



# CONTENTORRR

*Fast. Complete. Organized.*

1. The Problem
2. Our Solution
3. The Contentorr 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.

## CONTENT-SET OF full\_video\_name

### METADATA FOR full\_video\_name.mp4

Info: Press Enter to add – multi-add by comma separation. Automatic tags for this asset: Source, Video, Horizontal, file-path, file-name, length, created-date, last-edited

Add title:  
Title 1, title 2, ...  
Ebony - Hot Shower Fuck - Cum in Mouth x Hot Interracial Sex in The Shower With Petite Ebony MissBlackreey x

Add description:  
Description 1, description 2, ...  
Another description or post-text for X or OF or even Fansly with #fyp #shower #ebony #realcouple etc. x Some description for yourself or for clip- or tube-sites... x

Add platform:  
OnlyFans, Fansly, ...  
**PLATFORMS TO UPLOAD:**  
Clips4Sale x Fansly x Instagram x Manyvids x  
OnlyFans x Pornhub x Reddit x TikTok x X x  
xHamster/Faphouse x XVideos/Sheer x YouTube x  
Edit default

Add content tag:  
Content type, genre, ...  
**CONTENT TAGS:**  
Anal x Ass x BG x Blowjob x Creampie x  
Cumshot x Feet x Orgasm x Pussy x Shower x  
Solo x Tits x  
Edit default

Date of recording: 02/07/2024  
Add monetization type:  
Subscription, free, PPV, ...  
Free x PPC x PPV x  
Subscription x

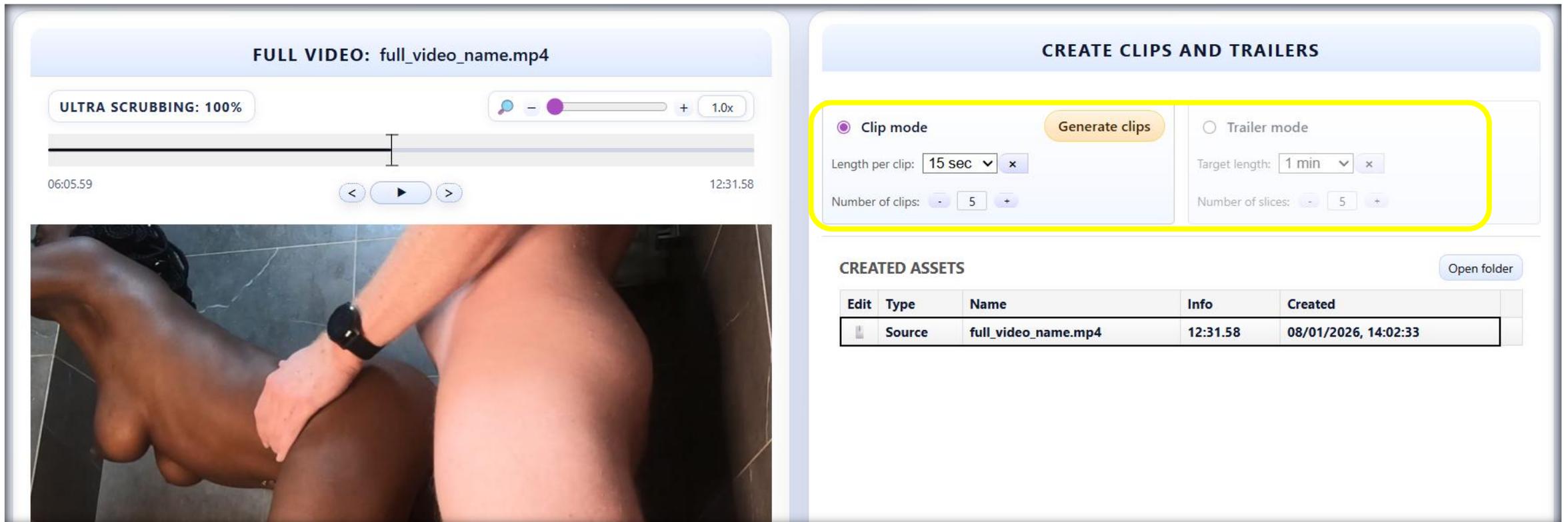
Add location:  
Country, City, Place, ...  
Shower x

