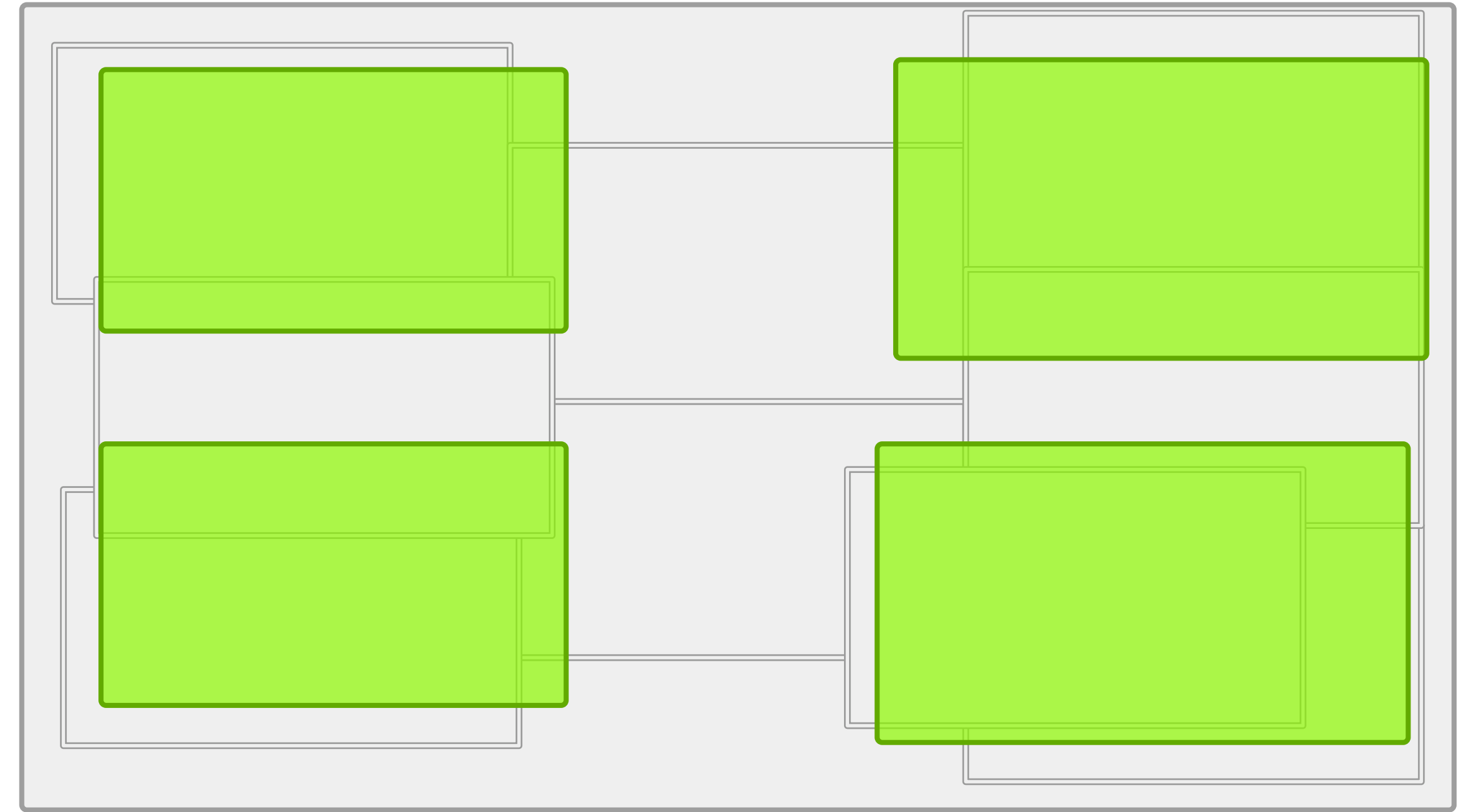


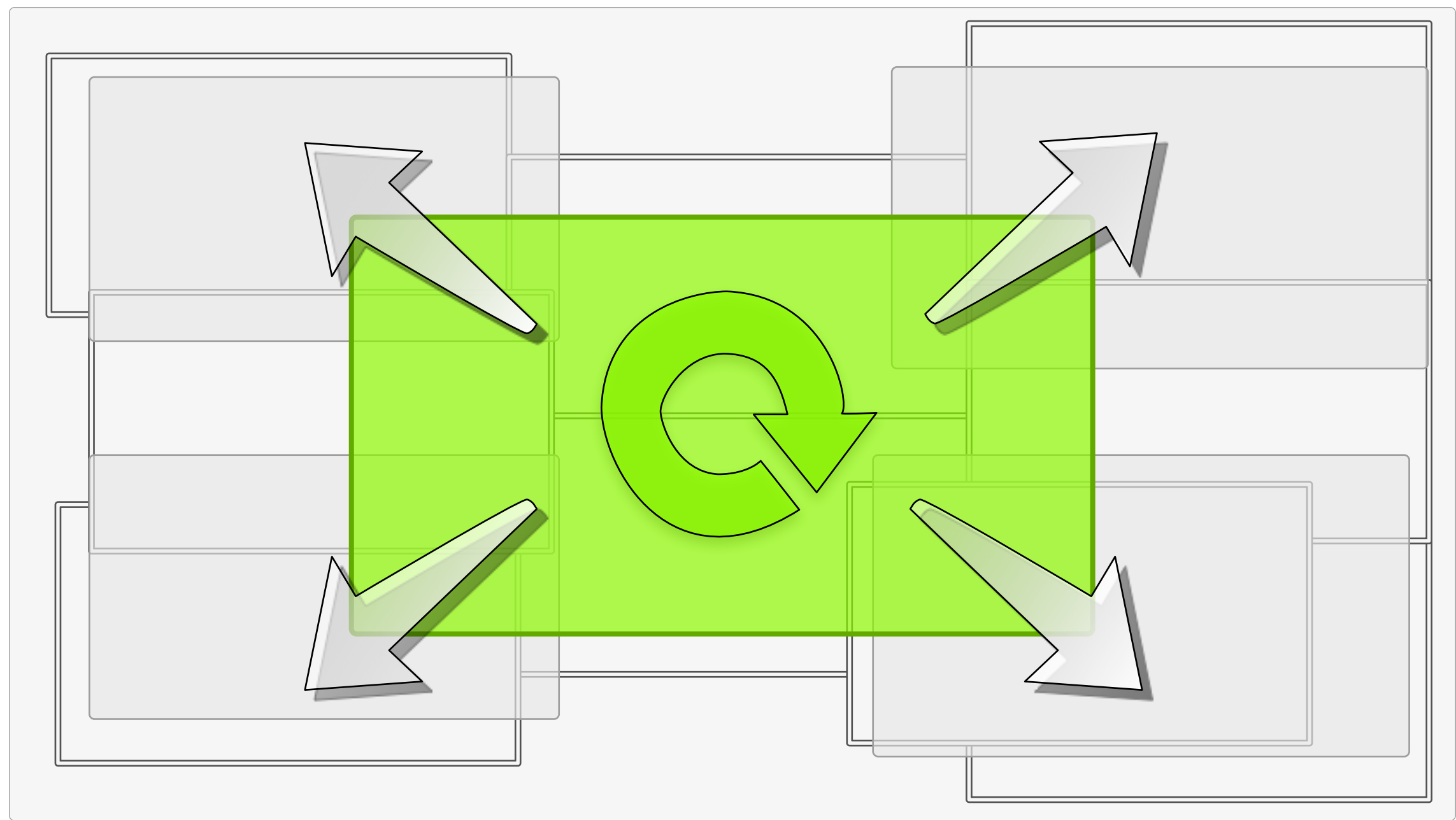
Starting with one large graphic

A single large graphic fills the entire loom array
- 5 more graphics are already in position, however, with zero opacity.



