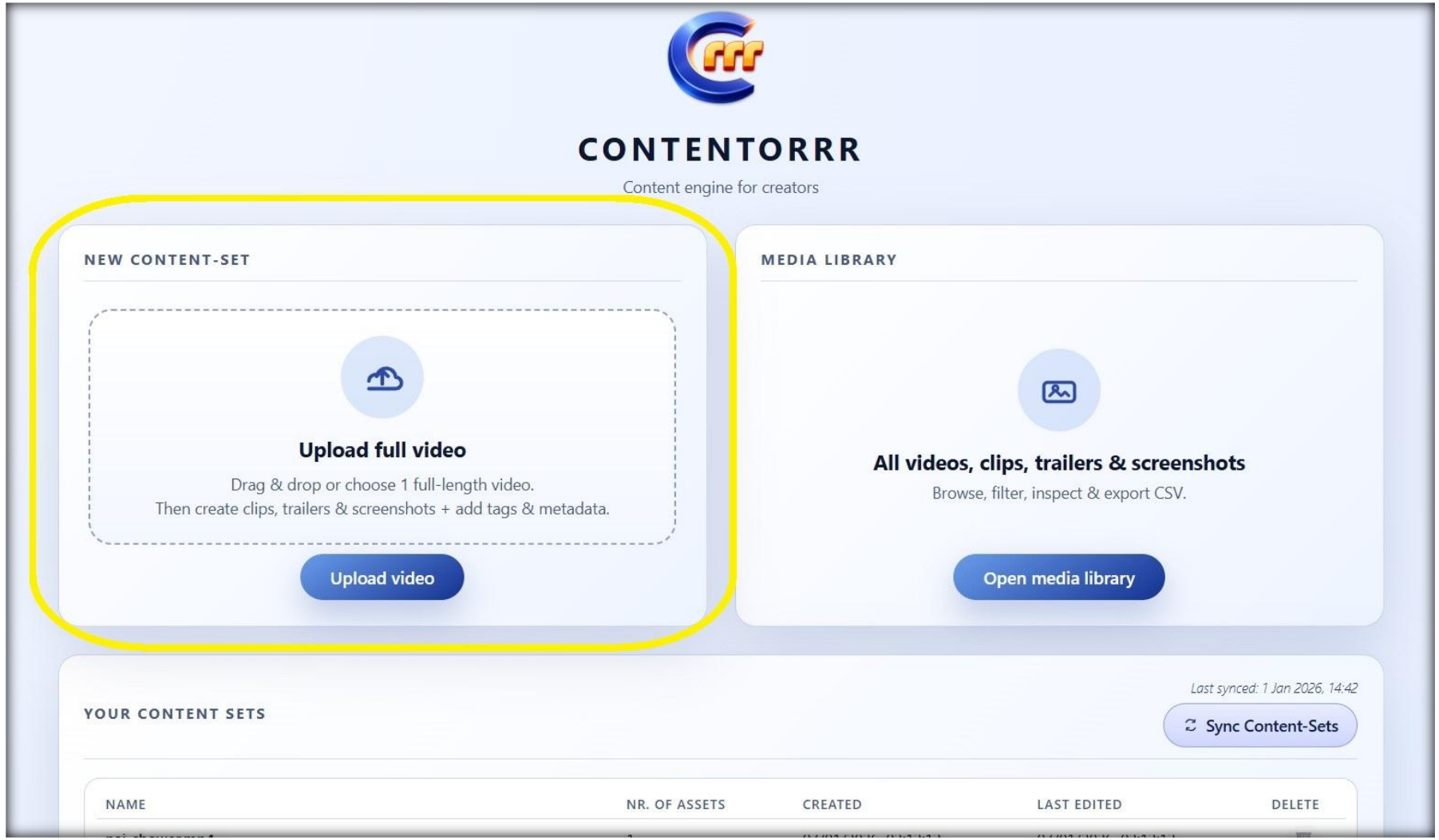
Remark 1: Your existing clips, trailers and screenshots can also be **integrated** (see chapter 4).

Remark 2: Everything is processed and stored **locally**. No cloud. No privacy issues.

Maximum time saved. No more chaos.

