

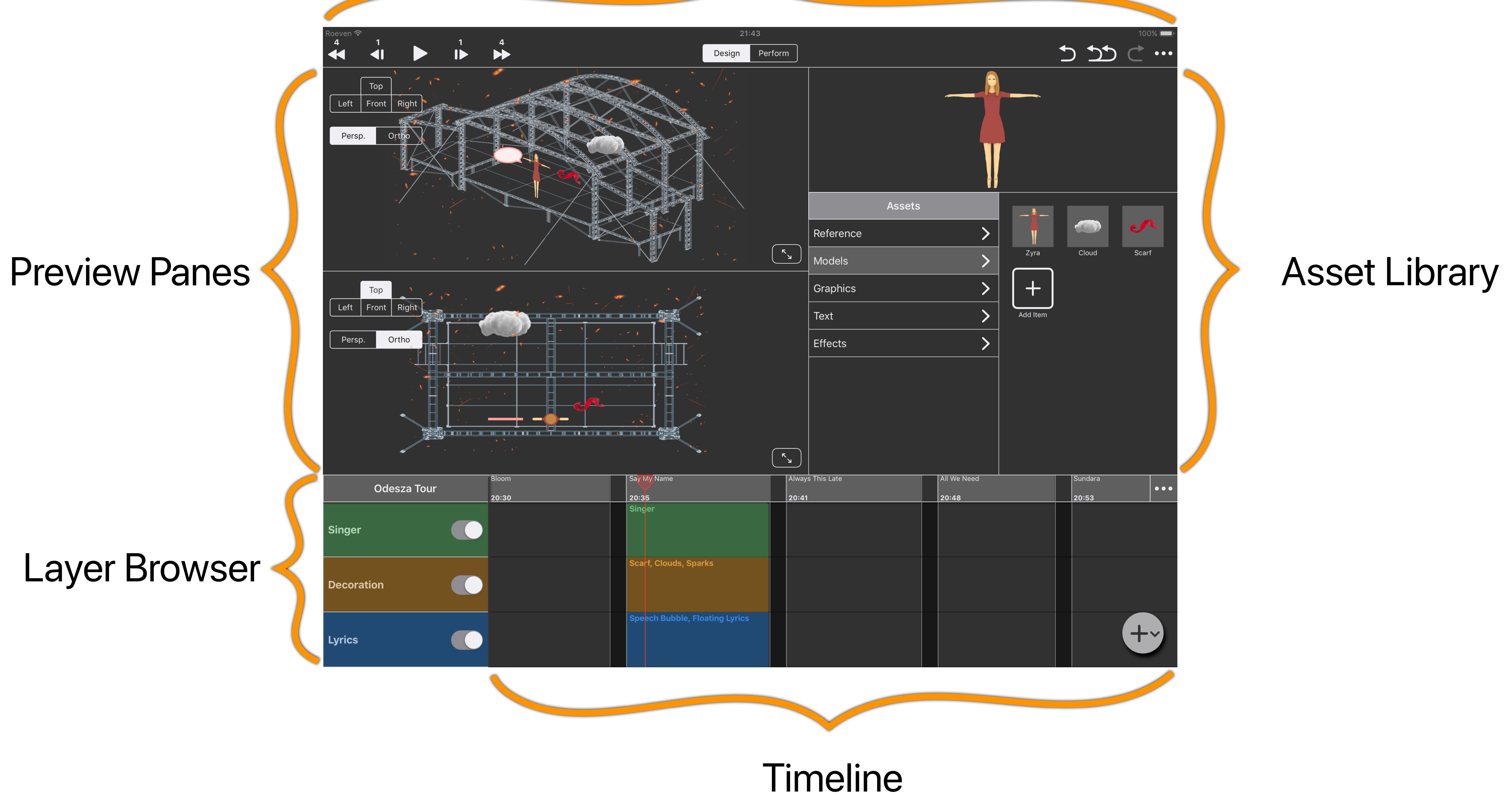
Interface overview

This document gives an overview of the interface. It describes panes, controls, details, and gestures. It also shows six variations of the interface in use.

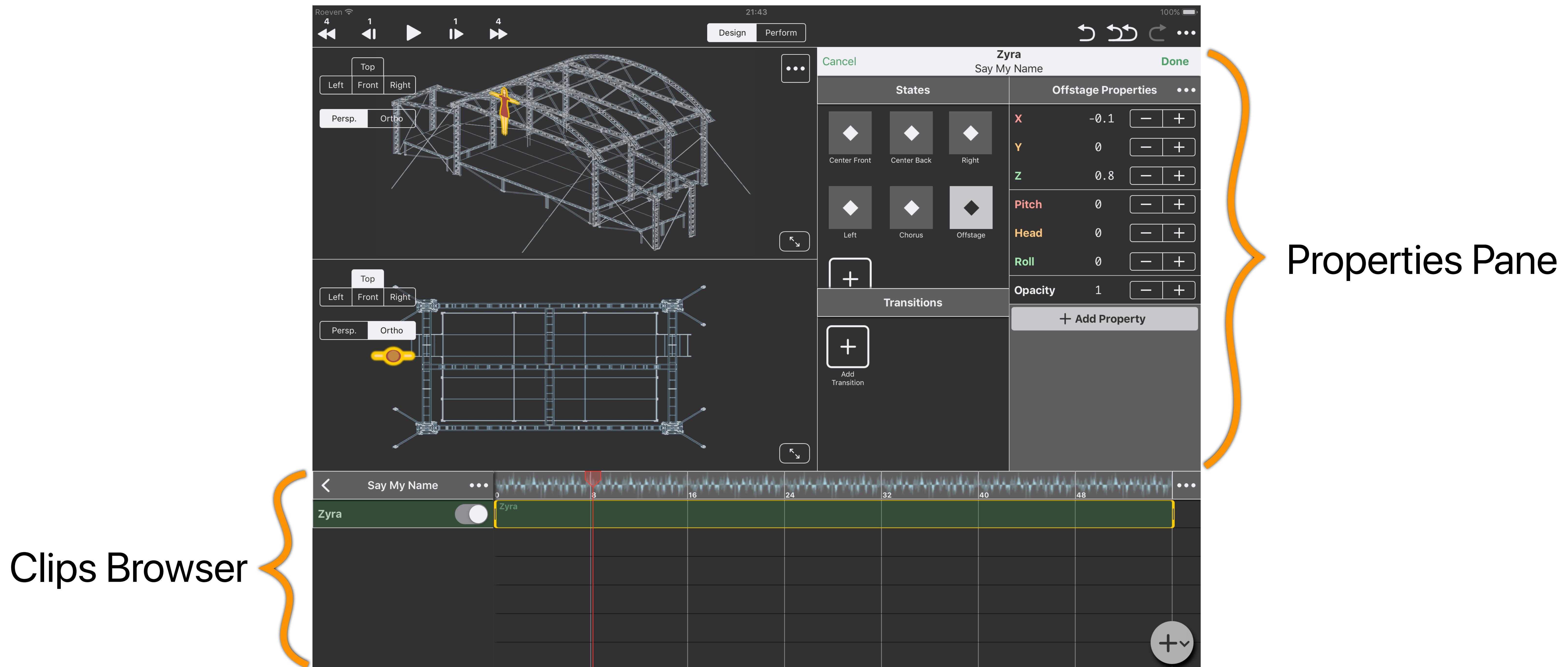
For step-by-step scenario's of the interface in use, see *Scenarios Annotated.pdf*.

