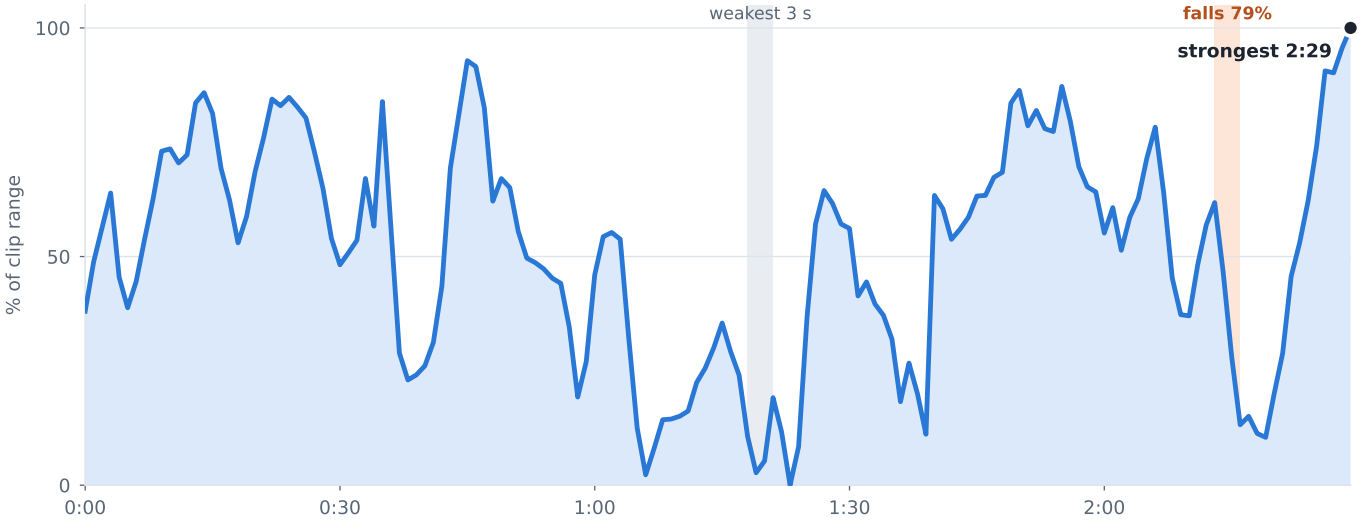
VIDEO REPORT

Ray Gunn · Official Trailer #2

STRONGEST SECOND	STEEPEST FALL	WEAKEST 3 SECONDS	LEADING NETWORK
2:29	**79%**	**1:18 to 1:21**	**Visual**
after the first three seconds	2:13 to 2:16	lowest stretch of the curve	highest for 77% of the clip