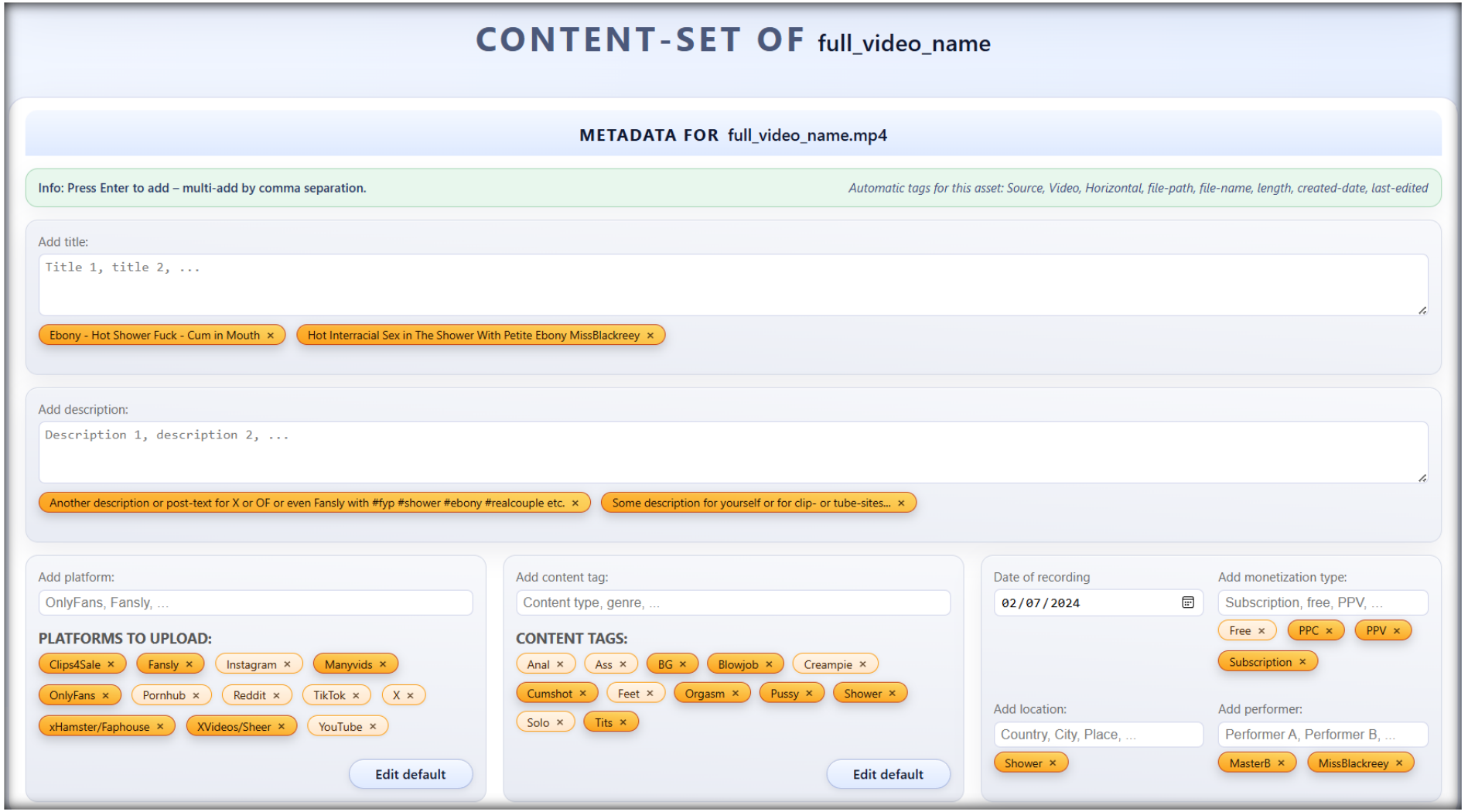
3. The Contentorrr Workflow

1. Upload one full video. Of this video you will create a “**content-set**”, consisting of the **full video** itself as source file and all the **clips, trailers and screenshots** you choose to create of it.



3. The Contentorrr Workflow

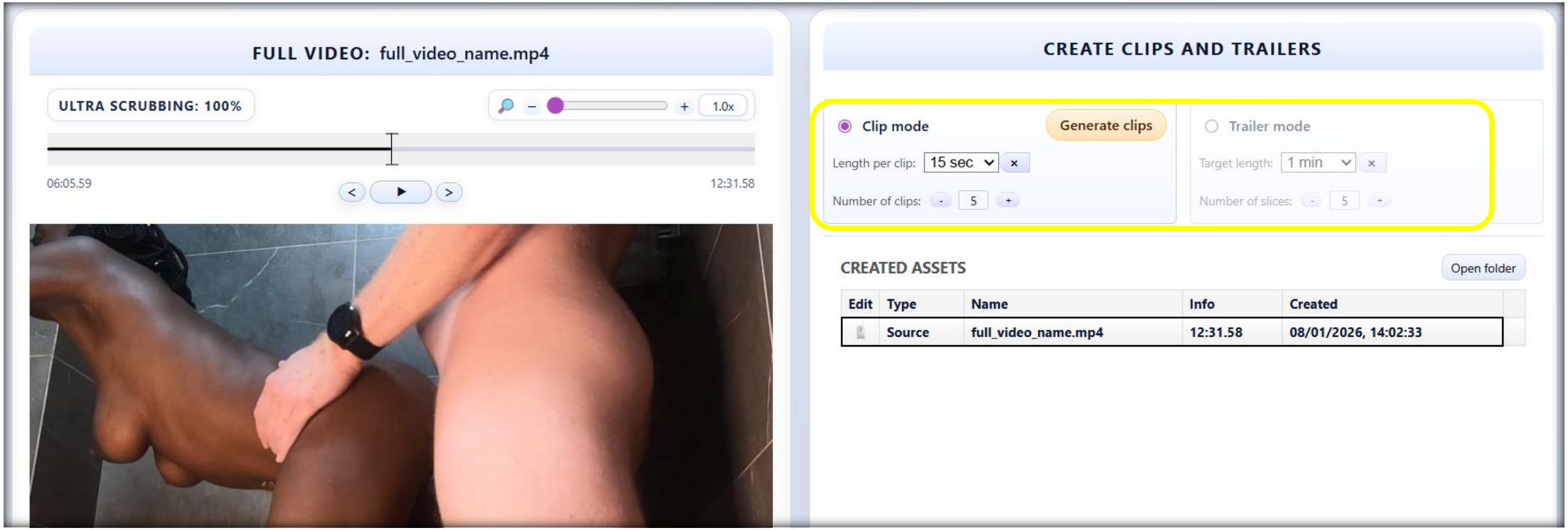
2. Add **tags and metadata** for the full video, while “Ultra Scrubbing” (see next slide) is loading, which lets you scrub through the video with zero lag.