Panes 1

Toolbar



Panes 2



Controls 1

Design or perform mode

Tab to switch between.

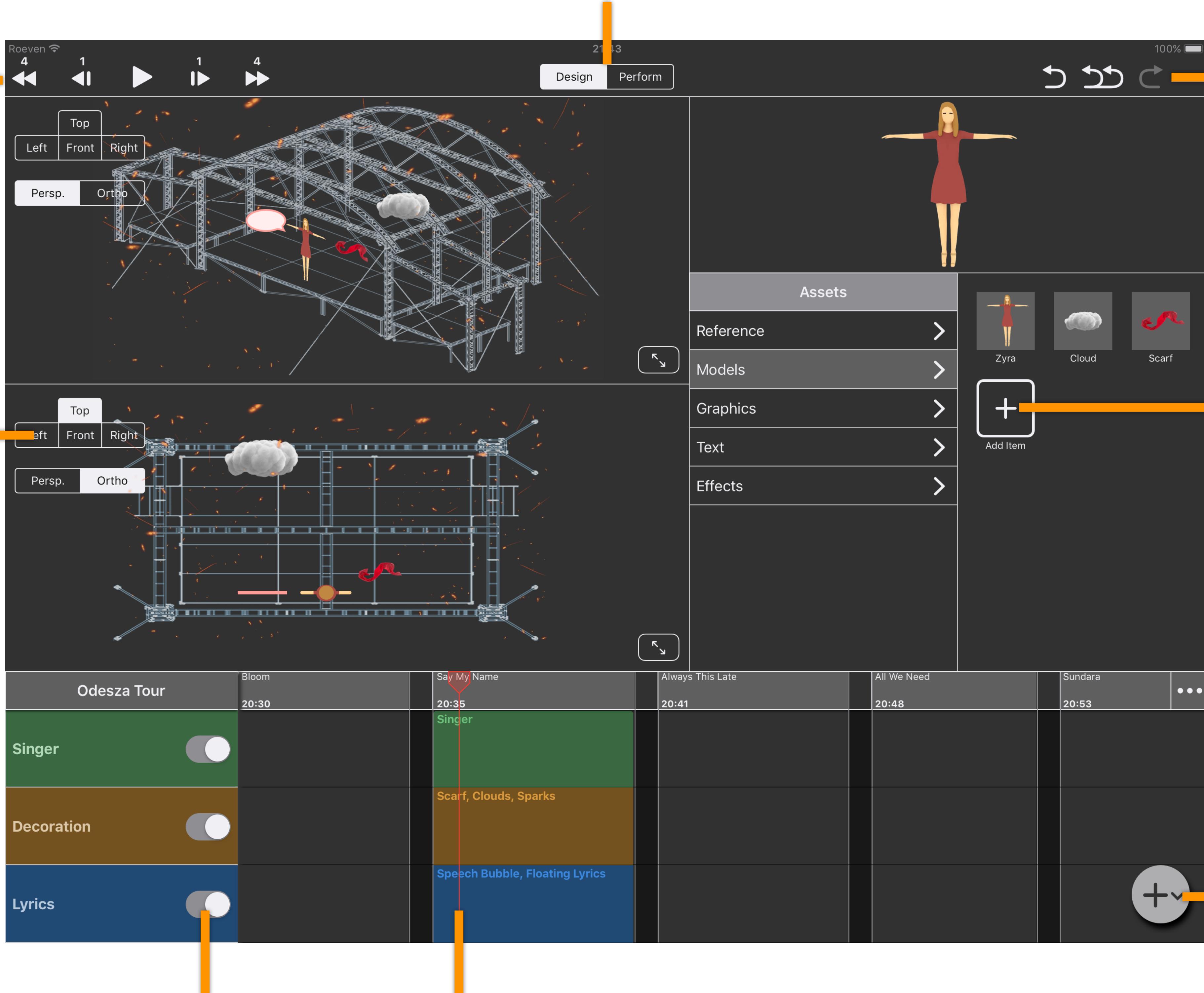
Playback

Play or pause; skip back or forth by one beat or four beats

Preview settings

Tabbed controls to switch between views.
Layout of tabs maps to unfolded box.

Persp. and Ortho tabs switch between perspective and orthographic projection.



Hide layer

Toggle switch to hide or show a layer.

Playhead

Draggable to scroll through show or scene.

Undo, multiple undo, redo

Multiple undo shows a list view in a popover, allowing to undo a particular action or jump back to a certain point.

Add assets to library

Import assets from filesystem, cloud service, or stock sites.