Add performer:  
Performer A, Performer B, ...  
MasterB x MissBlackreey x

# 3. The Contentorr 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.**



The screenshot displays the Contentorr interface, divided into two main sections. The left section, titled "FULL VIDEO: full\_video\_name.mp4", features a video player with a scrubbing bar. The scrubbing bar is set to "ULTRA SCRUBBING: 100%" and shows a playhead at 06:05.59 out of a total duration of 12:31.58. The right section, titled "CREATE CLIPS AND TRAILERS", contains settings for clip and trailer generation. The "Clip mode" is selected, and the "Generate clips" button is highlighted. The settings include "Length per clip: 15 sec", "Number of clips: 5", "Target length: 1 min", and "Number of slices: 5". Below these settings is a table of "CREATED ASSETS" with one entry: "Source" type, "full\_video\_name.mp4" name, "12:31.58" info, and "08/01/2026, 14:02:33" created date. An "Open folder" button is located to the right of the table.

**FULL VIDEO: full\_video\_name.mp4**

ULTRA SCRUBBING: 100%

06:05.59 12:31.58

**CREATE CLIPS AND TRAILERS**

Clip mode  Trailer mode

Generate clips

Length per clip: 15 sec x

Number of clips: - 5 +

Target length: 1 min x

Number of slices: - 5 +

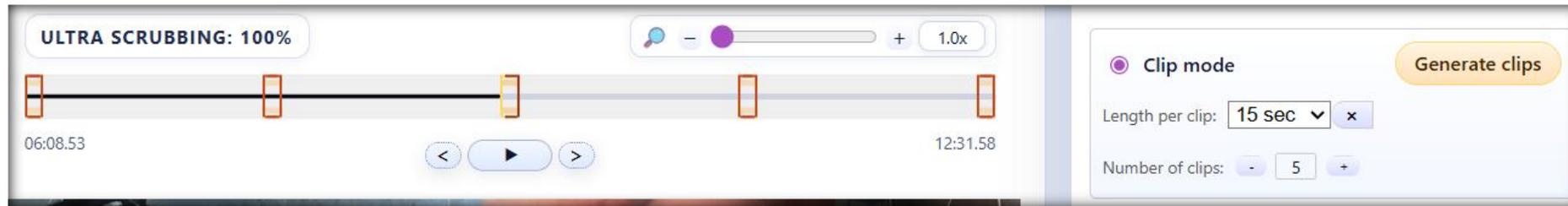
**CREATED ASSETS** [Open folder](#)

| Edit | Type   | Name                | Info     | Created              |
|------|--------|---------------------|----------|----------------------|
|      | Source | full_video_name.mp4 | 12:31.58 | 08/01/2026, 14:02:33 |

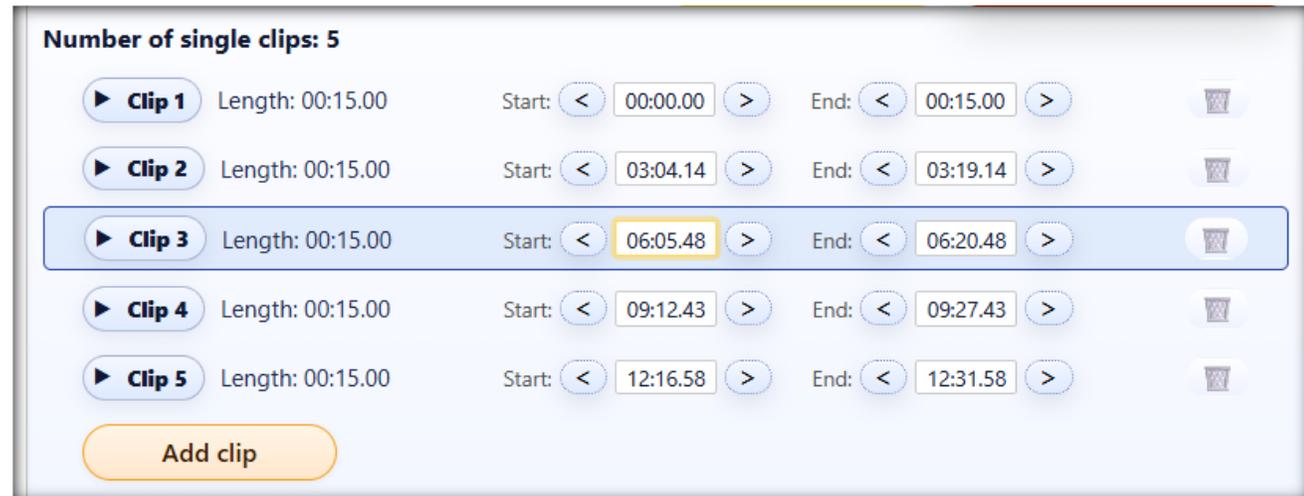
# 3. The Contentorrr Workflow

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 Contentorr 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.