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

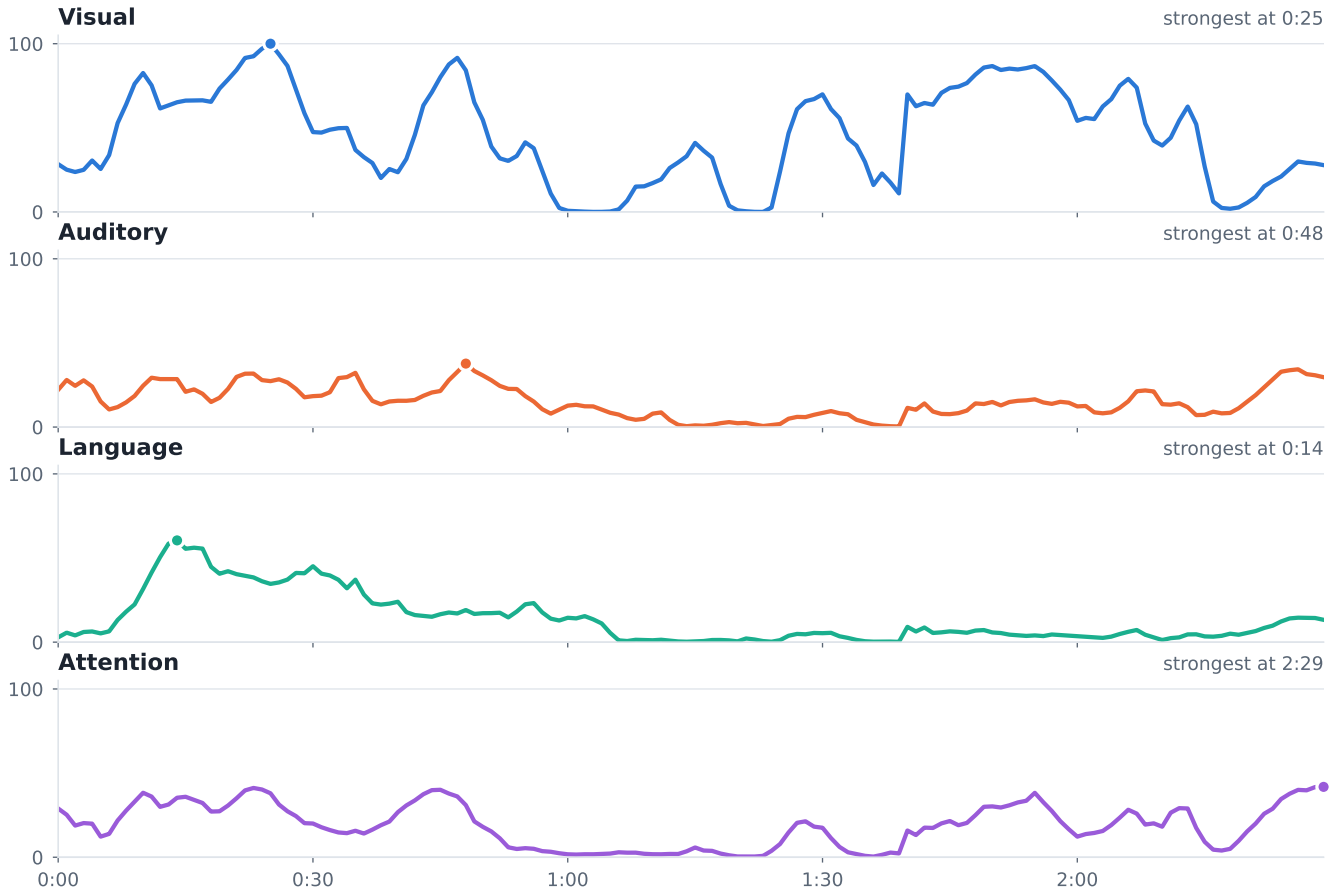
- After the first three seconds, the predicted brain response peaks at 2:29, the predicted response falls 79% between 2:13 and 2:16, and the weakest 3-second stretch is 1:18 to 1:21.
- After the fall ends at 2:16, the highest point is 2:29, at 100 of 100 on the chart; the fall began at 62 of 100.
- The visual network has the highest predicted response for 77% of the clip, the attention network for 9%.
- Speech is present in 70% of the seconds; the words are set against the curve on the later pages.

In this report

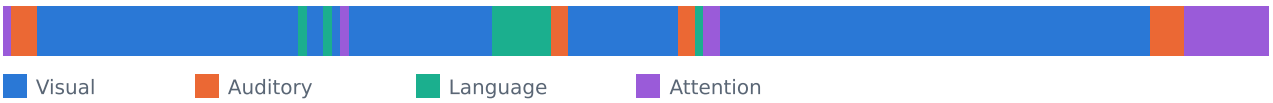
Brain networks: which of the four networks leads, and when
Key moments: the seconds worth a close look, with the frame and the words
Every second: level, leading network, most active regions and words
How to read this report: what each number is and what it is not

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.