3. The Contentorrr Workflow

3.a) After or while tagging and adding metadata to the full scene, scroll down and choose a default or custom length for clips and trailers. Then select the number of single clips or slices for a trailer. More clips or slices can be added later.

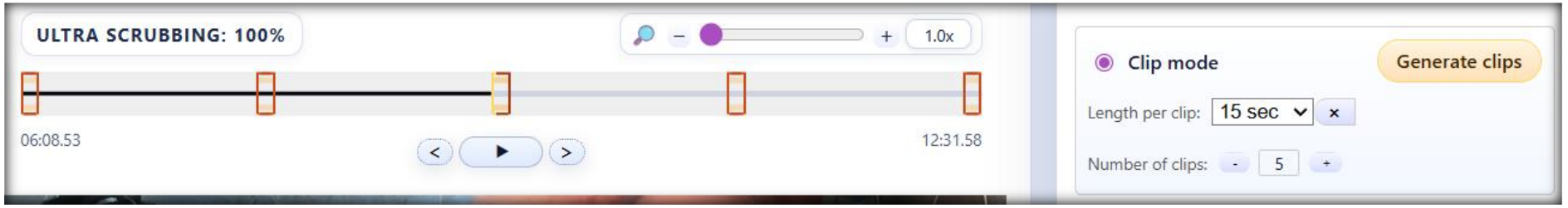
You can switch between **Clip** and **Trailer mode** at any time without losing anything. **Every action is saved immediately.**



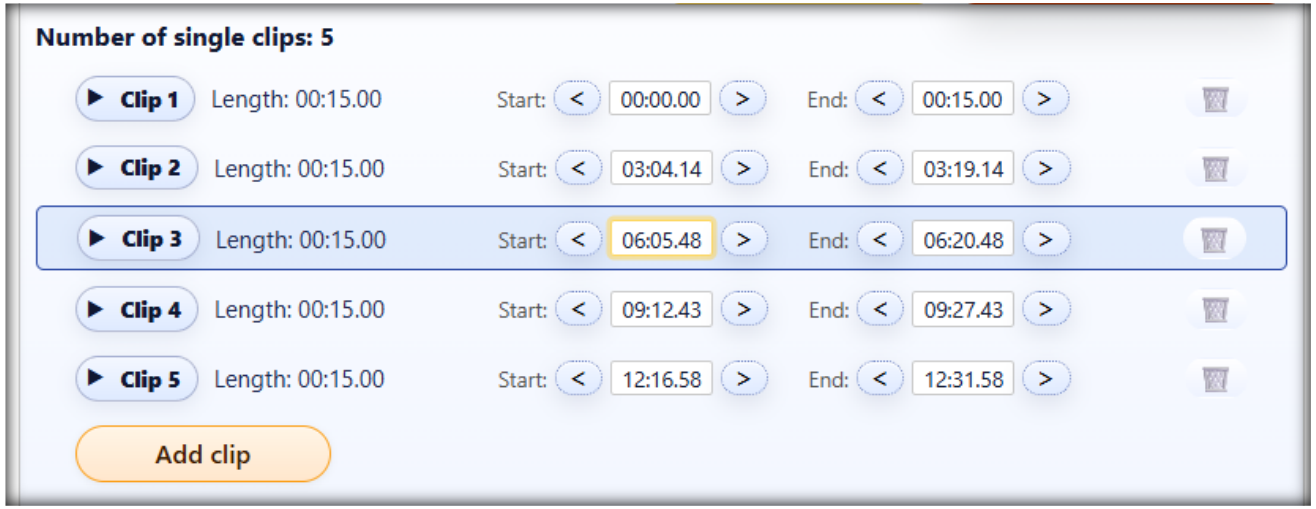
3. The Contentorrr Workflow

3.b) Once you click “Generate clips” or “Generate slices”, equally spaced orange brackets [ ] will appear on the timeline above the video preview.

In **Clip mode**, each [ ] (clip) is exported as an **individual clip**. In **Trailer mode**, all [ ] (slices) are combined and exported as a **trailer**.

