Capture Runbook — Epic 75 Launch Wave (stories 75-1 + 75-3)

Purpose: Step-by-step shot list for the screen-capture session that unblocks the entire Epic 75 launch wave. **Pairing:** This single session produces source material for **both** stories 75-1 (homepage hero animation) and 75-3 (demo Segment 5 — Regnor™ Lab Designer). **Time estimate:** 60–90 minutes from environment-ready to all clips in `public/`. **Tooling assumption:** macOS screen recorder of your choice (QuickTime, ScreenFlow, OBS) with cursor highlighter enabled. Browser chrome cropped at recording time, not in post.

Pre-flight checklist

Before starting captures, verify:

- ☐ Regnor™ Cloud demo environment available (Curtis-owned)
- ☐ Demo org has **≥ 6 devices** spanning **≥ 2 vendors** — Cisco + Arista + Nokia recommended (story 75-3 AC-75.3.2)
- ☐ Demo org has at least **1 device classifying as amber** and **1 as red** in the Fidelity Advisor (so the modal shows all 3 tiers in one frame — story 75-3 AC-75.3.3, story 75-1 AC-75.1.3)
- ☐ A non-trivial production workflow exists (≥ 4 nodes, ≥ 1 conditional, ≥ 1 parser) for the canvas-glow execution beat
- ☐ Browser zoomed and positioned so the app fills the recording area cleanly; browser chrome (URL bar, tabs) out of frame OR croppable in your recorder
- ☐ Cursor highlighter enabled (Cursor Pro, Presentify, or your recorder's built-in)
- ☐ System audio OFF (no music, no notifications — these are silent captures)
- ☐ Recording at 4K (3840×2160) source resolution — downscale happens in encode

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Clip 1 — Empty Lab Designer canvas + mouse moves to Clone Production

Story: 75-3 (Beat 1) and 75-1 (Hero beat 1) **Output filename:** `v2-labdesigner-empty-canvas-<YYYY-MM-DD>.mov` **Drop in:** `/Users/curtis/Movies/claudeMotionGraphics/public/` **Length:** ~4 seconds minimum

Sequence to record:

1. Open Lab Designer with a fresh empty canvas (or close an existing tab to get to empty state).
2. Hold for ~1 second showing the empty canvas + visible **Clone Production** button.
3. Slowly move cursor toward Clone Production button (do NOT click yet — that's clip 2).
4. Stop recording when cursor reaches the button.

Re-take if: Cursor moves too fast (< 1.5 sec from canvas-center to button); empty-state isn't visibly empty; Clone Production button is off-screen.

Clip 2 — Site picker → topology materializes onto canvas

Story: 75-3 (Beat 2 / `LabDesignerCloneBeat`) and 75-1 (Hero beat 2) **Output filename:** `v2-labdesigner-clone-materialize-<YYYY-MM-DD>.mov` **Length:** ~8 seconds minimum (long enough that the companion video can re-cut without re-recording — story 75-3 AC-75.3.9)

Sequence to record:

1. Click **Clone Production**.
2. Site/scope picker opens; select the demo site (the one with ≥ 6 devices spanning vendors).
3. Click the confirm button on the picker.
4. **Watch the topology materialize** onto the canvas with the site-cluster grid layout — devices fly in.
5. Hold for ~2 seconds on the fully-materialized topology before stopping.

Re-take if: Picker selection feels rushed; materialization animation gets cut off; cursor obstructs the device layout during fly-in.

Clip 3 — Fidelity Advisor ring click → modal opens

Story: 75-3 (Beat 3 / `LabDesignerAdvisorBeat`) and 75-1 (Hero beat 3) **Output filename:** `v2-labdesigner-fidelity-advisor-modal-<YYYY-MM-DD>.mov` **Length:** ~8 seconds minimum (companion-reusable)

Sequence to record:

1. Starting from the materialized topology, move cursor to the Fidelity Advisor ring/badge in the toolbar.
2. Click the ring.
3. Modal opens. **Scroll/position so that at least one green, one amber, and one red tier are visible in a single frame** — critical for the honest-scope discipline (story 75-3 AC-75.3.8).
4. Hold the modal in that 3-tier-visible state for ~3 seconds.
5. Stop recording.

Re-take if: All-green-no-amber-no-red situation (means demo env isn't seeded right — go back to pre-flight and seed an amber/red device); modal scroll cuts off any tier; modal opens but cursor obstructs key info.

This is the most important single clip. It's the visual answer to "what makes this different?" and appears in both the hero (75-1) and the article (75-2) and the demo (75-3) and the companion (75-10). Take 3 takes and pick the best one.