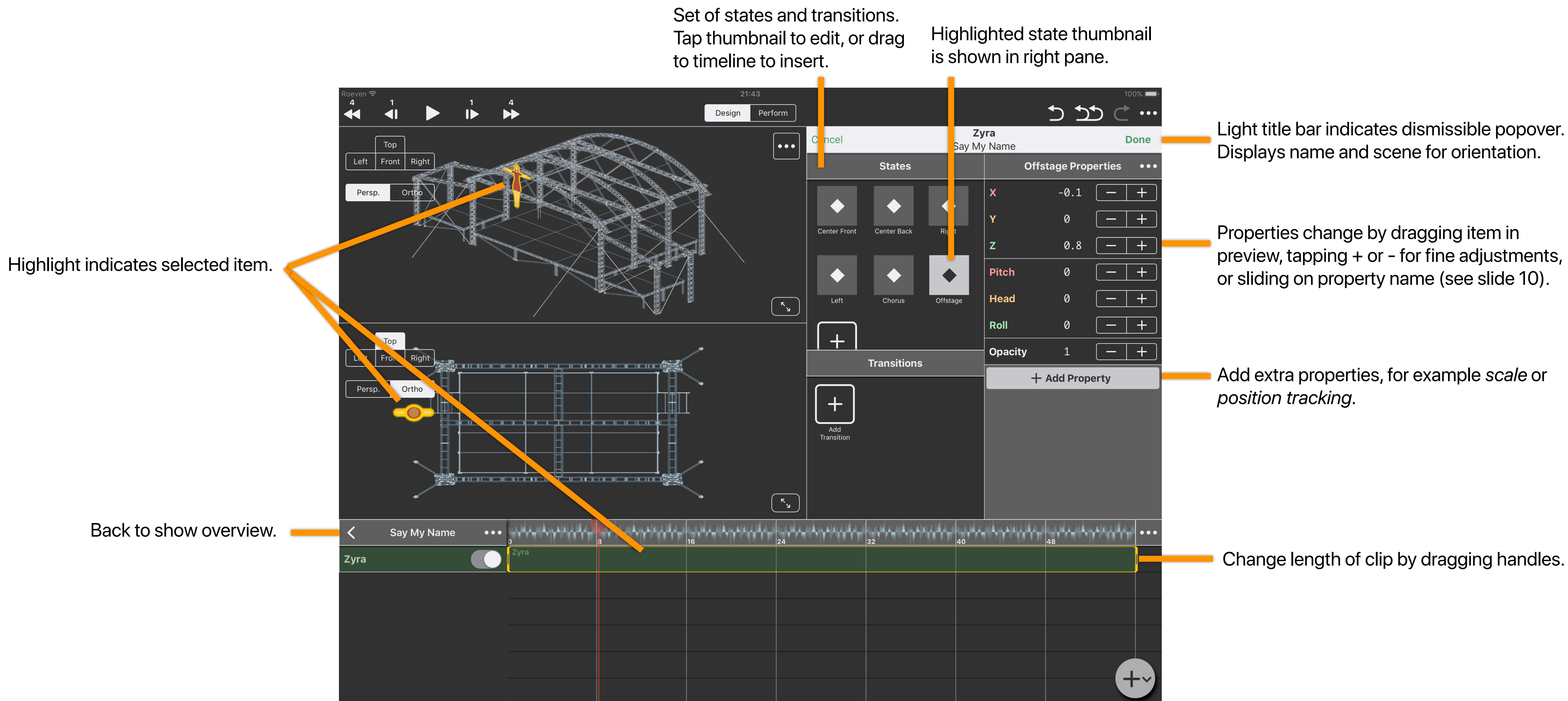
Setlist options

Floating Add Button

Tap: button expands to menu with list of items to add to show (see slide 8).

Drag and drop: adds new item in place on drop target. Possible targets are show timeline, scene timeline, asset library, properties pane (see slide 9).