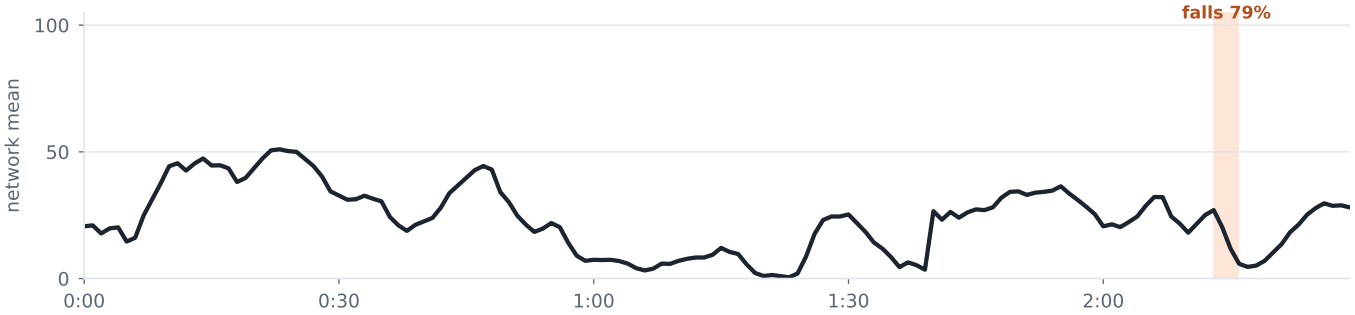
Leading network, second by second



NETWORK	LEADS FOR	SHARE OF THE CLIP	ITS STRONGEST SECOND
Visual	115 s	77%	0:25
Attention	14 s	9%	2:29
Auditory	11 s	7%	0:48
Language	10 s	7%	0:14

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.



Predicted cortical response from v2neuro, a brain-encoding model trained on fMRI recordings. A group-average prediction.

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

38 of 100

Leading network	Attention
System	Early visual cortex
Regions	Dorsal visual V3B; Lateral intraparietal (attention/eye movements)

1:18 Weakest 3 s begin

11 of 100

Leading network	Visual
System	Scene & place recognition
Regions	Ventro-medial visual (scene); Dorsal motion/form area

“Come,”

1:23 Local low

0 of 100

Leading network	Attention
System	Voice & speech
Regions	Superior temporal sulcus (speech); Auditory area 5 (superior temporal)

“But”

2:13 Fall begins

62 of 100

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

2:16 Fall ends

13 of 100

Leading network	Auditory
System	Auditory cortex
Regions	Anterior superior-temporal auditory; Parahippocampal (scene)

“We”

2:29 Strongest second, Best after the fall…

100 of 100

Leading network	Attention
System	Early visual cortex
Regions	Peripheral/retinotopic vision; Frontal operculum (salience)

“it.”