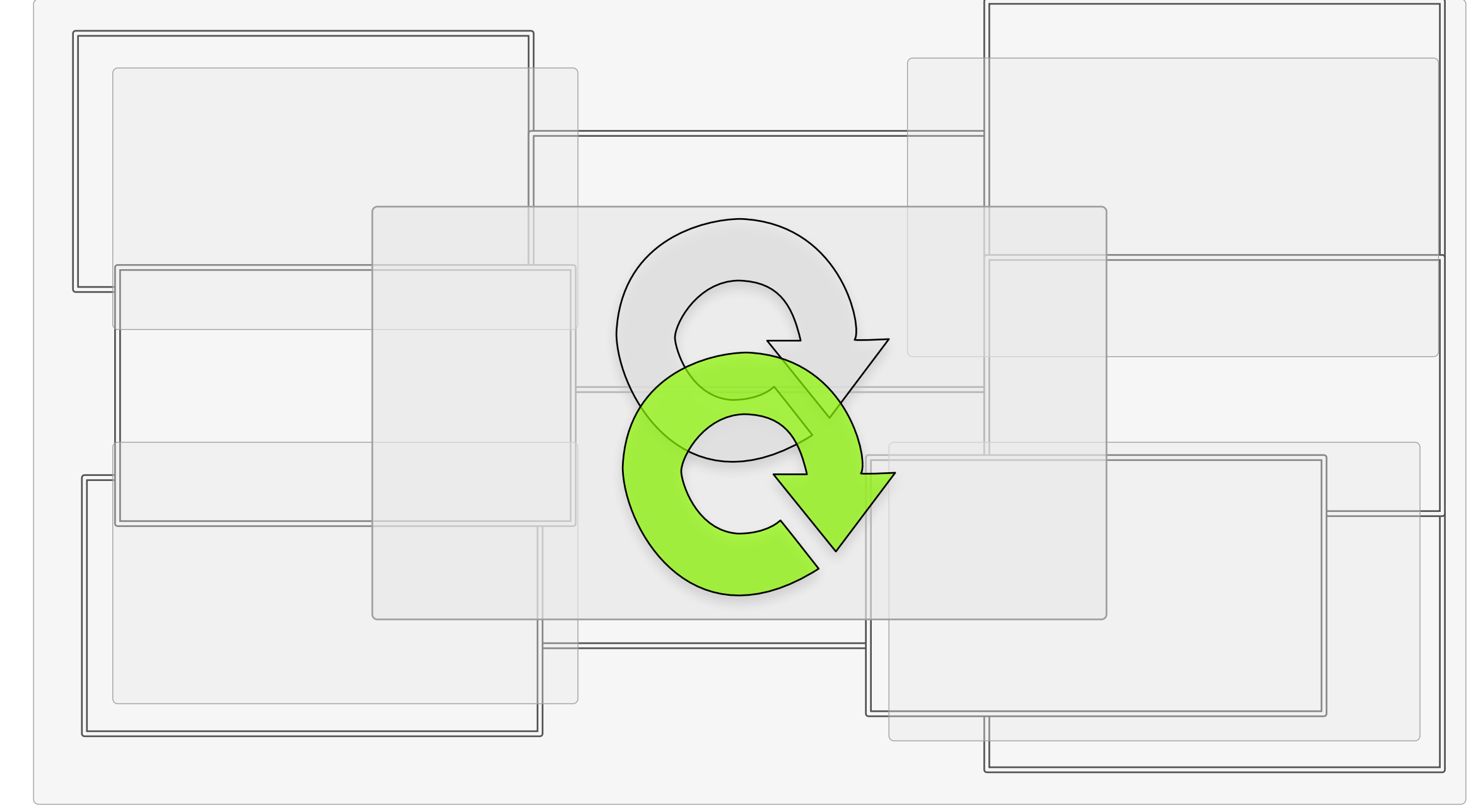
The graphic turns to 4 graphics in quadrants

What I do here is fade in the smaller quadrant graphics over larger one.
(optionally) fade out the larger graphic.
Central graphic stays hidden and scaled down to near zero area at the center of the screen.



Video Cycle scales into view

Fifth graphic fades in and scales up from zero.
Also moves closer to the screen to overtake nearby graphics.
Stacked on the graphic is an SC looping movie clip



Move loop-point, reveal content

With the SC clip cycling we now move the loop.
The alpha channel of the clip now reveals a live video source composited "into" the clip.