

VIDEO REPORT

Avengers Doomsday Trailer MLB World Series 2026

STRONGEST SECOND

0:45

after the first three seconds

STEEPEST FALL

42%

0:46 to 0:49

WEAKEST 3 SECONDS

0:24 to 0:27

lowest stretch of the curve

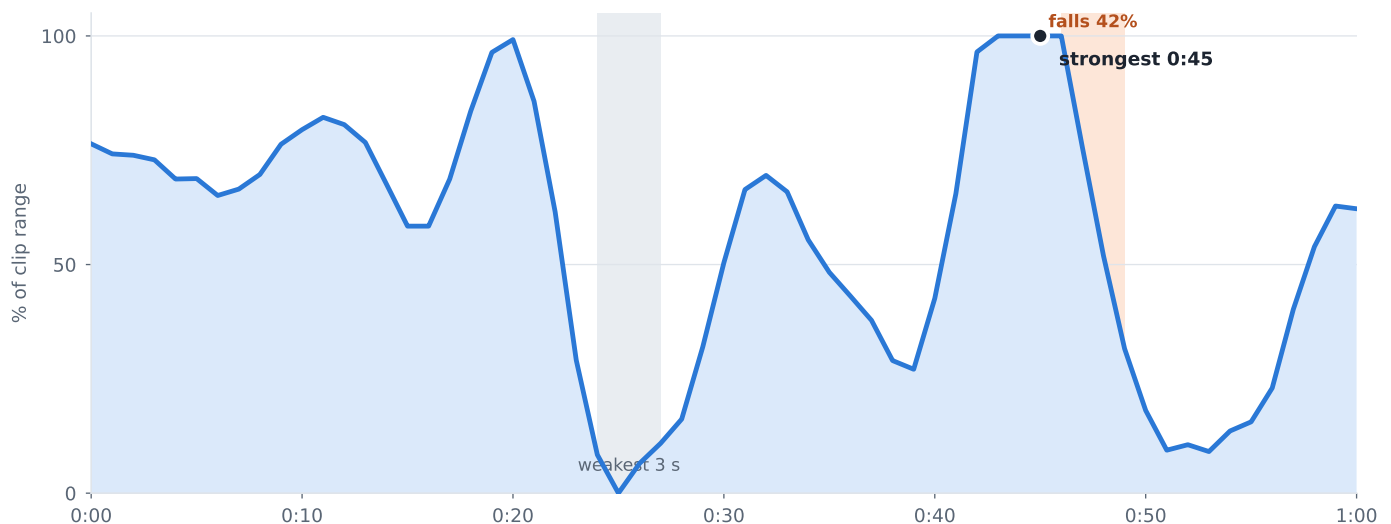
AVERAGE LEVEL

56%

of this clip's own range

Predicted response across the video

Each point is one second. The scale is this clip's own range: 0 is its lowest second, 100 its highest.



What the model predicts

- After the first three seconds, the predicted brain response peaks at 0:45, the predicted response falls 42% between 0:46 and 0:49, and the weakest 3-second stretch is 0:24 to 0:27.
- After the fall at 0:49 the predicted response never gets back above 65% of its pre-fall level (best at 1:00); the clip's strongest moment stays 0:45.
- The visual network has the highest predicted response for 70% of the clip, the language network for 11%.
- Speech is present in 41% of the seconds; the words are set against the curve on the later pages.