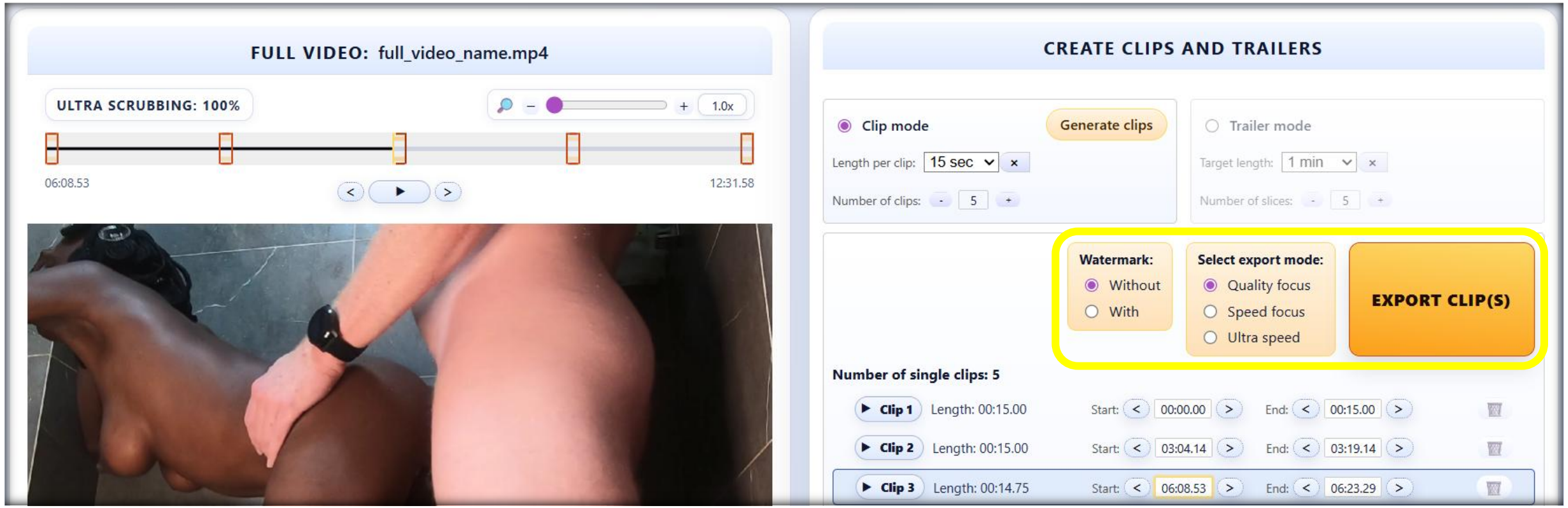


Each clip/slice can be moved, played, frame-accurately shortened or expanded, zoomed into, deleted, and new clips/slices can be added.



3. The Contentorrr Workflow

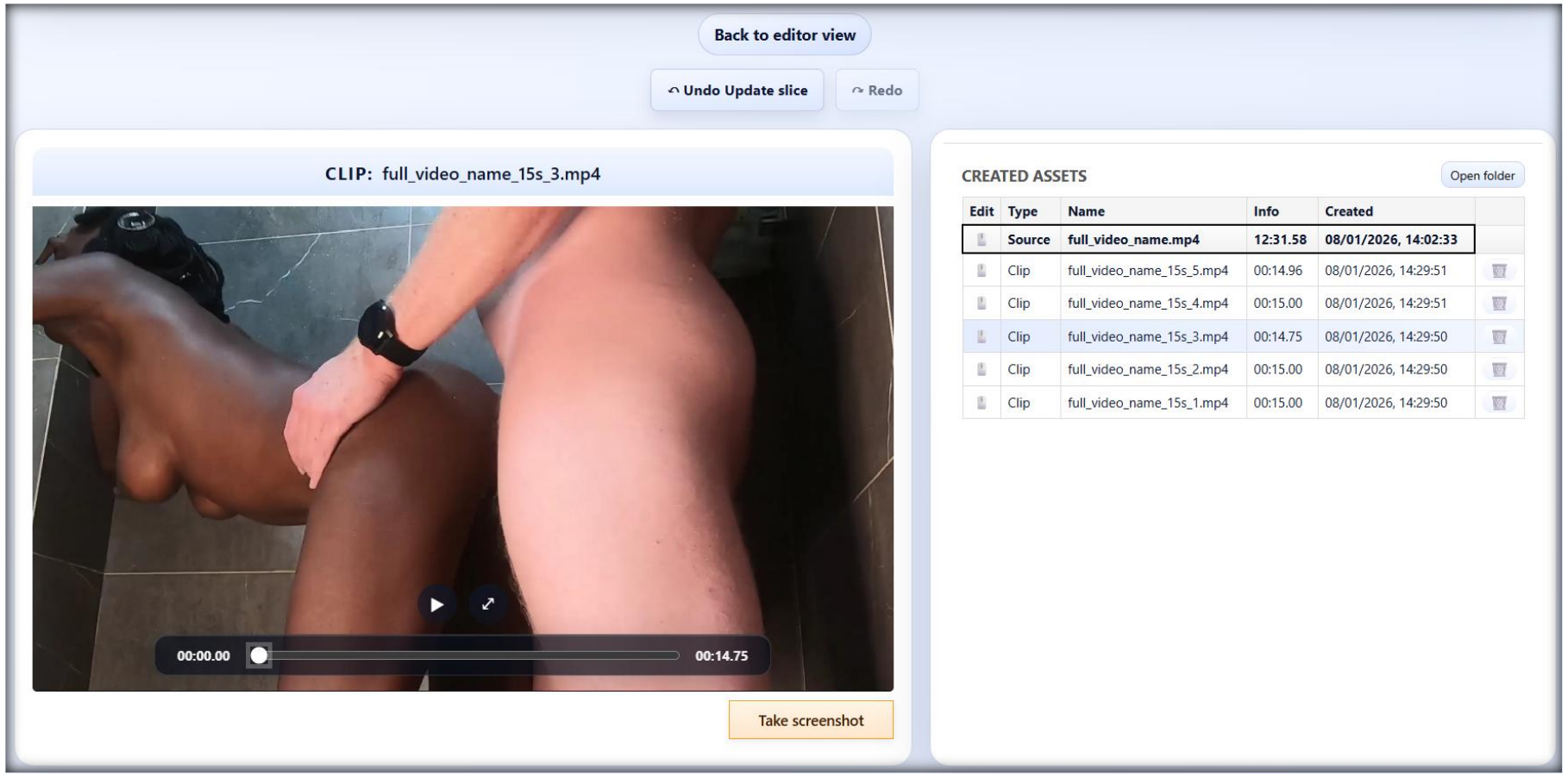
3.c) When you're happy with the clips, you can export them all at once using the export mode of your choice (details in chapter 4). The same applies to trailers.



3. The Contentorrr Workflow

3.d) All assets appear immediately in the “CREATED ASSETS” table and can be played or scrubbed by clicking on them.

