

VIDEO REPORT

The Beekeeper 2 | Official Teaser Trailer

STRONGEST SECOND

0:51

after the first three seconds

STEEPEST FALL

54%

0:55 to 0:58

WEAKEST 3 SECONDS

0:58 to 1:01

lowest stretch of the curve

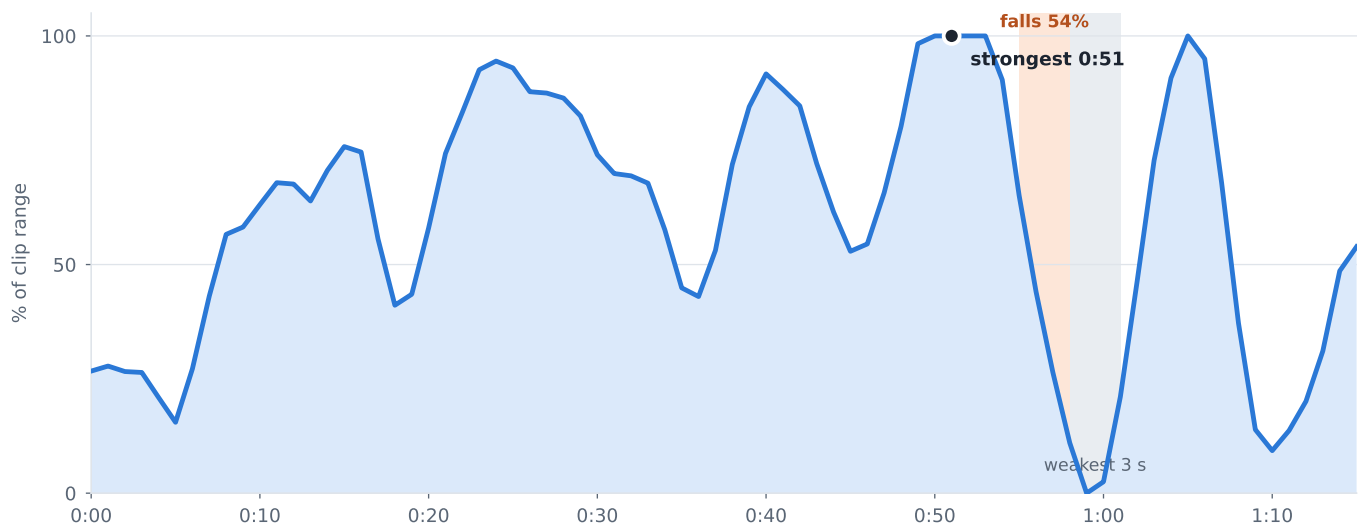
AVERAGE LEVEL

60%

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 0:51, the predicted response falls 54% between 0:55 and 0:58, and the weakest 3-second stretch is 0:58 to 1:01.
- After the fall at 0:58 the predicted response climbs back to 90% of its pre-fall level by 1:07, the strongest moment after the opening.
- The visual network has the highest predicted response for 68% of the clip, the auditory network for 22%.
- Speech is present in 8% 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