In this report

Brain networks: which of the four networks leads, and when

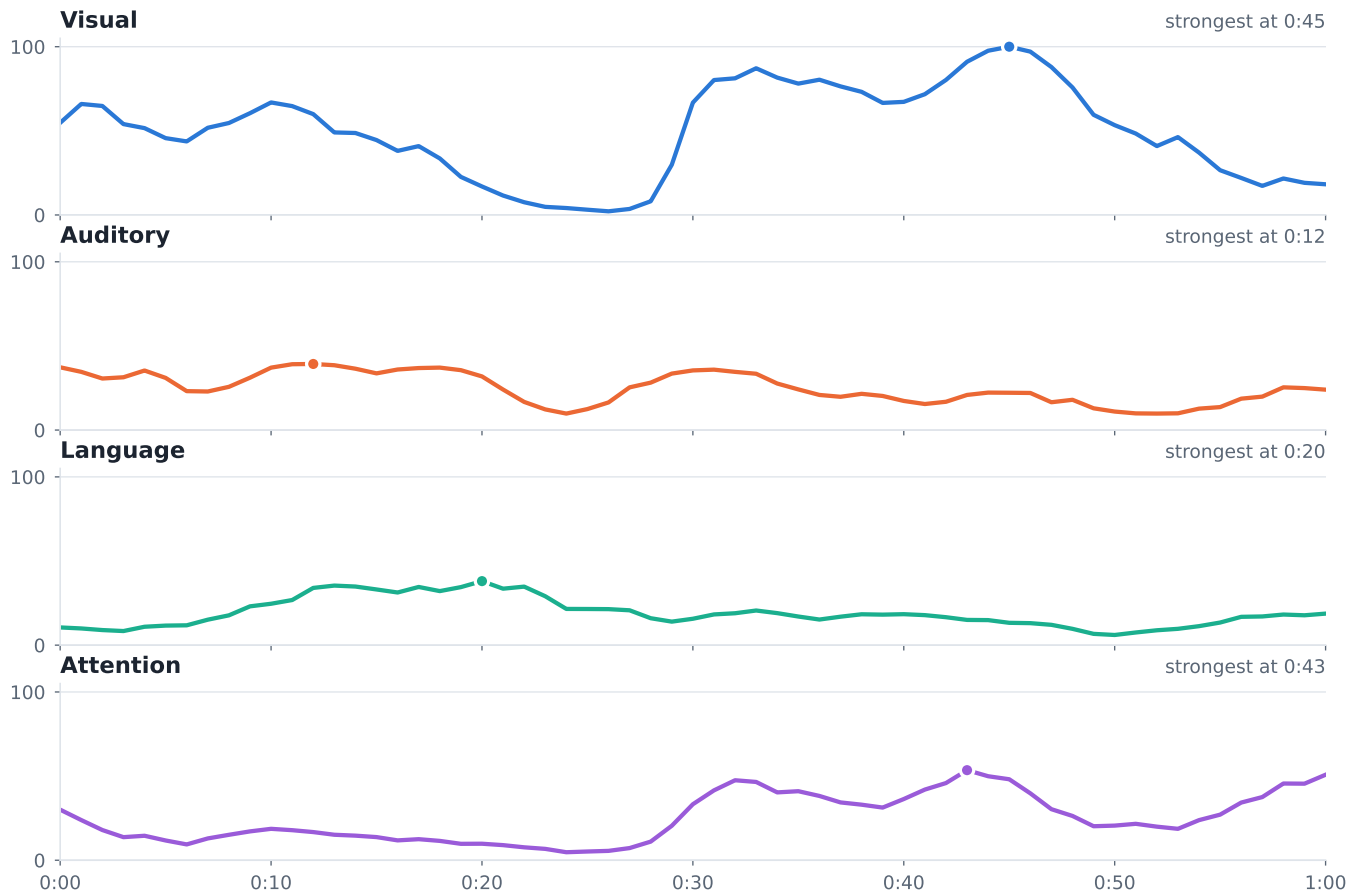
Key moments: the seconds worth a close look, with the frame and the words

Every second: level, leading network, most active regions and words

How to read this report: what each number is and what it is not

Brain networks

The model's cortical prediction is summarised as four networks. Each panel is scaled to that network's own range within this clip, so compare the shape and the timing of the panels, not their heights.