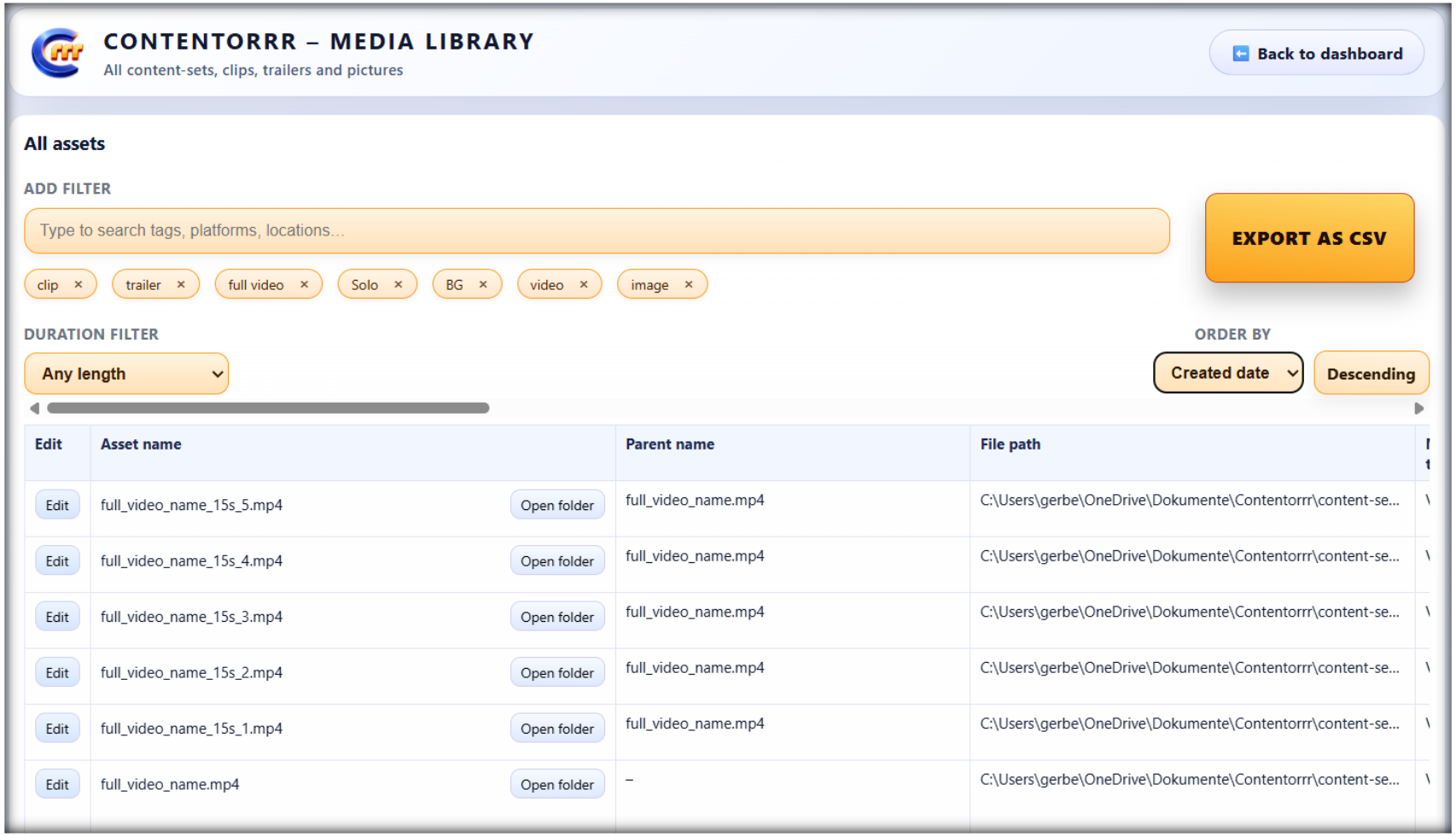
As with the full video (source file), you should also **add tags and metadata for each asset**.



3. The Contentorrr Workflow

4. From the Dashboard or in the top-right of the content-set editor, you can access the “Media Library.”

Here, you can filter and sort the data as needed and **export the table as a CSV file**.



4. Few Things in Detail

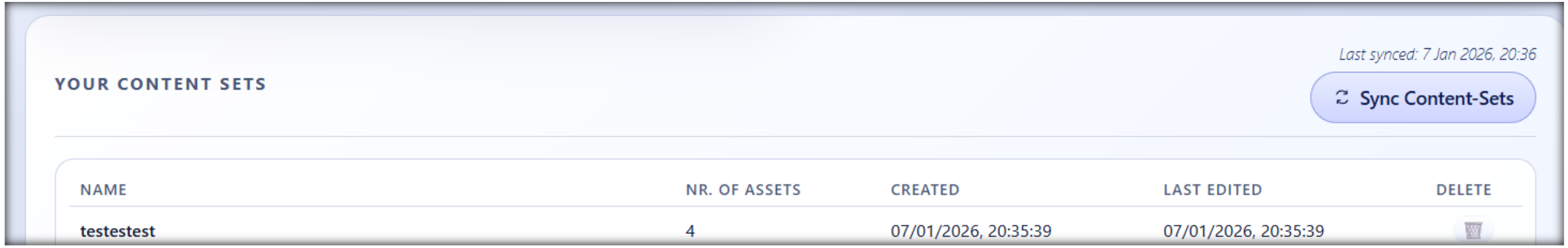
In chapter 3 we focused on the general workflow showing the **Clip mode** as an example. You may have wondered about a few specific capabilities. Here they are:

0. Integration of existing content-sets

As an example, if you use Windows and install Contentorrr in C:\Path\Contentorrr\, the structure is as follows:

- C:\Path\Contentorrr\content-sets\ ← all content-sets are here.
- ...\content-sets\full_video_name\ ← clips and trailers are here. (full_video_name = content-set name)
- ...\content-sets\full_video_name\source ← full_video_name.mp4 is here.
- ...\content-sets\full_video_name\screenshots ←all screenshots are here.