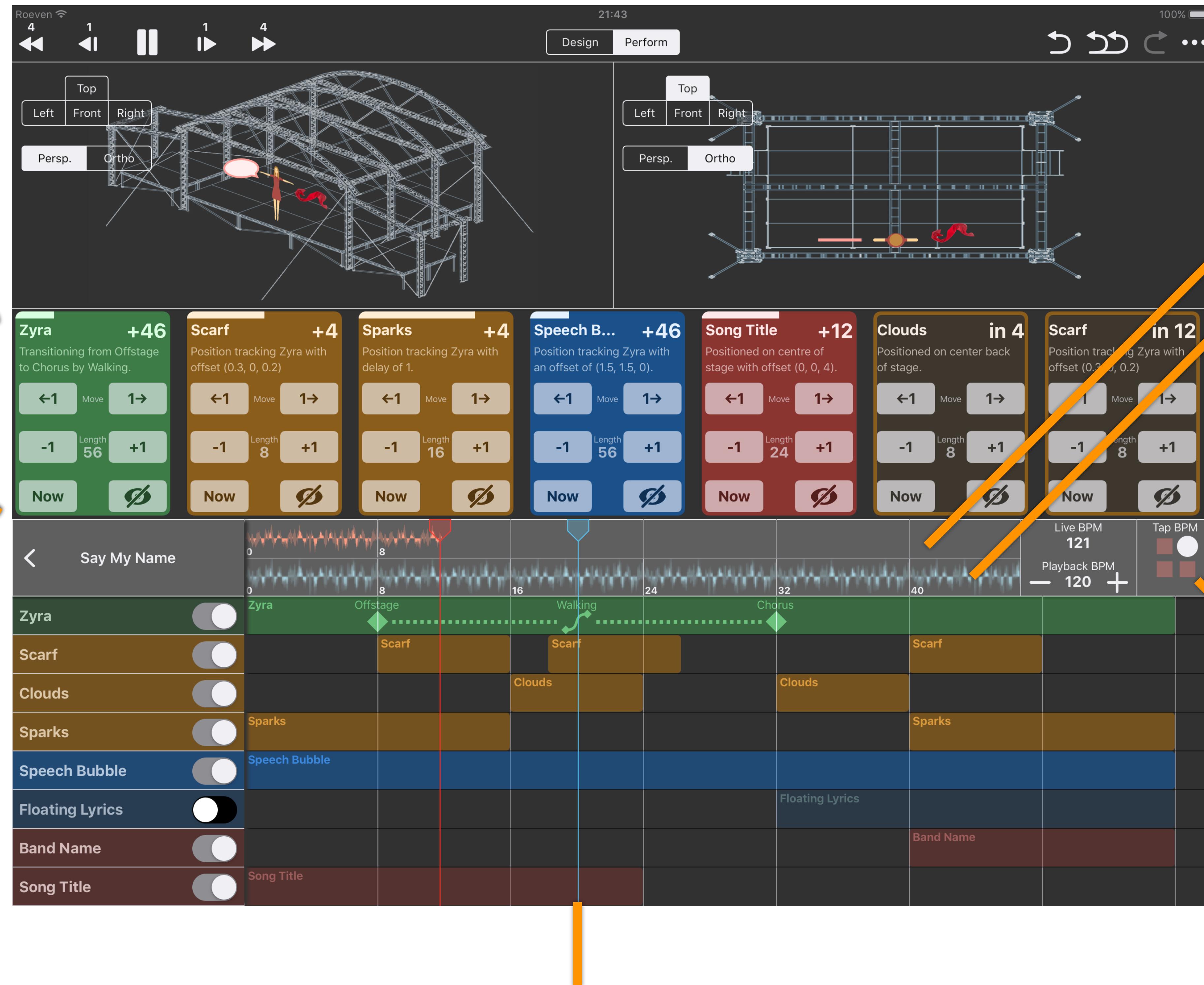
Controls 2



Controls 3

In *Perform* mode, control cards are shown for the current scene. Every clip has a control card, which allows for on-the-fly adjustments.

See slide 7 for details.



Look-ahead indicator: preview panes show upcoming clips. Drag to change look-ahead position, or drag to playhead to show currently playing.

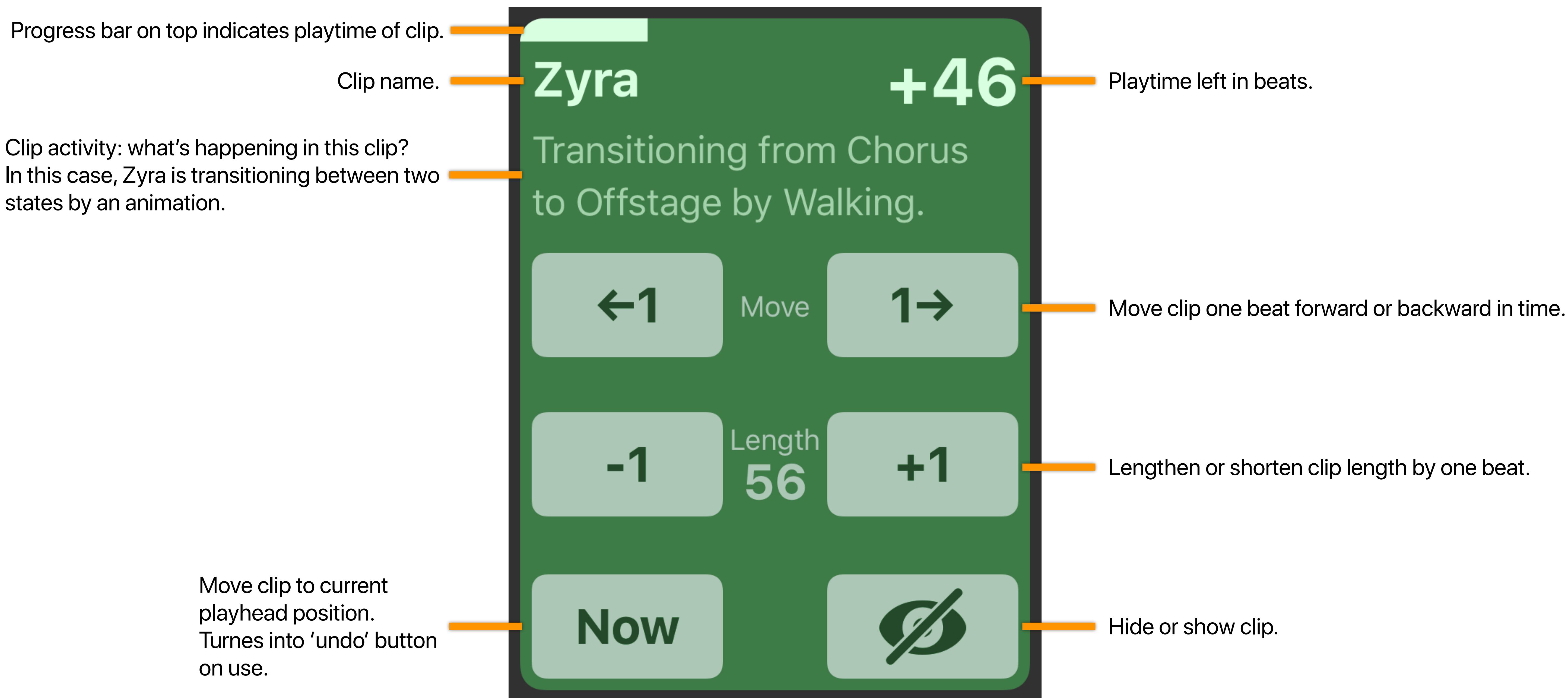
Live audio and detected BPM is shown in top bar.

Prerecorded audio and playback BPM is shown in bottom bar. + and - adjusts playback BPM.