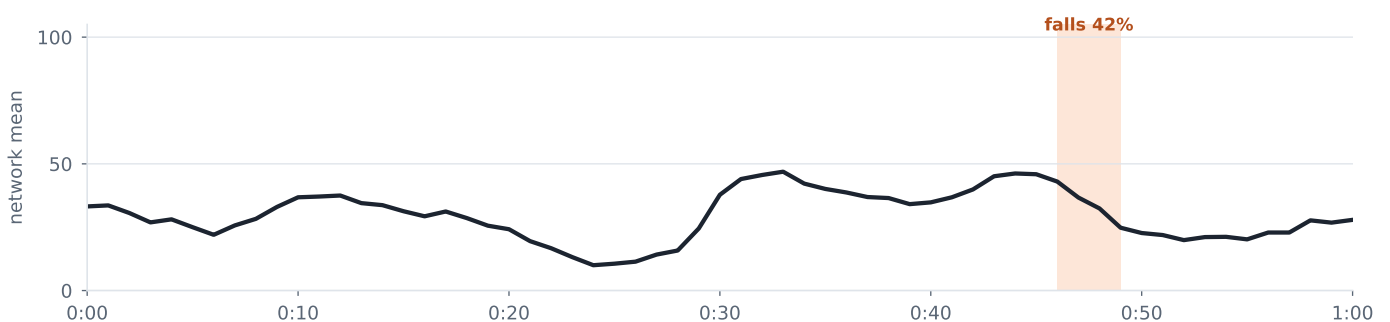
Leading network, second by second



NETWORK	LEADS FOR	SHARE OF THE CLIP	ITS STRONGEST SECOND
Visual	43 s	70%	0:45
Language	7 s	11%	0:20
Attention	6 s	10%	0:43
Auditory	5 s	8%	0:12

Mean of the four networks

This is the one series a percentage change is taken on, because it is not stretched to fill the chart. A fall is reported only when it starts at or above the clip average and loses 20% or more within three seconds.



Key moments

The seconds that define this video's predicted response. Levels are on the clip's own 0 to 100 range.

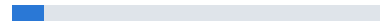
0:00 Opening

 76 of 100

Leading network Visual
System Scene & place recognition
Regions Ventro-medial visual (scene); Higher visual: color + face/object patches

"Please welcome to the mound, Reed Richards!"

0:24 Weakest 3 s begin

 8 of 100

Leading network Language
System Voice & speech
Regions Superior temporal sulcus (speech); Language network

"Right, Cap?"

0:45 Strongest second

 100 of 100

Leading network Visual
System Early visual cortex
Regions Upper visual field area; Dorsal visual V3B

"You have lived stolen lives."

0:46 Fall begins

 100 of 100

Leading network Visual
System Objects & color
Regions Higher visual: color + face/object patches; Upper visual field area

"You have lived stolen lives."

0:49 Fall ends

 32 of 100

Leading network Visual
System Objects & color
Regions Higher visual: color + face/object patches; Ventro-medial visual (scene)

"You have lived stolen lives. But now you must give them back."

1:00 Best after the fall, Final second

 62 of 100

Leading network Attention
System Salience / control
Regions Anterior cingulate (control); Anterior cingulate (monitoring)

"you."

Every second

One row per second. Level is the position on the clip's own 0 to 100 range. The strongest second is marked with a dot; rows inside the steepest fall are tinted. Words are listed at the second their line starts.