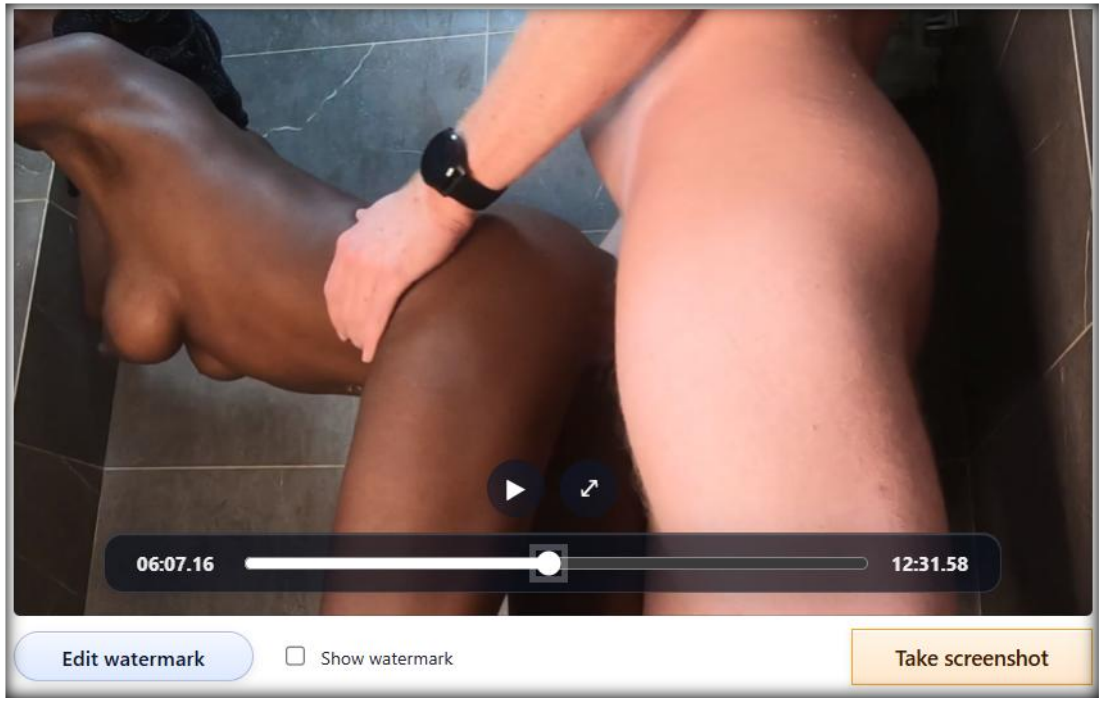
To integrate existing content, simply create these folders, add the assets accordingly, click “Sync Content-Sets” in the Dashboard, add tags and metadata, and that’s it. The content-set is integrated.