The screenshot displays the Contentorr workflow interface, divided into two main sections: video scrubbing and clip export settings.

**Left Panel: FULL VIDEO: full\_video\_name.mp4**

- ULTRA SCRUBBING: 100%
- Zoom: 1.0x
- Timeline: 06:08.53 to 12:31.58
- Video preview: A person's back and shoulder.

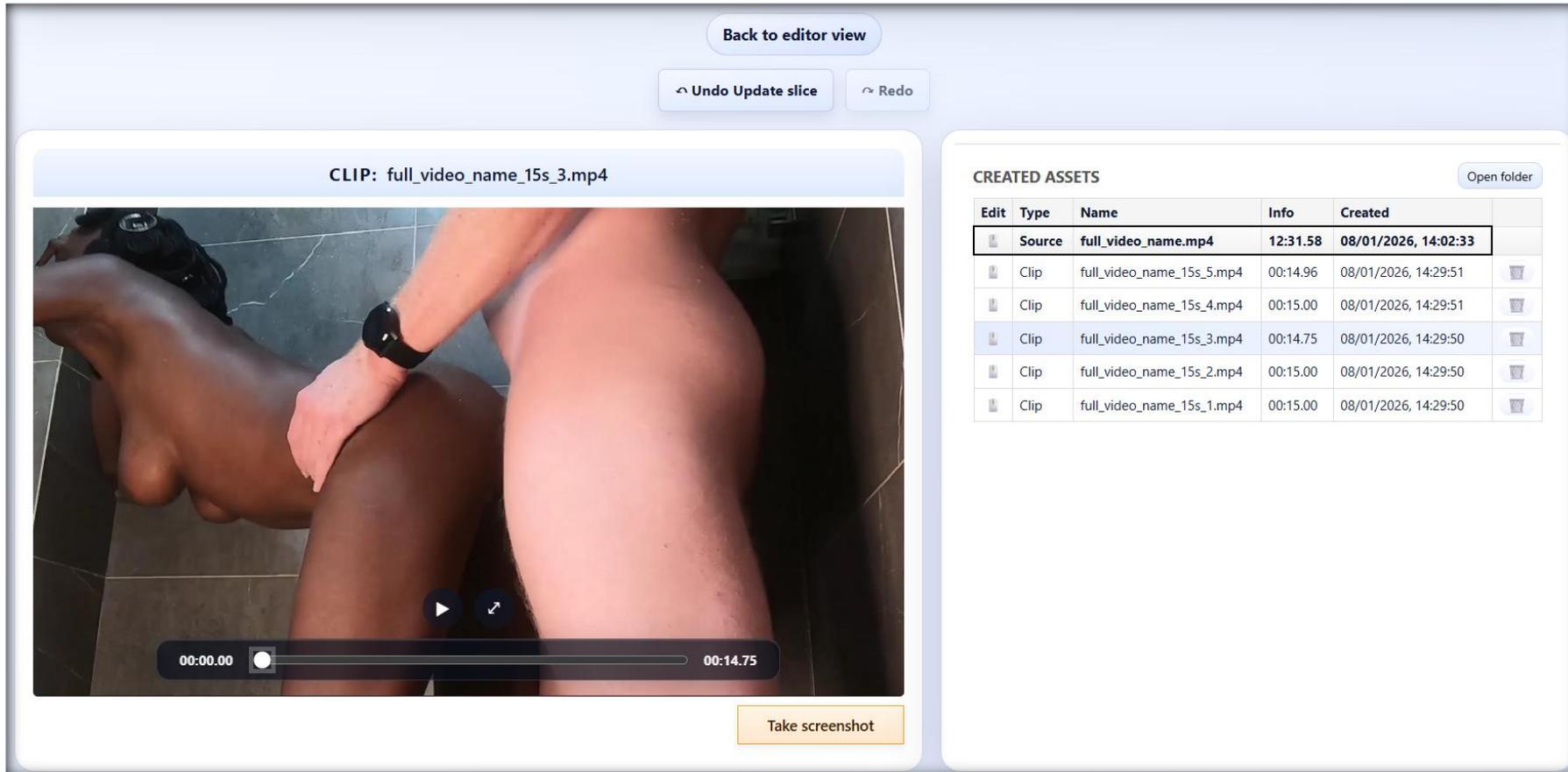
**Right Panel: CREATE CLIPS AND TRAILERS**