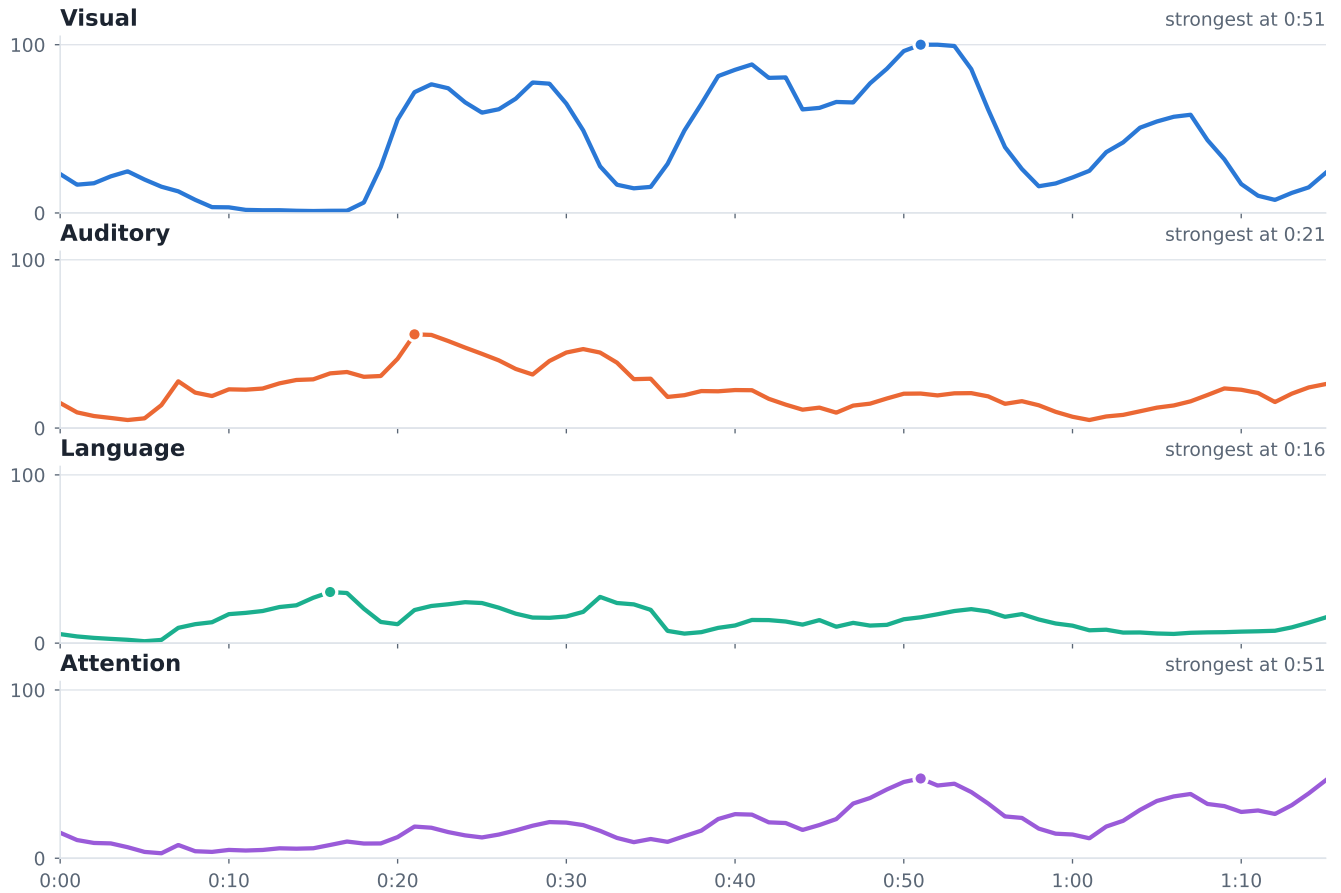
Key moments: the seconds worth a close look, with the frame and the words

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

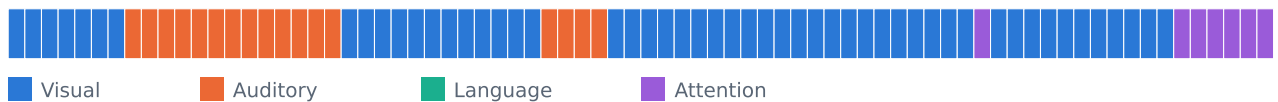
How to read this report: what each number is and what it is not

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.



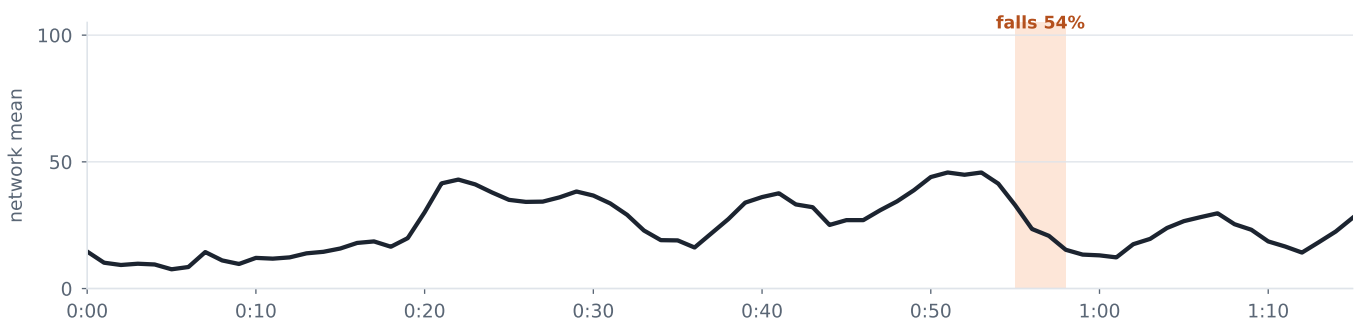
Leading network, second by second



NETWORK	LEADS FOR	SHARE OF THE CLIP	ITS STRONGEST SECOND
Visual	52 s	68%	0:51
Auditory	17 s	22%	0:21
Attention	7 s	9%	0:51
Language	0 s	0%	0:16

Mean of the four networks

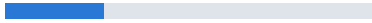
This is the one series a percentage change is taken on, because it is not stretched to fill the chart. A fall is reported only when it starts at or above the clip average and loses 20% or more within three seconds.