Clip 4 — Paste YAML pane → canvas reflects same graph (B-roll)

Story: 75-3 (Beat 4) **Output filename:** `v2-labdesigner-yaml-roundtrip-<YYYY-MM-DD>.mov` **Length:** ~6 seconds

Sequence to record:

1. Open the Lab Designer YAML pane (wherever the paste-YAML UI lives in the product).
2. Paste a small containerlab YAML (3-4 devices, simple). Pre-copy it before recording so the paste is one keystroke.
3. Watch the parser accept it; the canvas updates to match.

4. Hold for ~2 seconds showing canvas-and-YAML-match state.
5. Stop recording.

Re-take if: Paste reveals a parser-rejection error (use a known-good YAML); canvas update is invisible (cursor wasn't on the canvas side to see the change).

Note: This is B-roll — does NOT need to be in the hero. Skip if Lab Designer doesn't have a visible YAML-pane UI in the current build; just note as missing and we'll adjust the Remotion scene.

Clip 5 — Click "Test Workflow Here" → execution rail mounts + canvas glow

Story: 75-3 (Beat 5) and 75-1 (Hero beat 4) **Output filename:** `v2-labdesigner-test-workflow-here-<YYYY-MM-DD>.mov` **Length:** ~8 seconds minimum

Sequence to record:

1. Move cursor to the **Test Workflow Here** button (or equivalent — whatever the product calls "run a workflow against this lab").
2. Click it.
3. Workflow picker opens (if there is one); select the pre-prepped production workflow.
4. Confirm. Execution rail mounts on the right side of the canvas.
5. **Watch the canvas glow light up devices** as the workflow lands node-by-node.
6. Hold for ~3 seconds on the actively-running execution state.
7. Stop recording.

Re-take if: Execution glow isn't visible (workflow finished too fast — use a slower workflow); execution rail covers the canvas glow (resize browser if possible).

After all captures land

1. **Verify filenames** match the table above exactly (the Remotion scene at `src/scenes/LabDesigner.tsx` references them by name — placeholder strings include `2026-05-XX` which need to be replaced with the actual capture date in both the filenames AND the scene's `staticFile()` calls).
2. **Preview the v2 LabDesigner scene** in Remotion studio:

   ```
   cd /Users/curtis/Movies/claudeMotionGraphics
   npm start
   ```

   Open the composition `LabDesigner-Preview` (or `LabDesigner-Preview-4K`). The 5 clips should play in sequence with the text callouts overlaid.
3. **For the hero (story 75-1):** copy clips 1-3 + clip 5 (or whichever loop you want as the hero animation) and feed them into the hero encoder. The encoder produces 9 output variants (3 resolutions × mp4/webp/poster):

```
cd /Users/curtis/Movies/claudeMotionGraphics
./scripts/encode-hero.sh /path/to/your/composited-hero-source.mov
```

Outputs land in `marketing-assets/hero-graphics/lab-designer-clone-run-v1/` in the Jekyll site working dir.

4. **Update the Remotion scene** at `src/scenes/LabDesigner.tsx` — search/replace the placeholder `2026-05-XX` in `staticFile()` calls with the actual capture date.
5. **Update `SCENE-REGISTRY.md`** to mark the LabDesigner row as "captures landed" with the actual date.

Honest-scope discipline (do NOT capture)

Per story 75-3 AC-75.3.8 and story 75-1 AC-75.1.9, **do NOT capture** any of:

- The "Approve & deploy to production" action — that's Epic 71 What-If Simulation, still backlog. Stop the recordings at "test workflow against lab."
- The same Advisor modal showing all-green (no amber, no red) — that would be a marketing photo, not honest. Force the demo env to have at least 1 amber and 1 red before recording.
- YAML round-trip showing comment preservation — comments are dropped with a warning today; AST-level preservation was out of scope.
- Any vendor logo for a vendor not actually represented in the demo scope.

If you accidentally capture something on the do-not-list, just re-take the clip without it.

When you're done

Tell me ("captures landed") and I'll:

1. Update the `staticFile()` placeholders in `src/scenes/LabDesigner.tsx`.
2. Open `LabDesigner-Preview` in remotion studio, watch end-to-end, iterate timing if any beat feels rushed or padded.
3. Wire the hero encoder output into the Jekyll hero partial (`_includes/hero-section.html` + `hero-bright.html`) for story 75-1.
4. Flip stories 75-1 and 75-3 to `review` in sprint-status.
5. Commit the wave to `epic-75-marketing-refresh`.