- Clip mode** (selected): Generate clips
- Length per clip: 15 sec
- Number of clips: 5
- Trailer mode** (unselected): Target length: 1 min, Number of slices: 5
- Watermark:** Without (selected), With
- Select export mode:** Quality focus (selected), Speed focus, Ultra speed
- EXPORT CLIP(S)** button
- Number of single clips: 5**
- Clip 1: Length: 00:15.00, Start: 00:00.00, End: 00:15.00
- Clip 2: Length: 00:15.00, Start: 03:04.14, End: 03:19.14
- Clip 3: Length: 00:14.75, Start: 06:08.53, End: 06:23.29

# 3. The Contentorr 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.**



The screenshot displays the Contentorr interface. At the top, there are buttons for "Back to editor view", "Undo Update slice", and "Redo". The main area is split into two panels. The left panel shows a video player with the title "CLIP: full\_video\_name\_15s\_3.mp4". The video shows a person's back and legs. The player has a progress bar at the bottom showing 00:00.00 and 00:14.75. Below the video is a "Take screenshot" button. The right panel is titled "CREATED ASSETS" and has an "Open folder" button. It contains a table with the following data:

| Edit | Type   | Name                      | Info     | Created              |  |
|------|--------|---------------------------|----------|----------------------|--|
|      | Source | full_video_name.mp4       | 12:31.58 | 08/01/2026, 14:02:33 |  |
|      | Clip   | full_video_name_15s_5.mp4 | 00:14.96 | 08/01/2026, 14:29:51 |  |
|      | Clip   | full_video_name_15s_4.mp4 | 00:15.00 | 08/01/2026, 14:29:51 |  |
|      | Clip   | full_video_name_15s_3.mp4 | 00:14.75 | 08/01/2026, 14:29:50 |  |
|      | Clip   | full_video_name_15s_2.mp4 | 00:15.00 | 08/01/2026, 14:29:50 |  |
|      | Clip   | full_video_name_15s_1.mp4 | 00:15.00 | 08/01/2026, 14:29:50 |  |

# 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.**

The screenshot shows the 'CONTENTORRR - MEDIA LIBRARY' interface. At the top, there is a logo and the text 'All content-sets, clips, trailers and pictures'. A 'Back to dashboard' button is in the top right. Below the header, there is a section for 'All assets'. Under 'ADD FILTER', there is a search bar and several filter tags: 'clip', 'trailer', 'full video', 'Solo', 'BG', 'video', and 'image'. To the right of the filters is a prominent orange 'EXPORT AS CSV' button. Below the filters is a 'DURATION FILTER' dropdown set to 'Any length'. To the right of the duration filter is an 'ORDER BY' section with 'Created date' and 'Descending' options. The main part of the interface is a table with the following columns: 'Edit', 'Asset name', 'Parent name', and 'File path'. The table contains six rows of data, each representing a video asset with its name, parent folder, and file path.