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

 27 of 100

Leading network Visual
System Scene & place recognition
Regions Ventro-medial visual (scene); Dorsal visual V3B

0:51 Strongest second

 100 of 100

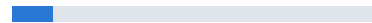
Leading network Visual
System Scene & place recognition
Regions Ventro-medial visual (scene); Dorsal visual V3B

0:55 Fall begins

 65 of 100

Leading network Visual
System Early visual cortex
Regions Dorsal motion/form area; Ventro-medial visual (scene)

0:58 Fall ends, Weakest 3 s begin

 11 of 100

Leading network Attention
System Spatial attention
Regions Intraparietal (attention); Ventro-medial visual (scene)

"Welcome back, Koi."

1:07 Best after the fall

 68 of 100

Leading network Visual
System Early visual cortex
Regions Upper visual field area; Motion-related

1:15 Final second

 54 of 100

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

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	27	Visual	Ventro-medial visual (scene); Dorsal visual V3B		medium
0:01	28	Visual	Ventro-medial visual (scene); Dorsal motion/form area		medium
0:02	27	Visual	Ventro-medial visual (scene); Dorsal motion/form area		medium
0:03	26	Visual	Ventro-medial visual (scene); Dorsal motion/form area		medium
0:04	21	Visual	Ventro-medial visual (scene); Dorsal motion/form area		medium
0:05	16	Visual	Dorsal motion/form area; Ventro-medial visual (scene)		medium
0:06	27	Visual	Lateral belt (secondary auditory); Posterior belt (secondary auditory)		medium
0:07	43	Auditory	Lateral belt (secondary auditory); Posterior belt (secondary auditory)	<i>were the most dangerous operative they've ever created but now the beekeepers have gone rogue</i>	medium
0:08	57	Auditory	Auditory area 5 (superior temporal); Superior temporal sulcus (speech)		medium
0:09	58	Auditory	Auditory area 5 (superior temporal); Superior temporal sulcus (speech)		medium
0:10	63	Auditory	Superior temporal sulcus (speech); Auditory area 5 (superior temporal)		lower
0:11	68	Auditory	Superior temporal sulcus (speech); Auditory area 5 (superior temporal)		lower
0:12	68	Auditory	Superior temporal sulcus (speech); Auditory area 5 (superior temporal)		lower
0:13	64	Auditory	Superior temporal sulcus (speech); Auditory area 5 (superior temporal)		lower
0:14	71	Auditory	Superior temporal sulcus (speech); Auditory area 5 (superior temporal)		lower
0:15	76	Auditory	Superior temporal sulcus (speech); Auditory area 5 (superior temporal)		lower
0:16	75	Auditory	Superior temporal sulcus (speech); Auditory area 5 (superior temporal)	<i>only one who can stop them beekeepers want complete control of the government and they're prepared to kill</i>	lower
0:17	56	Auditory	Superior temporal sulcus (speech); Auditory area 5 (superior temporal)		lower
0:18	41	Auditory	Superior temporal sulcus (speech); Auditory area 5 (superior temporal)		lower
0:19	44	Auditory	Ventro-medial visual (scene); Higher visual: color + face/object patches		medium
0:20	58	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches		medium
0:21	74	Visual	Ventro-medial visual (scene); Lateral belt (secondary auditory)		medium
0:22	83	Visual	Ventro-medial visual (scene); Lateral belt (secondary auditory)		medium
0:23	93	Visual	Lateral belt (secondary auditory); Posterior belt (secondary auditory)		medium
0:24	94	Visual	Auditory area 5 (superior temporal); Posterior belt (secondary auditory)		medium
0:25	93	Visual	Auditory area 5 (superior temporal); Auditory association cortex		medium

Every second (continued)