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	38	Attention	Dorsal visual V3B; Lateral intraparietal (attention/eye movements)		medium
0:01	49	Auditory	Lateral belt (secondary auditory); Posterior belt (secondary auditory)	*Long time no*	medium
0:02	56	Auditory	Posterior belt (secondary auditory); Lateral belt (secondary auditory)	*no see, Ray. Look*	medium
0:03	64	Auditory	Posterior belt (secondary auditory); Lateral belt (secondary auditory)	*Look at this.*	medium
0:04	45	Visual	Posterior belt (secondary auditory); Higher visual: color + face/object patches	*What's so special*	medium
0:05	39	Visual	Higher visual: color + face/object patches; Auditory association cortex	*about it? Nathan!*	medium
0:06	45	Visual	Higher visual: color + face/object patches; Motion processing	*Nathan!*	medium
0:07	54	Visual	Motion area (V5); Motion processing		medium
0:08	63	Visual	Ventro-medial visual (scene); Motion area (V5)		medium
0:09	73	Visual	Ventro-medial visual (scene); Motion area (V5)		medium
0:10	74	Visual	Ventro-medial visual (scene); Temporo-parieto-occipital junction		medium
0:11	70	Visual	Temporo-parieto-occipital junction; Early visual cortex	*Holy crap!*	medium
0:12	72	Visual	Temporo-parieto-occipital junction; Early visual cortex	*Relax,*	medium
0:13	84	Visual	Temporo-parieto-occipital junction; Superior temporal visual	*Relax, he's my nephew.*	medium
0:14	86	Visual	Temporo-parieto-occipital junction; Superior temporal visual	*nephew. Where do you want him?*	medium
0:15	81	Visual	Temporo-parieto-occipital junction; Early visual cortex	*him?*	medium
0:16	69	Visual	Temporo-parieto-occipital junction; Early visual cortex		medium
0:17	62	Visual	Temporo-parieto-occipital junction; Early visual cortex	*How*	medium
0:18	53	Visual	Temporo-parieto-occipital junction; Ventro-medial visual (scene)	*How much?*	medium
0:19	59	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches		medium
0:20	69	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches	*Welcome.*	medium
0:21	76	Visual	Ventro-medial visual (scene); Dorsal visual V3B	*Welcome.*	medium
0:22	84	Visual	Ventro-medial visual (scene); Dorsal visual V3B	*Welcome*	medium
0:23	83	Visual	Ventro-medial visual (scene); Dorsal visual V3B	*to the nation.*	medium
0:24	85	Visual	Ventro-medial visual (scene); Dorsal visual V3B		medium
0:25	83	Visual	Ventro-medial visual (scene); Dorsal visual V3B	*Hello,*	medium
0:26	80	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches	*Ray. Let*	medium
0:27	73	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches	*Let me guess. You're*	medium
0:28	65	Visual	Temporo-parieto-occipital junction; Higher visual: color + face/object patches	*a client?*	medium
0:29	54	Visual	Higher visual: color + face/object patches; Temporo-parieto-occipital junction	*client? Hope you got paid*	medium

Every second (continued)

TIME	LEVEL	NETWORK	MOST ACTIVE REGIONS	WORDS	CONFID.
0:30	48	Visual	Early visual cortex; Temporo-parieto-occipital junction	*paid up front.*	medium
0:31	51	Visual	Auditory area 5 (superior temporal); Temporo-parieto-occipital junction		medium
0:32	54	Visual	Auditory area 5 (superior temporal); Superior temporal sulcus (speech)	*What are we doing*	medium
0:33	67	Visual	Auditory area 5 (superior temporal); Superior temporal sulcus (speech)	*wrong, Ira?*	medium
0:34	57	Visual	Auditory area 5 (superior temporal); Posterior belt (secondary auditory)	*It's hard*	medium
0:35	84	Language	Auditory area 5 (superior temporal); Superior temporal sulcus (speech)	*hard being the only*	medium
0:36	57	Visual	Auditory area 5 (superior temporal); Superior temporal sulcus (speech)	*honest players in*	medium
0:37	29	Visual	Higher visual: color + face/object patches; Superior temporal sulcus (speech)	*in a crooked game.*	medium
0:38	23	Language	Motion area (V5); Temporo-parieto-occipital junction		medium
0:39	24	Visual	Temporo-parieto-occipital junction; Motion area (V5)		medium
0:40	26	Attention	Temporo-parieto-occipital junction; Motion area (V5)	*Still*	medium
0:41	31	Visual	Intraparietal sulcus (spatial attention); Ventro-medial visual (scene)	*Still got it!*	lower
0:42	44	Visual	Ventro-medial visual (scene); Dorsal visual V3B	*it!*	medium
0:43	69	Visual	Ventro-medial visual (scene); Dorsal visual V3B		medium
0:44	81	Visual	Ventro-medial visual (scene); Dorsal visual V3B		medium
0:45	93	Visual	Ventro-medial visual (scene); Dorsal visual V3B		medium
0:46	92	Visual	Ventro-medial visual (scene); Dorsal visual V3B		medium
0:47	83	Visual	Ventro-medial visual (scene); Dorsal visual V3B	*Ladies*	medium
0:48	62	Visual	Ventro-medial visual (scene); Dorsal visual V3B	*Ladies and gentlemen, Venus*	medium
0:49	67	Visual	Lateral belt (secondary auditory); Posterior belt (secondary auditory)	*Nova!*	medium
0:50	65	Visual	Posterior belt (secondary auditory); Lateral belt (secondary auditory)	*Venus Nova is*	medium
0:51	55	Visual	Auditory area 5 (superior temporal); Auditory association cortex	*is about to launch her*	medium
0:52	50	Visual	Auditory area 5 (superior temporal); Auditory association cortex	*her biggest album.*	medium
0:53	49	Visual	Auditory area 5 (superior temporal); Posterior belt (secondary auditory)		medium
0:54	47	Visual	Auditory area 5 (superior temporal); Auditory association cortex	*I'm hiring you,*	medium
0:55	45	Visual	Auditory area 5 (superior temporal); Dorsal visual V3A	*Gunn. Keep her out*	medium
0:56	44	Visual	Dorsal visual V3A; Auditory area 5 (superior temporal)	*of trouble and you'll be*	medium
0:57	35	Visual	Dorsal visual V3A; Auditory area 5 (superior temporal)	*be a very good singer. Rich*	medium
0:58	19	Language	Early visual cortex; Auditory area 5 (superior temporal)	*Rich man.*	medium
0:59	27	Language	Auditory area 5 (superior temporal); Superior temporal sulcus (speech)	*Mr.*	medium