| Edit                 | Asset name                | Parent name                                     | File path   |
|----------------------|---------------------------|---|---|
| <a href="#">Edit</a> | full_video_name_15s_5.mp4 | <a href="#">Open folder</a> full_video_name.mp4 | C:\Users\gerbe\OneDrive\Dokumente\Contentorrr\content-se... |
| <a href="#">Edit</a> | full_video_name_15s_4.mp4 | <a href="#">Open folder</a> full_video_name.mp4 | C:\Users\gerbe\OneDrive\Dokumente\Contentorrr\content-se... |
| <a href="#">Edit</a> | full_video_name_15s_3.mp4 | <a href="#">Open folder</a> full_video_name.mp4 | C:\Users\gerbe\OneDrive\Dokumente\Contentorrr\content-se... |
| <a href="#">Edit</a> | full_video_name_15s_2.mp4 | <a href="#">Open folder</a> full_video_name.mp4 | C:\Users\gerbe\OneDrive\Dokumente\Contentorrr\content-se... |
| <a href="#">Edit</a> | full_video_name_15s_1.mp4 | <a href="#">Open folder</a> full_video_name.mp4 | C:\Users\gerbe\OneDrive\Dokumente\Contentorrr\content-se... |
| <a href="#">Edit</a> | full_video_name.mp4       | <a href="#">Open folder</a> -                   | C:\Users\gerbe\OneDrive\Dokumente\Contentorrr\content-se... |

# 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 Contentorr in C:\Path\Contentorr\, the structure is as follows:

- C:\Path\Contentorr\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.

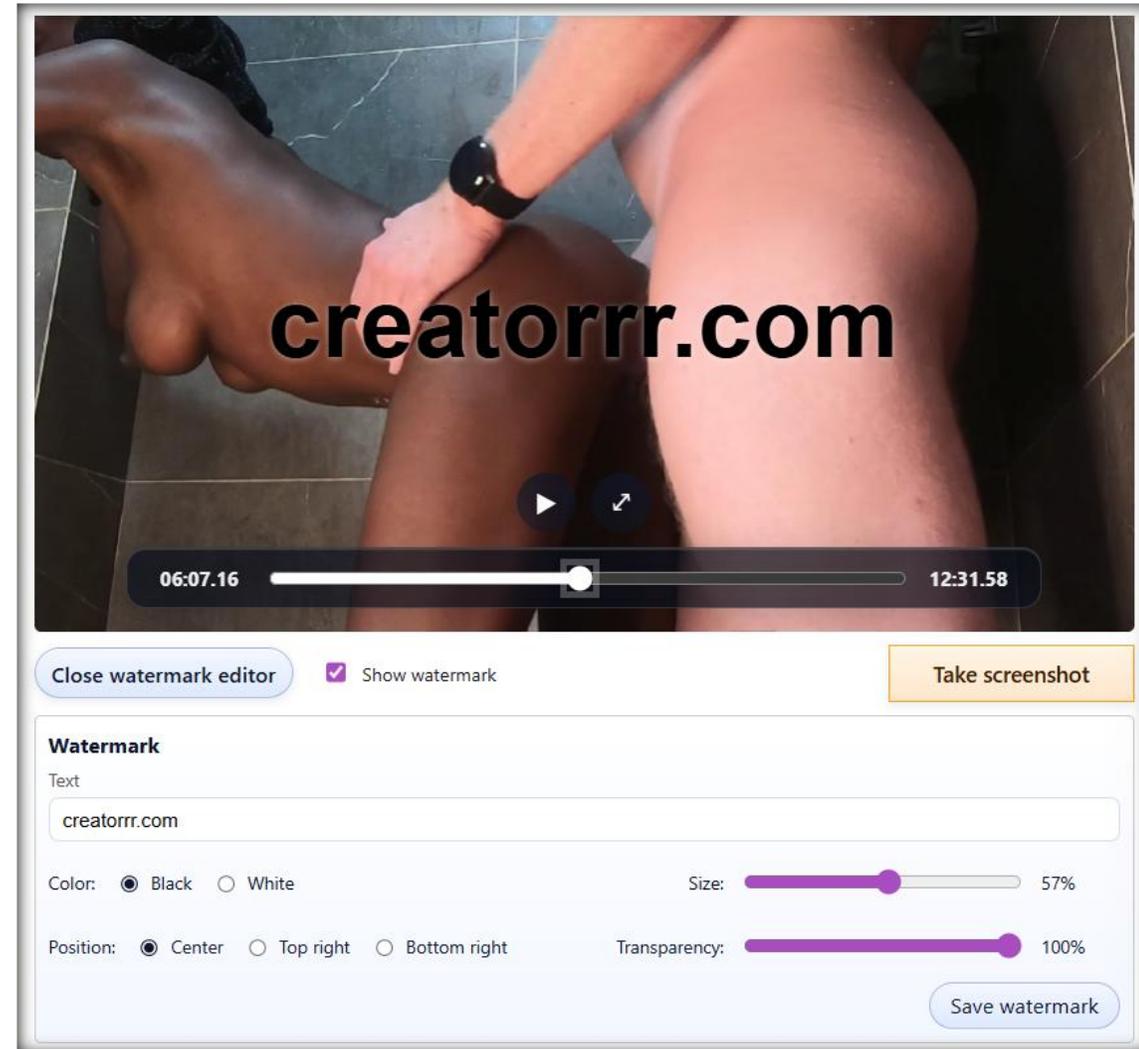
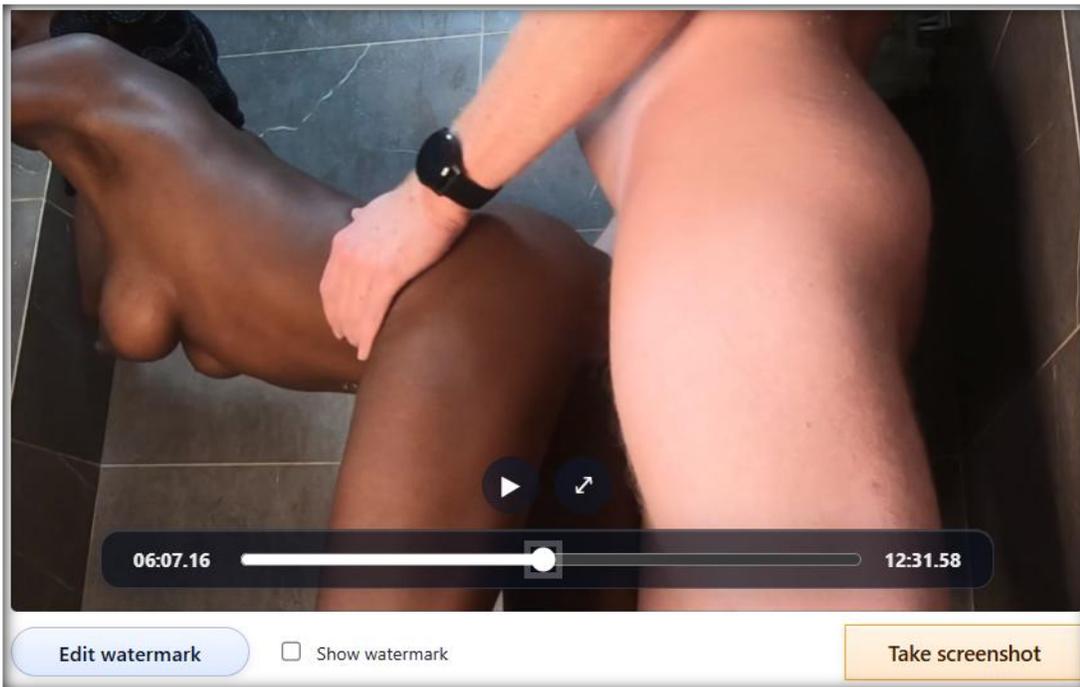
To integrate existing content, simply create these folders, add the assets accordingly, click “Sync Content-Sets” in the Dashboard, add tags and metadata, and that’s it. The content-set is integrated.