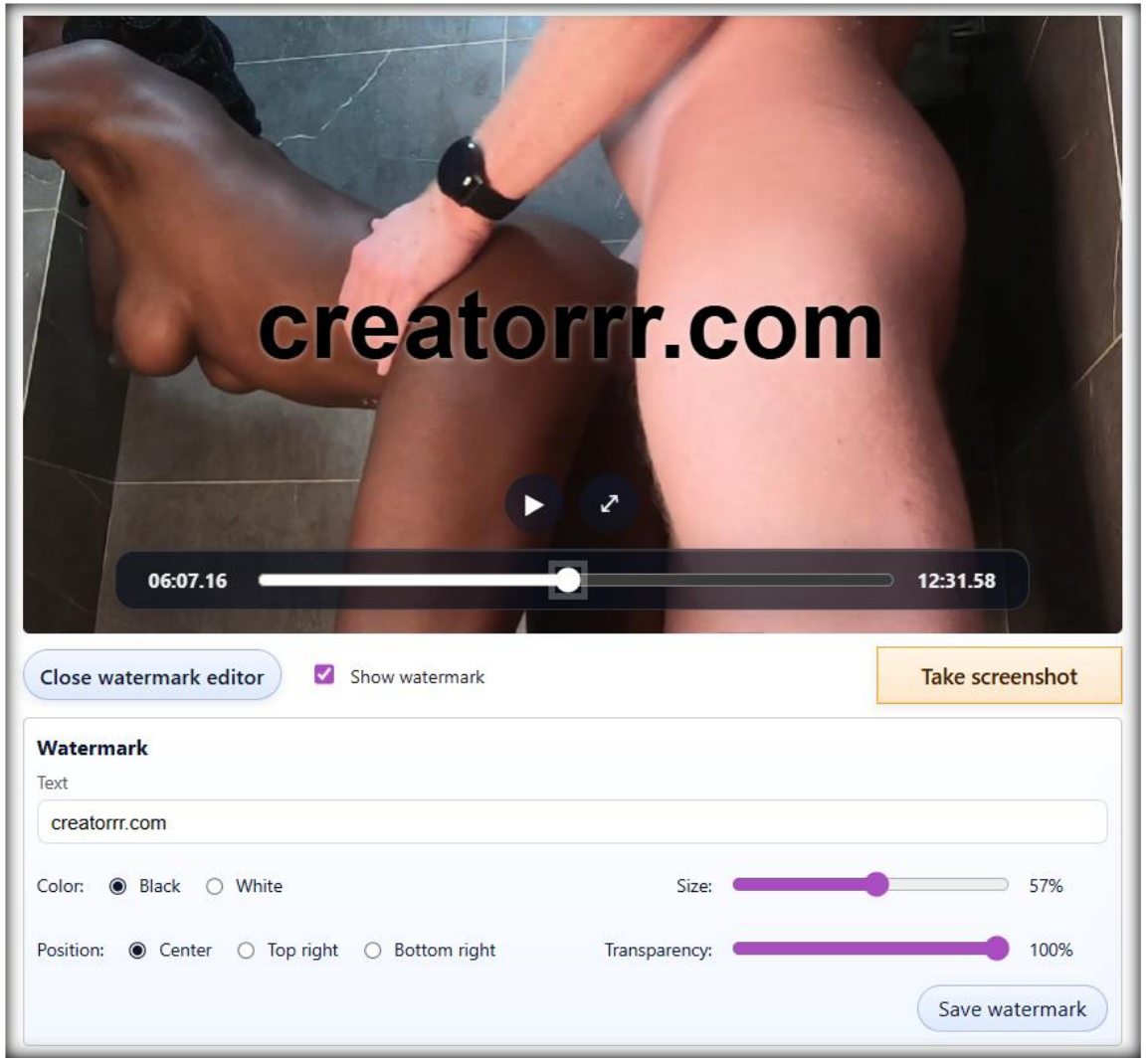


4. Few Things in Detail

1. Watermark

Click “Edit watermark” to set your watermark. Since this usually doesn’t change, it remains active until you update it again. For vertical videos, you can set a **separate watermark**, as vertical formats have different sizes and support **bottom, center, and top** positions. For horizontal videos, the most common positions are used: **bottom right, center, and top right**.



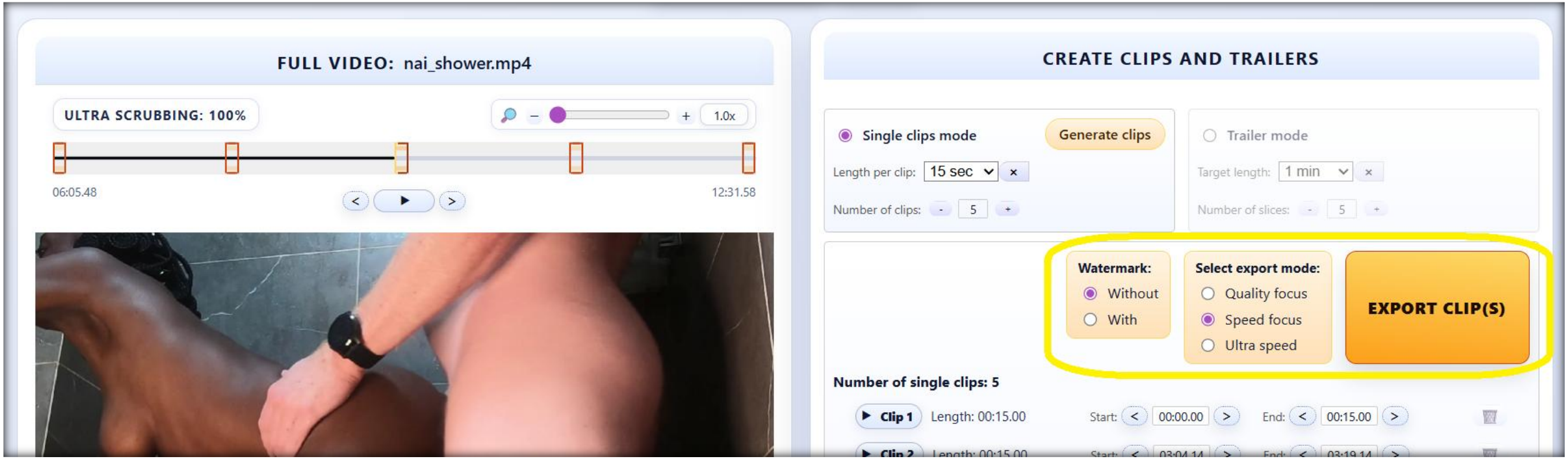


4. Few Things in Detail

2. Export modes

As mentioned earlier, there are 3 export modes:

- **Quality focus:** almost 100% of the source quality, relatively slow.
- **Speed focus:** the app will look for hardware accelerated encoder, quality will be slightly worse, but the export is much faster.
- **Ultra speed:** 100% source quality, extremely fast, but not frame-accurate, as exports are cut from keyframe to keyframe (https://en.wikipedia.org/wiki/Key_frame - Video compression).