This button performs two functions:

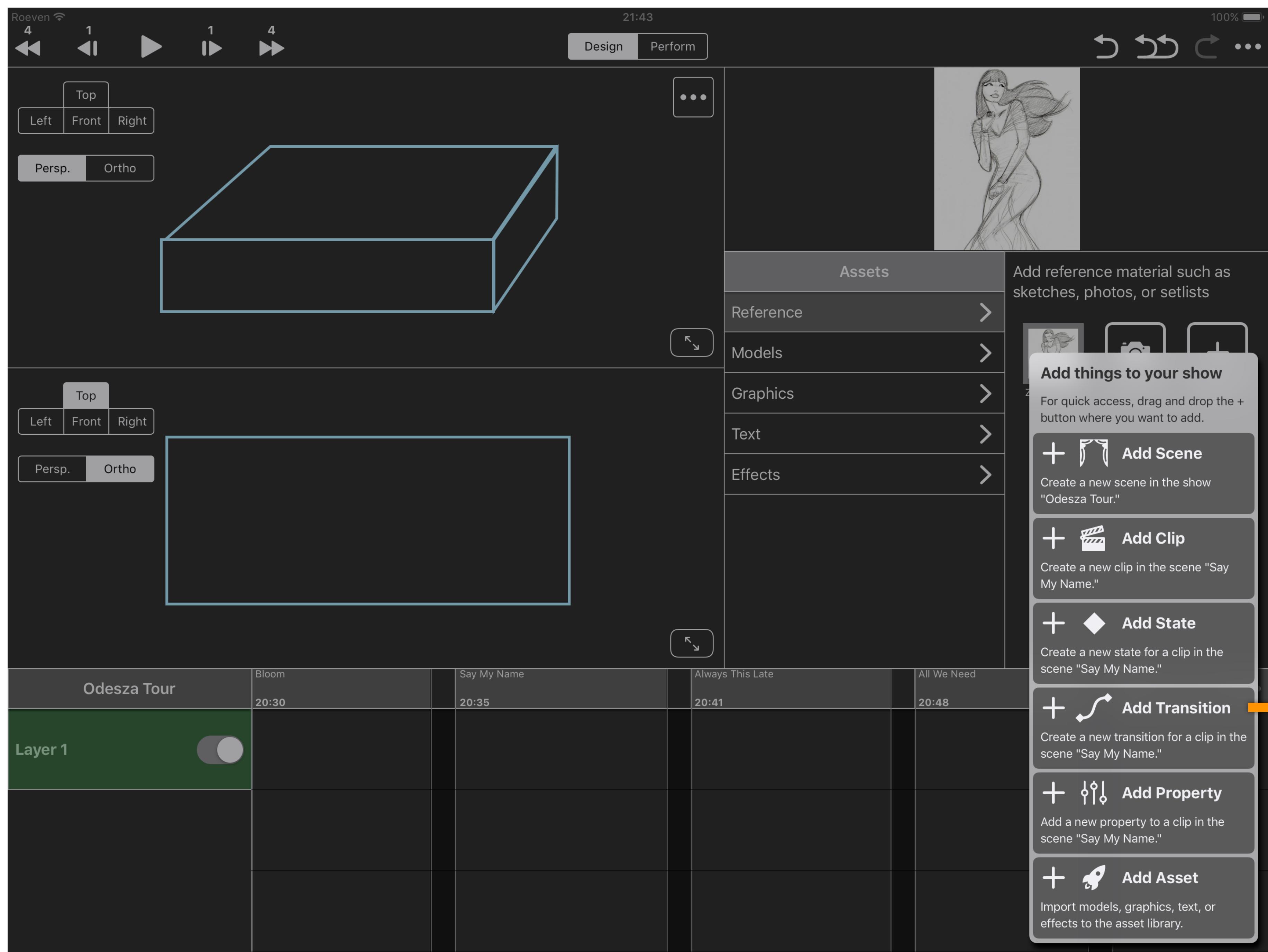
1. Tap along to rhythm to set BPM manually (for example, when BPM detection fails).
2. Squares and circles animate to display the beat. This is a visual aid to sync other items to the beat.

Details 1



Note that while all of these actions are undoable with the undo button in the toolbar, any action's reverse is immediately available here too.