TIME	LEVEL	NETWORK	MOST ACTIVE REGIONS	WORDS	CONFID.
0:00	76	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches	<i>Please welcome to the mound, Reed Richards!</i>	medium
0:01	74	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches		medium
0:02	74	Visual	Higher visual: color + face/object patches; Ventro-medial visual (scene)		medium
0:03	73	Visual	Lateral belt (secondary auditory); Higher visual: color + face/object patches	<i>Oh, this is different.</i>	medium
0:04	69	Visual	Lateral belt (secondary auditory); Posterior belt (secondary auditory)		medium
0:05	69	Visual	Auditory area 5 (superior temporal); Auditory association cortex	<i>Man, these ceremonial first pitches are getting bigger and bigger.</i>	medium
0:06	65	Visual	Auditory area 5 (superior temporal); Higher visual: color + face/object patches		medium
0:07	66	Visual	Motion processing; Higher visual: color + face/object patches		medium
0:08	70	Visual	Motion processing; Motion-related	<i>Who's next?</i>	medium
0:09	76	Visual	Higher visual: color + face/object patches; Motion-related		medium
0:10	80	Visual	Higher visual: color + face/object patches; Motion-related	<i>The Avengers?</i>	medium
0:11	82	Visual	Higher visual: color + face/object patches; Auditory area 5 (superior temporal)		medium
0:12	81	Visual	Auditory area 5 (superior temporal); Superior temporal sulcus (speech)	<i>Think they'll drop the hammer?</i>	medium
0:13	77	Visual	Auditory area 5 (superior temporal); Superior temporal sulcus (speech)		medium
0:14	68	Visual	Auditory area 5 (superior temporal); Superior temporal sulcus (speech)	<i>Reed? Nah.</i>	medium
0:15	58	Visual	Auditory area 5 (superior temporal); Superior temporal sulcus (speech)		medium
0:16	58	Visual	Auditory area 5 (superior temporal); Superior temporal sulcus (speech)	<i>This doesn't bother you, does it?</i>	medium
0:17	69	Visual	Auditory area 5 (superior temporal); Superior temporal sulcus (speech)		medium
0:18	84	Auditory	Auditory area 5 (superior temporal); Superior temporal sulcus (speech)		medium
0:19	96	Auditory	Auditory area 5 (superior temporal); Superior temporal sulcus (speech)	<i>You know who you could trust?</i>	medium
0:20	99	Language	Superior temporal sulcus (speech); Auditory area 5 (superior temporal)		lower
0:21	86	Language	Superior temporal sulcus (speech); Auditory area 5 (superior temporal)	<i>Cap on the mound.</i>	lower
0:22	62	Language	Superior temporal sulcus (speech); Auditory area 5 (superior temporal)		lower
0:23	29	Language	Superior temporal sulcus (speech); Temporo-parieto-occipital junction	<i>Right, Cap?</i>	lower
0:24	8	Language	Superior temporal sulcus (speech); Language network		lower
0:25	0	Language	Superior temporal sulcus (speech); Early visual cortex		lower
0:26	6	Language	Superior temporal sulcus (speech); Temporo-parieto-occipital junction	<i>I mean, Steve.</i>	lower
0:27	11	Auditory	Superior temporal sulcus (speech); Auditory area 5 (superior temporal)		lower

Every second (continued)