# 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](https://en.wikipedia.org/wiki/Key_frame) - Video compression).

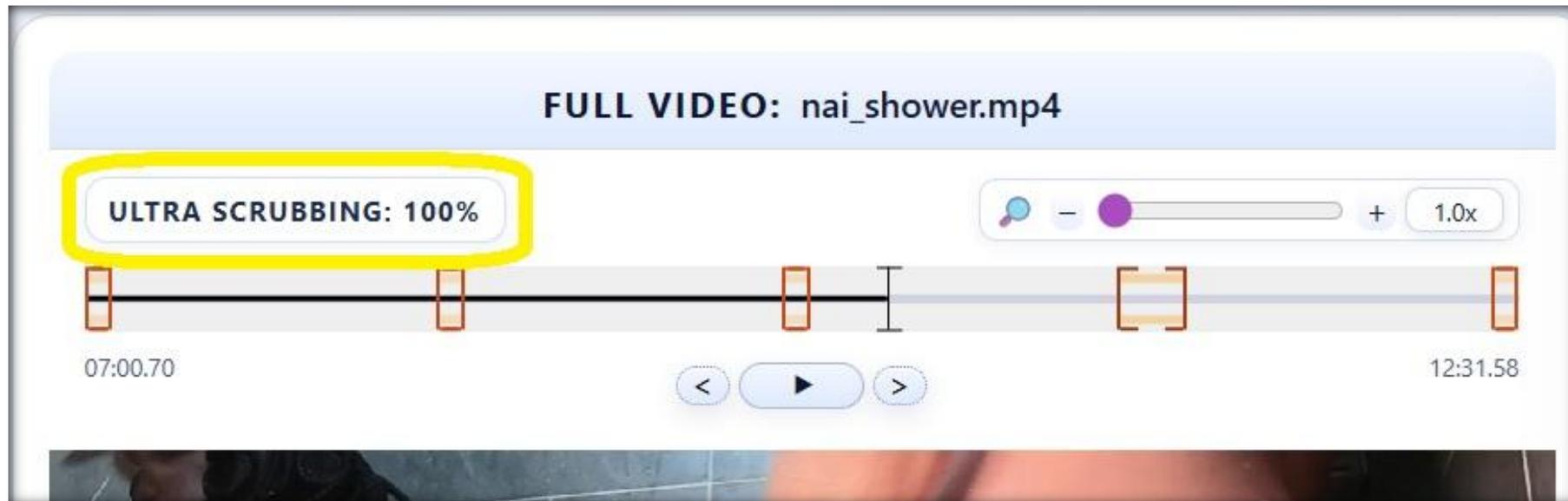
The screenshot displays a video editing application interface. On the left, a video player shows a video titled "FULL VIDEO: nai\_shower.mp4" with a progress bar and playback controls. The video is currently at 06:05.48. On the right, the "CREATE CLIPS AND TRAILERS" panel is visible. It features a "Generate clips" button and two modes: "Single clips mode" (selected) and "Trailer mode". Under "Single clips mode", there are settings for "Length per clip" (15 sec), "Number of clips" (5), and "Target length" (1 min). The "Watermark" section has "Without" selected. The "Select export mode" section has "Speed focus" selected. A large orange "EXPORT CLIP(S)" button is highlighted with a yellow border. Below the export options, there are controls for "Number of single clips" (5) and a list of clips with their start and end times.

# 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

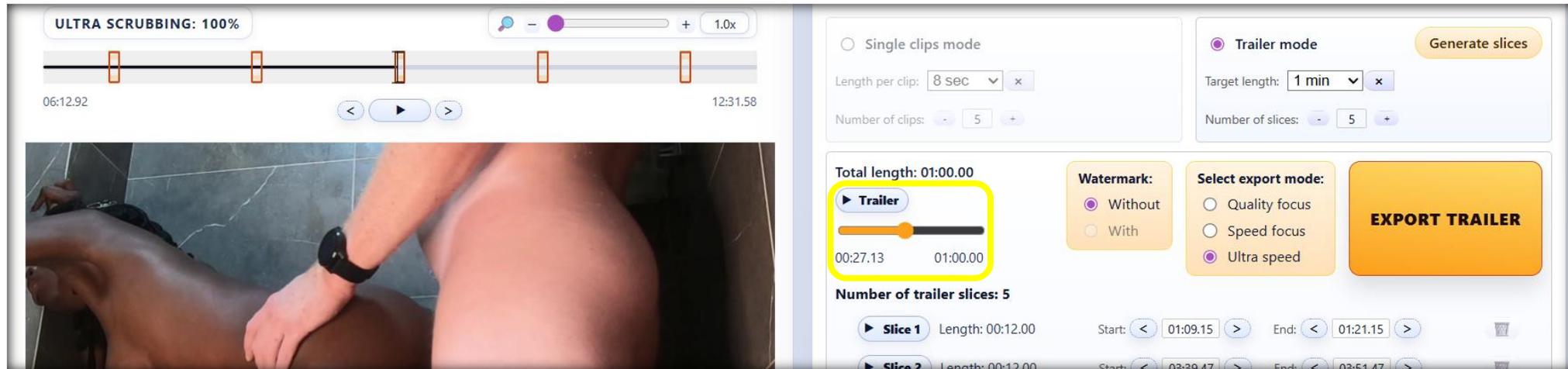
The rest should be self-explanatory. Still, a few additional notes:

- **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`)