Details 2

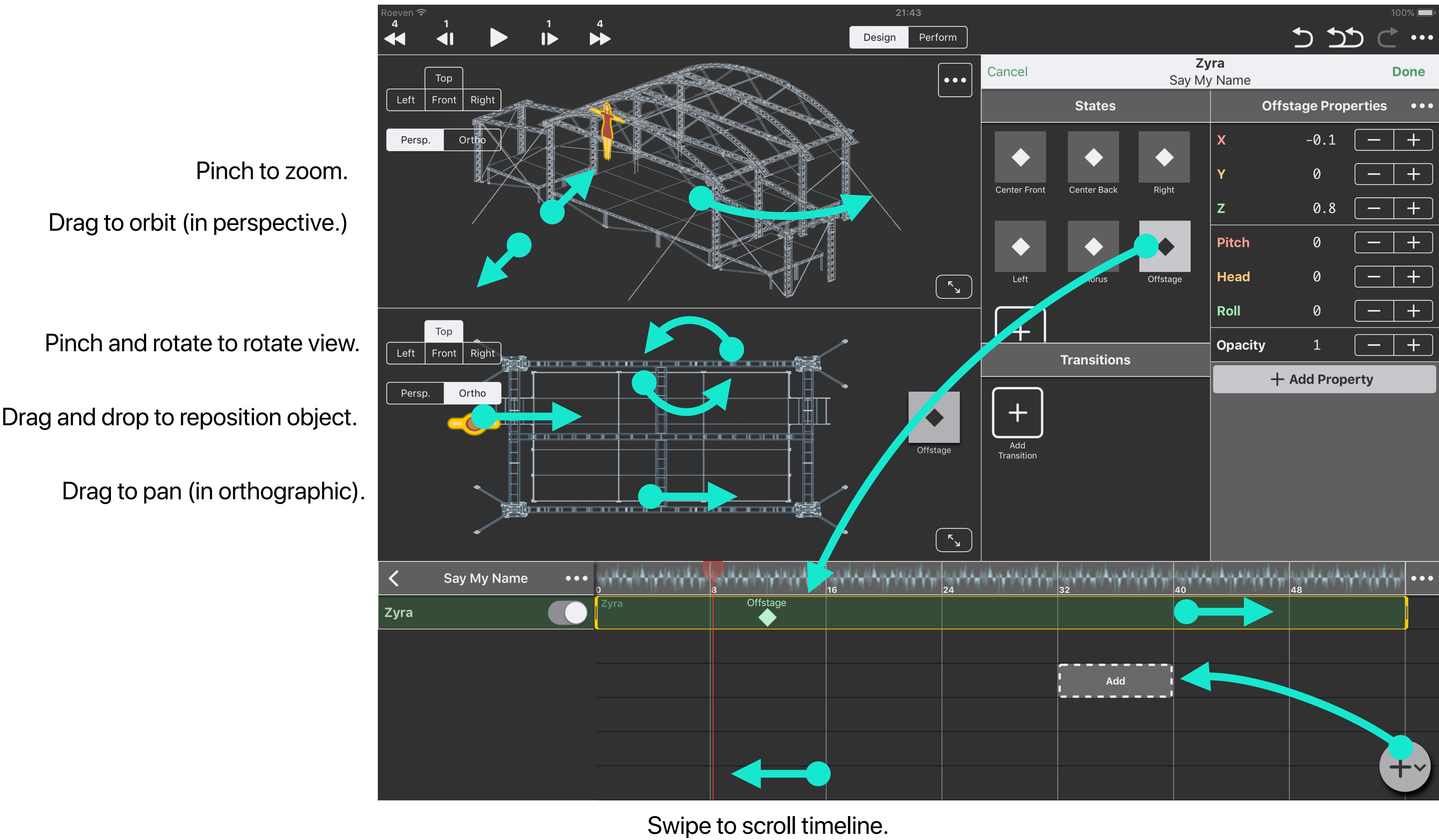


Adding Menu

A menu listing all of the things you can add to your show, including small description of item and context.

(An accelerator for this action is to drag and drop the floating add button itself—see slide 9.)

Gestures 1

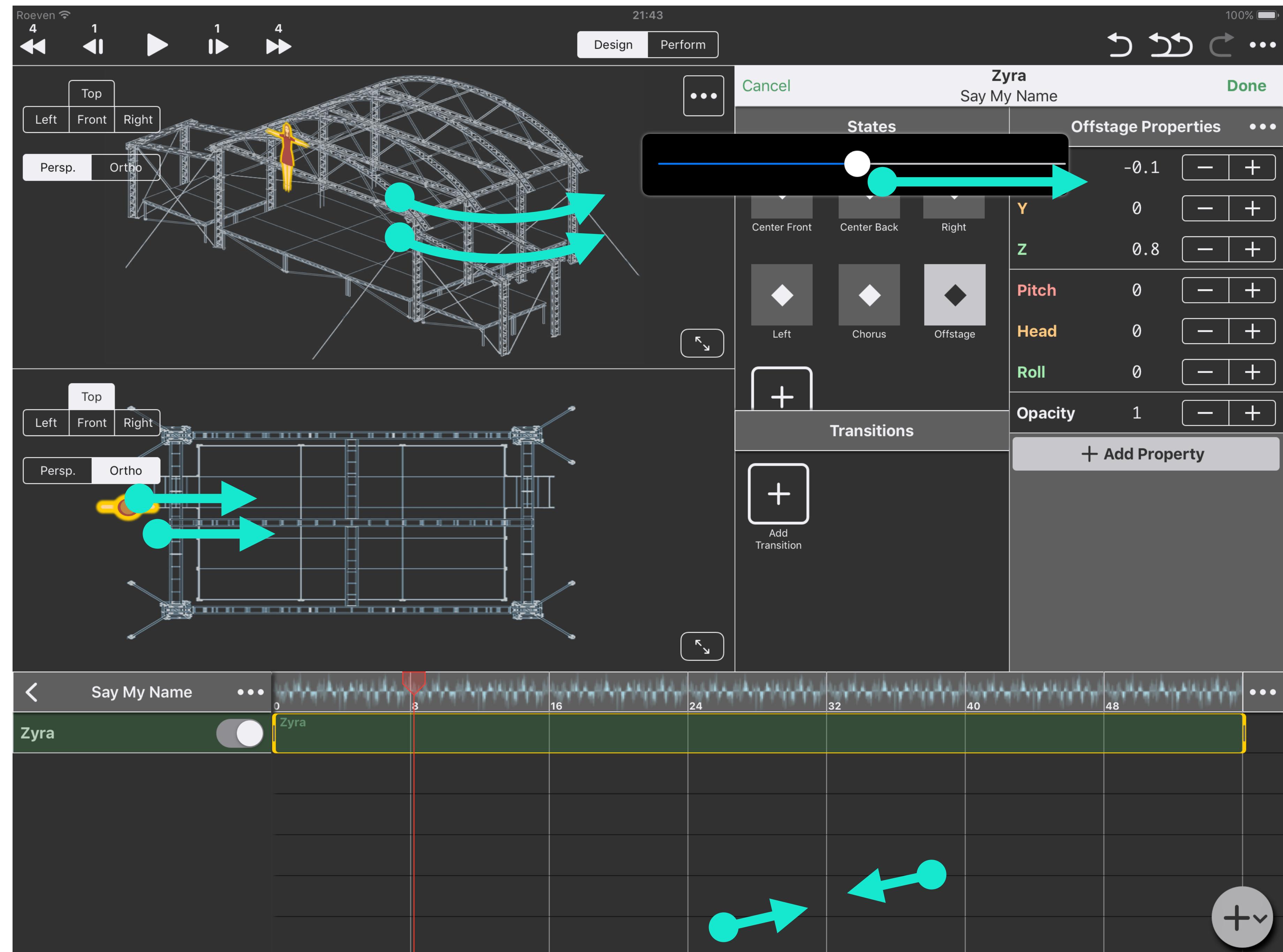


(In contrast, tapping this button opens menu—see slide 8).

Gestures 2

Double drag to orbit at 1/4 speed (vernier mode).

After selecting an object, double drag to move at 1/4 speed (vernier mode).