TIME	LEVEL	NETWORK	MOST ACTIVE REGIONS	WORDS	CONFID.
0:28	16	 Auditory	Superior temporal sulcus (speech); Auditory area 5 (superior temporal)	<i>Right, Steve? I mean, right, Cap?</i>	lower
0:29	32	 Auditory	Frontal eye fields (gaze control); Higher visual: color + face/object patches		lower
0:30	50	 Visual	Higher visual: color + face/object patches; Ventro-medial visual (scene)	<i>And here's Reed Richards with the wind -up.</i>	medium
0:31	66	 Visual	Higher visual: color + face/object patches; Upper visual field area		medium
0:32	70	 Visual	Upper visual field area; Higher visual: color + face/object patches		medium
0:33	66	 Visual	Upper visual field area; Higher visual: color + face/object patches		medium
0:34	55	 Visual	Higher visual: color + face/object patches; Upper visual field area	<i>Wow, I've never seen that kind of stretch.</i>	medium
0:35	48	 Visual	Higher visual: color + face/object patches; Upper visual field area		medium
0:36	43	 Visual	Higher visual: color + face/object patches; Upper visual field area	<i>Okay, but did you see that?</i>	medium
0:37	38	 Visual	Higher visual: color + face/object patches; Upper visual field area		medium
0:38	29	 Visual	Upper visual field area; Dorsal visual V3B		medium
0:39	27	 Visual	Upper visual field area; Dorsal visual (reach / motion)		medium
0:40	43	 Visual	Upper visual field area; Dorsal visual (reach / motion)	<i>We gotta go, like, now.</i>	medium
0:41	66	 Visual	Upper visual field area; Dorsal visual (reach / motion)		medium
0:42	96	 Visual	Upper visual field area; Dorsal visual (reach / motion)	<i>You have lived stolen lives.</i>	medium
0:43	100	 Visual	Upper visual field area; Dorsal visual V3B		medium
0:44	100	 Visual	Upper visual field area; Dorsal visual V3B		medium
0:45	100 ●	 Visual	Upper visual field area; Dorsal visual V3B		medium
0:46	100	 Visual	Higher visual: color + face/object patches; Upper visual field area	<i>But now you must give them back.</i>	medium
0:47	76	 Visual	Higher visual: color + face/object patches; Ventro-medial visual (scene)		medium
0:48	52	 Visual	Higher visual: color + face/object patches; Color & form processing		medium
0:49	32	 Visual	Higher visual: color + face/object patches; Ventro-medial visual (scene)		medium
0:50	18	 Visual	Ventro-medial visual (scene); Dorsal visual V3B	<i>I'm not missing this.</i>	medium
0:51	9	 Visual	Ventro-medial visual (scene); Dorsal visual V3B		medium
0:52	11	 Visual	Ventro-medial visual (scene); Dorsal motion/form area		medium
0:53	9	 Visual	Ventro-medial visual (scene); Dorsal motion/form area		medium
0:54	14	 Visual	Ventro-medial visual (scene); Dorsal motion/form area		medium
0:55	16	 Attention	Dorsal motion/form area; Medial intraparietal (reach planning)		medium
0:56	23	 Attention	Anterior cingulate (control); Anterior cingulate (monitoring)		lower
0:57	40	 Attention	Anterior cingulate (control); Anterior cingulate (monitoring)		lower
0:58	54	 Attention	Frontal operculum (salience); Anterior cingulate (monitoring)		lower

Every second (continued)

TIME	LEVEL	NETWORK	MOST ACTIVE REGIONS	WORDS	CONFID.
0:59	63	Attention	Dorsolateral prefrontal (working memory / control); Anterior cingulate (monitoring)	<i>you.</i>	lower
1:00	62	Attention	Anterior cingulate (control); Anterior cingulate (monitoring)		lower

The words against the curve

Each spoken line with the average predicted level while it is said (clip range, 0 to 100). The clip average is 56; the tick on each bar marks it.



How to read this report

What the model is

v2neuro is a brain-encoding model. It was trained on fMRI recordings of people watching video, and for a new video it predicts the response of the cortex, one value per second, from the picture, the sound and the words. Nobody watched your video for this report.

Strongest second

The second with the highest predicted response, leaving aside the first three seconds. The cortex responds to any clip starting, so the opening would win on most videos and say nothing about yours.

Level, and "of this clip's own range"

Charts and bars use a 0 to 100 scale stretched to this clip: 0 is its lowest second and 100 its highest. It shows where a second sits inside this video. It cannot be compared between two videos, and a difference between two levels is not a percentage change.

Steepest fall

The largest fall within three seconds, as a true percentage of the level it falls from, taken on the mean of the four networks without stretching. It is reported only when it starts at or above the clip average and reaches 20%. When no window qualifies the report states no percentage.

Weakest 3 seconds

The three consecutive seconds with the lowest average level. Every video has one; it is the place to look first, not a fault by itself.

Networks, systems and regions

The four networks (visual, auditory, language, attention) group the cortical surface. The leading network is the one with the highest value in that second, each on its own range. Regions are the atlas areas with the highest predicted response in that second.

Confidence

Higher, medium or lower says how well the model has been shown to predict the regions that lead in that second, and how typical the second is for it. It is a guide to how much weight a row can carry.

What this is not

These are predictions of an average cortical response. They are not a measurement of your viewers and they do not forecast views, watch time or sales. On recordings held out from training, the model's predictions correlate with the measured response at about $r = 0.27$ for material like its training set and about $r = 0.12$ for very different films. The useful test is your own data: compare these moments with the numbers you already have.



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