Every second (continued)

TIME	LEVEL	NETWORK	MOST ACTIVE REGIONS	WORDS	CONFID.
1:00	46	Language	Auditory area 5 (superior temporal); Superior temporal sulcus (speech)	*Gunn, I*	medium
1:01	54	Language	Auditory area 5 (superior temporal); Superior temporal sulcus (speech)	*I keep thinking there*	medium
1:02	55	Language	Superior temporal sulcus (speech); Auditory area 5 (superior temporal)	*there are no nice surprises anymore.*	lower
1:03	54	Language	Superior temporal sulcus (speech); Auditory area 5 (superior temporal)	*anymore. And*	lower
1:04	32	Language	Superior temporal sulcus (speech); Auditory area 5 (superior temporal)	*And then you show up.*	lower
1:05	12	Auditory	Superior temporal sulcus (speech); Auditory area 5 (superior temporal)	*up. Be*	lower
1:06	2	Auditory	Frontal operculum (salience); Early visual cortex	*Be careful, Ray.*	lower
1:07	8	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches		medium
1:08	14	Visual	Ventro-medial visual (scene); Dorsal visual V3B		medium
1:09	14	Visual	Ventro-medial visual (scene); Dorsal motion/form area		medium
1:10	15	Visual	Ventro-medial visual (scene); Dorsal motion/form area		medium
1:11	16	Visual	Ventro-medial visual (scene); Anterior superior-temporal auditory	*Nova's a tortured*	medium
1:12	22	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches	*artist. The art is*	medium
1:13	26	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches	*is expensive.*	medium
1:14	30	Visual	Higher visual: color + face/object patches; Ventro-medial visual (scene)	*The torture...*	medium
1:15	35	Visual	Higher visual: color + face/object patches; Ventro-medial visual (scene)	*torture...*	medium
1:16	29	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches	*is*	medium
1:17	24	Visual	Dorsal motion/form area; Color & form processing	*is free.*	medium
1:18	11	Visual	Ventro-medial visual (scene); Dorsal motion/form area	*Come,*	medium
1:19	3	Visual	Auditory association cortex; Posterior belt (secondary auditory)	*Come, boy. Come along.*	medium
1:20	5	Auditory	Auditory area 5 (superior temporal); Auditory association cortex	*I trust your*	medium
1:21	19	Auditory	Auditory area 5 (superior temporal); Superior temporal sulcus (speech)	*your house broken.*	medium
1:22	12	Language	Auditory area 5 (superior temporal); Superior temporal sulcus (speech)	*Maybe.*	medium
1:23	0	Attention	Superior temporal sulcus (speech); Auditory area 5 (superior temporal)	*But I'm*	lower
1:24	8	Attention	Ventro-medial visual (scene); Dorsal premotor (action prep)	*I'm rethinking it.*	medium
1:25	37	Visual	Ventro-medial visual (scene); Dorsal visual V3B		medium
1:26	57	Visual	Ventro-medial visual (scene); Dorsal visual V3B		medium
1:27	64	Visual	Ventro-medial visual (scene); Dorsal visual V3B	*Strap in,*	medium
1:28	62	Visual	Ventro-medial visual (scene); Dorsal visual V3B	*buster.*	medium
1:29	57	Visual	Ventro-medial visual (scene); Dorsal visual V3B		medium