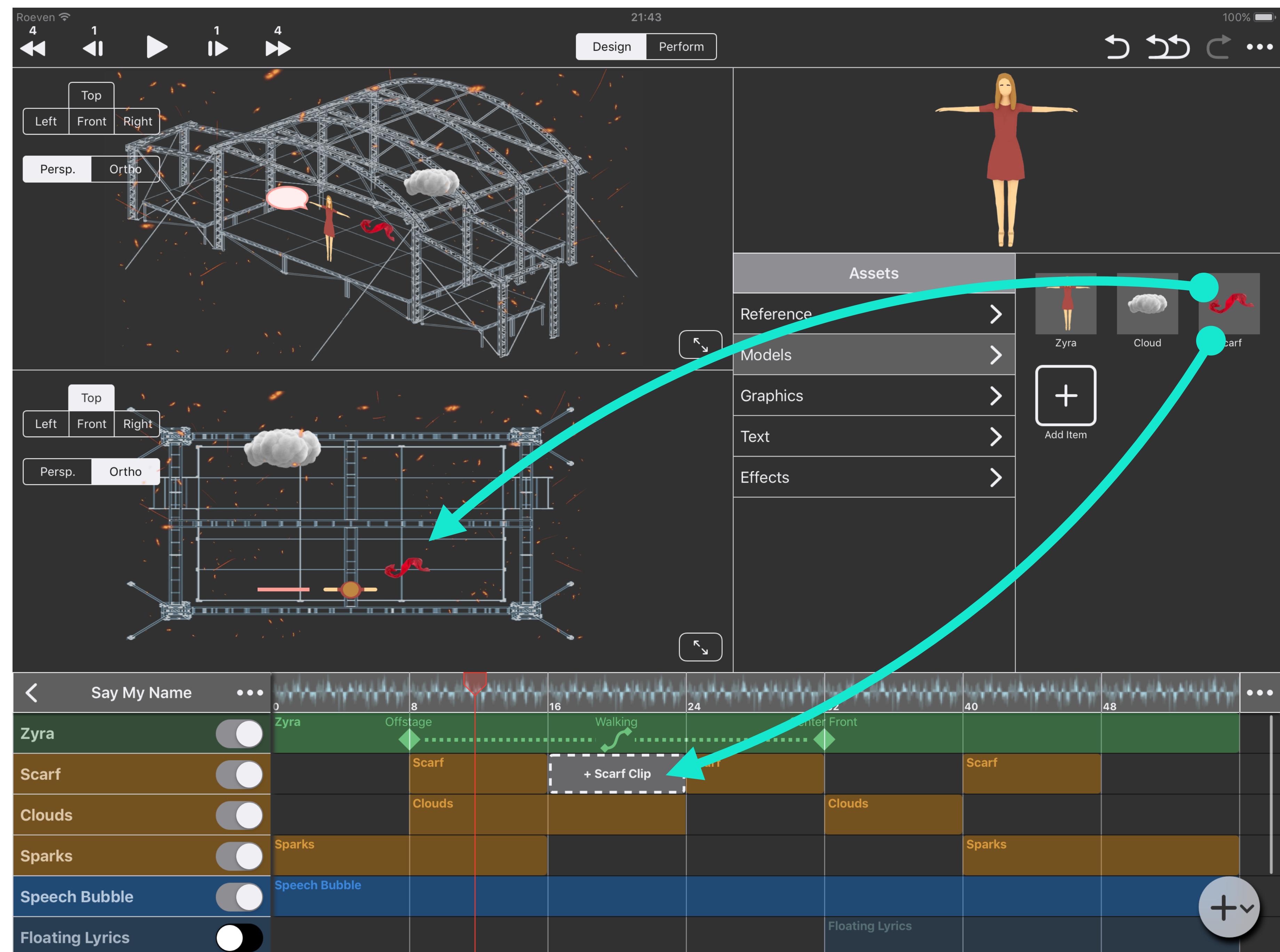


Swipe a property to change quickly / in large steps.

(In contrast, tap + and - buttons to change precisely / in small increments.)

Pinch to zoom —
eventually zooming out of
current scene back the
show overview.