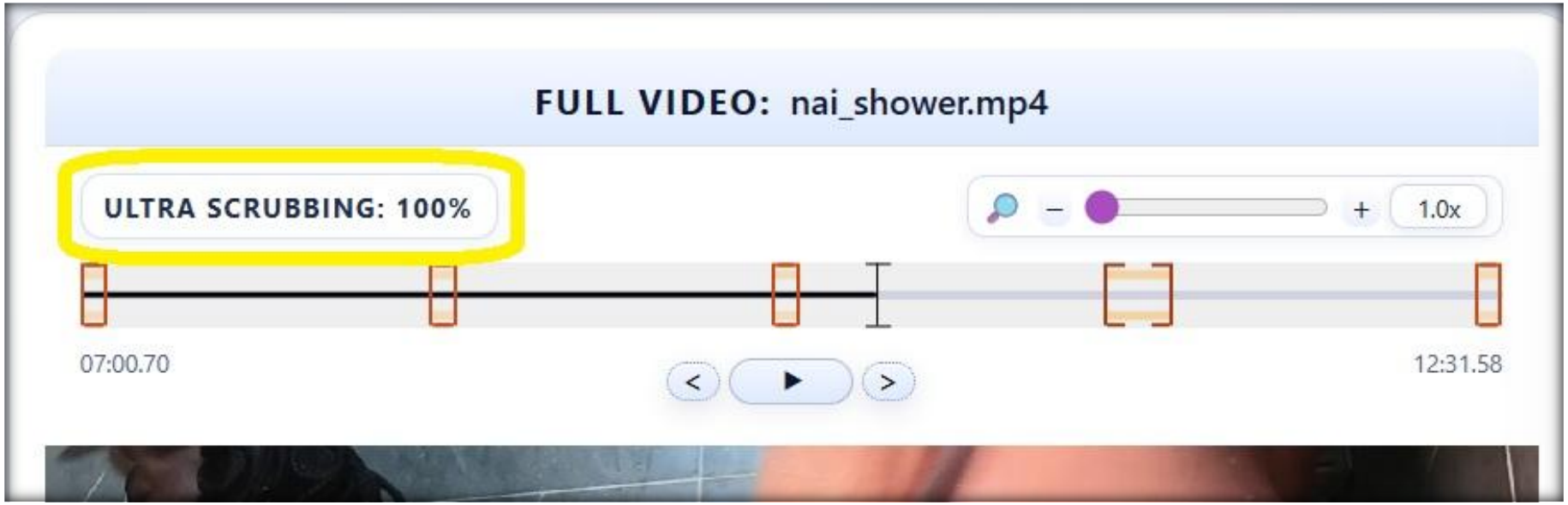


4. Few Things in Detail

3. Ultra Scrubbing

In most video players, even slow timeline movement only shows a few frame updates. “Ultra Scrubbing” loads automatically and lets you see all frames within a one-second interval, with zero lag.

This allows you to scrub through a 30-minute scene in seconds and quickly identify which parts you want to cut into clips.



4. Few Things in Detail

4. Miscellaneous

The rest should be self-explanatory. Still, a few additional notes:

- **Take screenshot**: creates a JPG that appears in the **CREATED ASSETS** table and can be tagged.

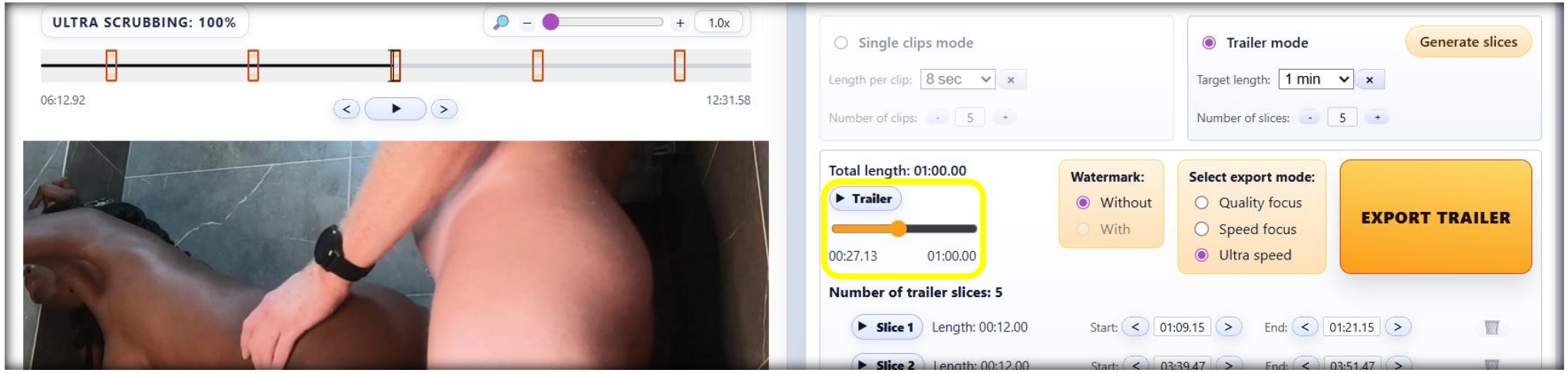
- The app is designed for 16:9 and 9:16 video format, i.e. standard mobile phone orientations: horizontal and vertical.

- Customizable lengths in **Clip** and **Trailer mode**: 0.1 seconds up to 90% of the full video duration.

4. Few Things in Detail

4. Miscellaneous

- In **Trailer mode**, an additional timeline is available, allowing you to preview the trailer by scrubbing through it or by simply playing it.



- Naming system:
  - Clips are named by appending: _Xs for under 60 sec, _Xmin for more than 60 sec, _WM if exported with a watermark, and a numeric suffix (_1, _2, ...) for enumeration.
    (Example: full_video_34s_WM_3.mp4)
  - Trailers follow the same duration and watermark naming logic but additionally include _trailer and use an alphabetic suffix (_a, _b, ...) for variants.
    (Example: full_video_2min_trailer_WM_a.mp4)