Every second (continued)

TIME	LEVEL	NETWORK	MOST ACTIVE REGIONS	WORDS	CONFID.
1:30	56	Visual	Ventro-medial visual (scene); Dorsal visual V3B	*Venus*	medium
1:31	41	Visual	Ventro-medial visual (scene); Dorsal visual V3B	*Nova is crazy.*	medium
1:32	44	Visual	Dorsal visual V3A; Ventro-medial visual (scene)	*crazy. I*	medium
1:33	40	Visual	Dorsal visual V3A; Ventro-medial visual (scene)	*I have information*	medium
1:34	37	Visual	Dorsal visual V3A; Ventro-medial visual (scene)	*on Venus that could sink*	medium
1:35	32	Visual	Dorsal visual V3A; Ventro-medial visual (scene)	*sink her. My*	medium
1:36	18	Visual	Dorsal visual V3A; Ventro-medial visual (scene)	*My gut*	medium
1:37	27	Visual	Dorsal visual V3A; Ventro-medial visual (scene)	*gut says this is much*	medium
1:38	20	Visual	Dorsal visual V3A; Lateral occipital (objects)	*much bigger than I thought.*	medium
1:39	11	Visual	Ventro-medial visual (scene); Lateral occipital (objects)		medium
1:40	63	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches	*Who*	medium
1:41	60	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches	*Who are*	medium
1:42	54	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches	*we watching?*	medium
1:43	56	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches	*Everyone.*	medium
1:44	59	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches	*Everyone.*	medium
1:45	63	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches		medium
1:46	63	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches		medium
1:47	67	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches		medium
1:48	68	Visual	Ventro-medial visual (scene); Upper visual field area	*This city... is*	medium
1:49	84	Visual	Ventro-medial visual (scene); Upper visual field area	*is corruption.*	medium
1:50	86	Visual	Upper visual field area; Dorsal visual V3B	*corruption.*	medium
1:51	79	Visual	Upper visual field area; Motion-related		medium
1:52	82	Visual	Upper visual field area; Motion-related		medium
1:53	78	Visual	Upper visual field area; Motion-related	*Secrets.*	medium
1:54	77	Visual	Upper visual field area; Higher visual: color + face/object patches	*Secrets. And*	medium
1:55	87	Visual	Upper visual field area; Dorsal visual V3B	*And murder.*	medium
1:56	80	Visual	Ventro-medial visual (scene); Upper visual field area	*murder.*	medium
1:57	70	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches		medium
1:58	65	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches		medium
1:59	64	Visual	Higher visual: color + face/object patches; Ventro-medial visual (scene)	*It's my job...*	medium

Every second (continued)