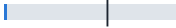
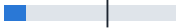
TIME	LEVEL	NETWORK	MOST ACTIVE REGIONS	WORDS	CONFID.
0:26	88	Visual	Auditory area 5 (superior temporal); Higher visual: color + face/object patches	<i>anyone that gets in the way we're gonna go up against the beekeepers we're gonna do it my</i>	medium
0:27	88	Visual	Higher visual: color + face/object patches; Dorsal visual V3A		medium
0:28	86	Visual	Higher visual: color + face/object patches; Dorsal visual V3A		medium
0:29	82	Visual	Dorsal visual V3A; Higher visual: color + face/object patches		medium
0:30	74	Visual	Dorsal visual V3A; Auditory area 5 (superior temporal)		medium
0:31	70	Visual	Auditory area 5 (superior temporal); Dorsal visual V3A	<i>way i would hope for nothing less i got your car 1969 dodge superbee fully loaded with stinger</i>	medium
0:32	69	Auditory	Auditory area 5 (superior temporal); Superior temporal sulcus (speech)		medium
0:33	68	Auditory	Auditory area 5 (superior temporal); Superior temporal sulcus (speech)		medium
0:34	58	Auditory	Auditory area 5 (superior temporal); Superior temporal sulcus (speech)		medium
0:35	45	Auditory	Superior temporal sulcus (speech); Auditory area 5 (superior temporal)		lower
0:36	43	Visual	Higher visual: color + face/object patches; Lateral occipital (objects)		medium
0:37	53	Visual	Higher visual: color + face/object patches; Ventro-medial visual (scene)		medium
0:38	72	Visual	Higher visual: color + face/object patches; Ventro-medial visual (scene)		medium
0:39	84	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches		medium
0:40	92	Visual	Higher visual: color + face/object patches; Ventro-medial visual (scene)		medium
0:41	88	Visual	Higher visual: color + face/object patches; Ventro-medial visual (scene)		medium
0:42	85	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches		medium
0:43	72	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches		medium
0:44	62	Visual	Higher visual: color + face/object patches; Ventro-medial visual (scene)		medium
0:45	53	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches		medium
0:46	54	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches		medium
0:47	66	Visual	Upper visual field area; Ventro-medial visual (scene)		medium
0:48	80	Visual	Upper visual field area; Dorsal visual V3B		medium
0:49	98	Visual	Upper visual field area; Dorsal visual V3B		medium
0:50	100	Visual	Upper visual field area; Dorsal visual V3B		medium
0:51	100 ●	Visual	Ventro-medial visual (scene); Dorsal visual V3B		medium
0:52	100	Visual	Ventro-medial visual (scene); Dorsal visual V3B		medium
0:53	100	Visual	Ventro-medial visual (scene); Dorsal motion/form area		medium
0:54	90	Visual	Dorsal motion/form area; Ventro-medial visual (scene)		medium
0:55	65	Visual	Dorsal motion/form area; Ventro-medial visual (scene)		medium

Every second (continued)

TIME	LEVEL	NETWORK	MOST ACTIVE REGIONS	WORDS	CONFID.
0:56	44	Visual	Dorsal motion/form area; Ventro-medial visual (scene)		medium
0:57	26	Visual	Ventro-medial visual (scene); Medial intraparietal (reach planning)		medium
0:58	11	Attention	Intraparietal (attention); Ventro-medial visual (scene)		lower
0:59	0	Visual	Ventro-medial visual (scene); Superior frontal (attention)	<i>Welcome back, Koi.</i>	medium
1:00	2	Visual	Dorsal visual V3A; Upper visual field area		medium
1:01	21	Visual	Upper visual field area; Dorsal visual V3A		medium
1:02	46	Visual	Upper visual field area; Dorsal visual V3A		medium
1:03	73	Visual	Upper visual field area; Dorsal visual (reach / motion)		medium
1:04	91	Visual	Upper visual field area; Dorsal visual (reach / motion)		medium
1:05	100	Visual	Upper visual field area; Motion-related		medium
1:06	95	Visual	Upper visual field area; Motion-related		medium
1:07	68	Visual	Upper visual field area; Motion-related		medium
1:08	37	Visual	Motion-related; Upper visual field area	<i>Next time, don't be so hot-headed.</i>	medium
1:09	14	Visual	Upper visual field area; Temporo-occipital visual (objects)		medium
1:10	9	Attention	Anterior superior-temporal auditory; Posterior belt (secondary auditory)		medium
1:11	14	Attention	Anterior superior-temporal auditory; Anterior cingulate (monitoring)		medium
1:12	20	Attention	Anterior superior-temporal auditory; Anterior cingulate (monitoring)		medium
1:13	31	Attention	Anterior cingulate (monitoring); Frontal operculum (salience)		lower
1:14	49	Attention	Anterior cingulate (monitoring); Frontal operculum (salience)		lower
1:15	54	Attention	Anterior cingulate (monitoring); Frontal operculum (salience)		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 60; the tick on each bar marks it.

0:07		64	were the most dangerous operative they've ever created but now the beekeepers have gone rogue and you're the
0:17		73	only one who can stop them beekeepers want complete control of the government and they're prepared to kill
0:26		78	anyone that gets in the way we're gonna go up against the beekeepers we're gonna do it my
0:34		66	way i would hope for nothing less i got your car 1969 dodge superbee fully loaded with stinger
0:59		1	Welcome back, Koi.
1:09		12	Next time, don't be so hot -headed.

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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