TIME	LEVEL	NETWORK	MOST ACTIVE REGIONS	WORDS	CONFID.
2:00	55	Visual	Higher visual: color + face/object patches; Ventro-medial visual (scene)	*to discover*	medium
2:01	61	Visual	Higher visual: color + face/object patches; Dorsal visual V3A	*discover the truth. Find*	medium
2:02	51	Visual	Higher visual: color + face/object patches; Ventro-medial visual (scene)	*Find him.*	medium
2:03	59	Visual	Higher visual: color + face/object patches; Ventro-medial visual (scene)		medium
2:04	63	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches		medium
2:05	71	Visual	Ventro-medial visual (scene); Higher visual: color + face/object patches		medium
2:06	78	Visual	Ventro-medial visual (scene); Dorsal visual V3B		medium
2:07	64	Visual	Ventro-medial visual (scene); Dorsal visual V3A		medium
2:08	45	Visual	Dorsal visual V3A; Ventro-medial visual (scene)	*What*	medium
2:09	37	Visual	Dorsal visual V3A; Ventro-medial visual (scene)	*What are you gonna do? It always*	medium
2:10	37	Visual	Upper visual field area; Dorsal visual V3A	*always ends with a bang.*	medium
2:11	48	Visual	Upper visual field area; Dorsal visual V3B	*bang.*	medium
2:12	57	Visual	Upper visual field area; Dorsal visual V3B		medium
2:13	62	Visual	Ventro-medial visual (scene); Dorsal visual V3B		medium
2:14	47	Visual	Ventro-medial visual (scene); Dorsal motion/form area		medium
2:15	28	Visual	Ventro-medial visual (scene); Dorsal motion/form area		medium
2:16	13	Auditory	Anterior superior-temporal auditory; Parahippocampal (scene)	*We*	medium
2:17	15	Auditory	Anterior superior-temporal auditory; Intraparietal (attention)	*We should ask for*	medium
2:18	11	Auditory	Anterior superior-temporal auditory; Intraparietal (attention)	*for more money.*	medium
2:19	10	Auditory	Frontal operculum (salience); Anterior superior-temporal auditory	*money.*	lower
2:20	20	Attention	Frontal operculum (salience); Anterior cingulate (monitoring)		lower
2:21	29	Attention	Frontal operculum (salience); Anterior cingulate (monitoring)		lower
2:22	46	Attention	Frontal operculum (salience); Anterior cingulate (monitoring)		lower
2:23	53	Attention	Frontal operculum (salience); Anterior cingulate (monitoring)		lower
2:24	62	Attention	Anterior cingulate (monitoring); Frontal operculum (salience)		lower
2:25	74	Attention	Anterior cingulate (monitoring); Frontal operculum (salience)	*You*	lower
2:26	91	Attention	Peripheral/retinotopic vision; Anterior cingulate (monitoring)	*You know*	medium
2:27	90	Attention	Peripheral/retinotopic vision; Anterior cingulate (monitoring)	*know*	medium
2:28	96	Attention	Peripheral/retinotopic vision; Anterior cingulate (monitoring)	*know it.*	medium
2:29	100 ●	Attention	Peripheral/retinotopic vision; Frontal operculum (salience)	*it.*	medium

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 51; the tick on each bar marks it.

0:01	51	Long time no see, Ray. Look at this. What's so special about it?
0:05	42	Nathan!
0:11	82	Holy crap! Relax, he's my nephew. Where do you want him?
0:17	61	How much? Welcome.
0:22	83	Welcome to the nation. Hello, Ray.
0:26	61	Let me guess. You're a client? Hope you got paid up front.
0:32	65	What are we doing wrong, Ira? It's hard being the only honest players
0:36	32	in a crooked game. Still
0:41	34	got it!
0:47	64	Ladies and gentlemen, Venus Nova! Venus Nova is about
0:51	50	to launch her biggest album. I'm hiring you, Gunn. Keep
0:55	37	her out of trouble and you'll be a very good singer. Rich man. Mr.
1:00	51	Gunn, I keep thinking there are no nice surprises anymore. And then
1:04	16	you show up. Be careful, Ray.
1:11	23	Nova's a tortured artist. The art is expensive. The torture...
1:16	10	is free. Come, boy. Come along. I
1:20	10	trust your house broken. Maybe. But I'm rethinking
1:24	50	it. Strap in, buster.
1:30	41	Venus Nova is crazy. I have information on Venus that could
1:34	25	sink her. My gut says this is much bigger than I thought.
1:40	57	Who are we watching? Everyone.
1:48	74	This city... is corruption.
1:53	81	Secrets. And murder.
1:59	59	It's my job... to discover the truth. Find him.
2:08	38	What are you gonna do? It always ends with a bang.
2:16	13	We should ask for more money.
2:25	91	You know 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 stretch

The three consecutive seconds with the lowest average level (on a clip under 15 seconds, a fifth of its length, at least one second), never the strongest second itself. 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.

neuro-viral

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