Gestures 3

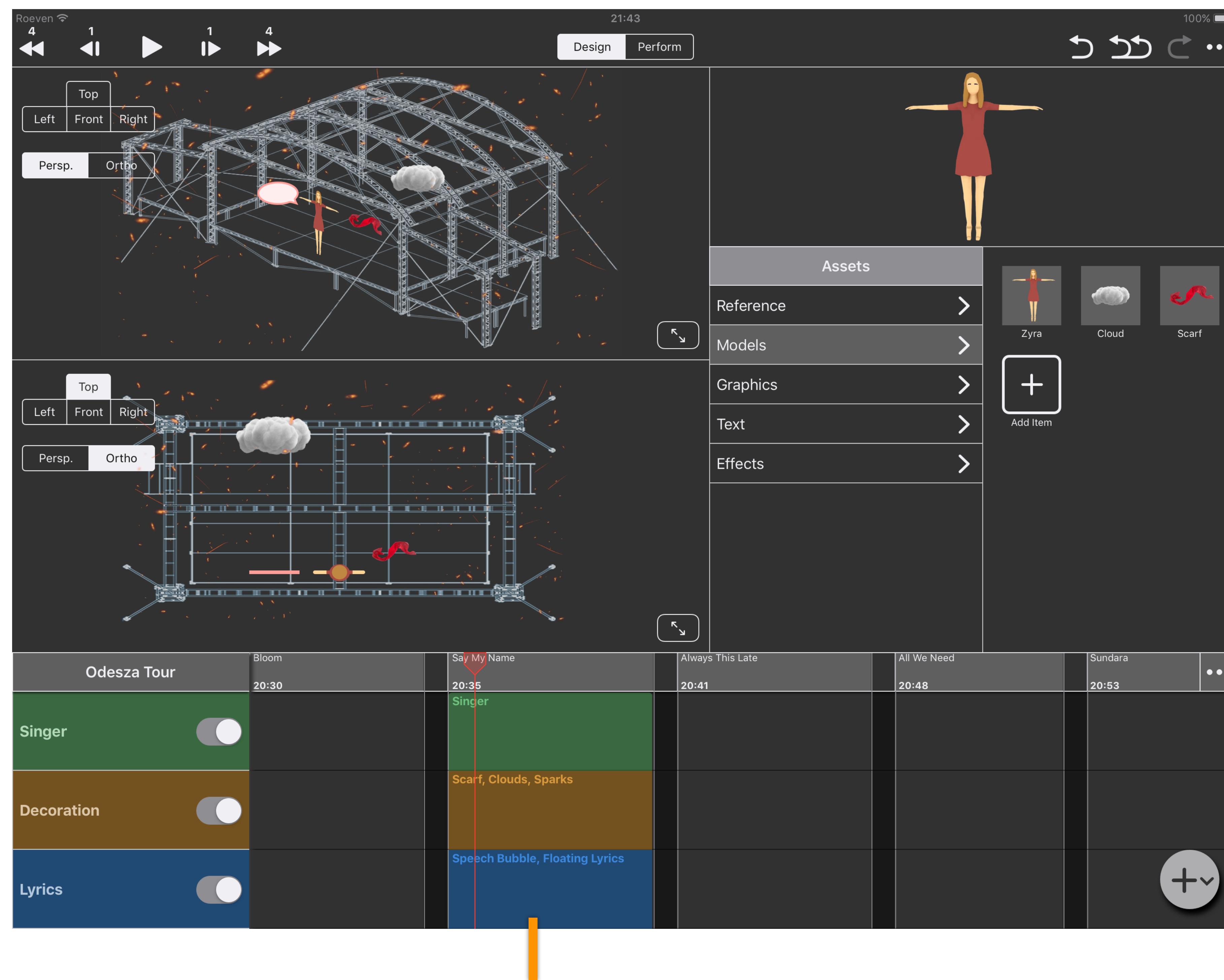


Drag and drop thumbnail on stage to create clip. This specifies the position, but length / time will be assumed.

Drag and drop onto timeline. This specifies time, but length and position will be assumed.

Design Tab — Show Overview

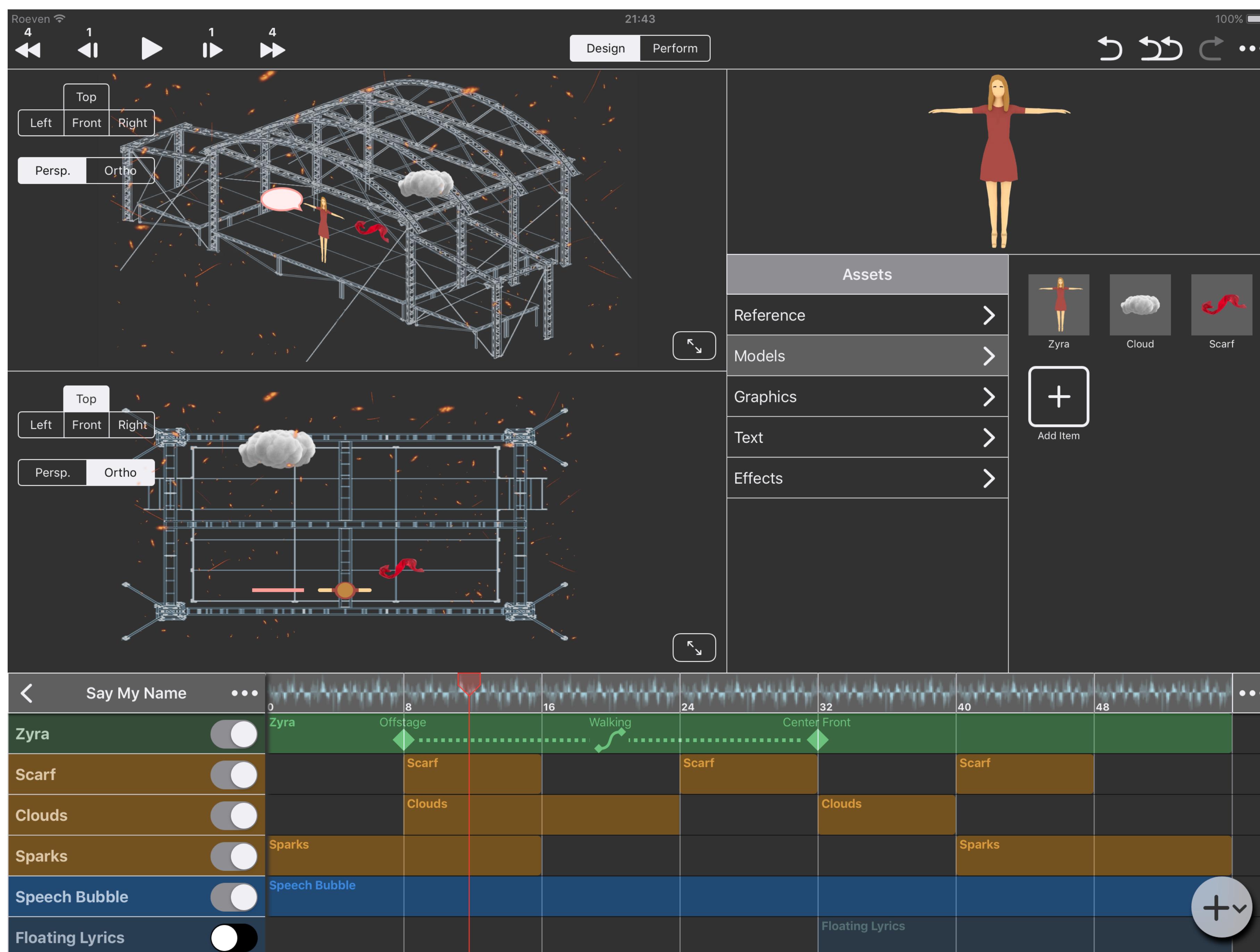
This is the design tab, on the overview of the show you're designing. The timeline shows the different scenes you've designed. On top of the timeline is displayed the setlist. The asset library shows any assets added to this show. The preview panes display the show at the current playhead position.



Tapping the scene expands it—see slide 13.

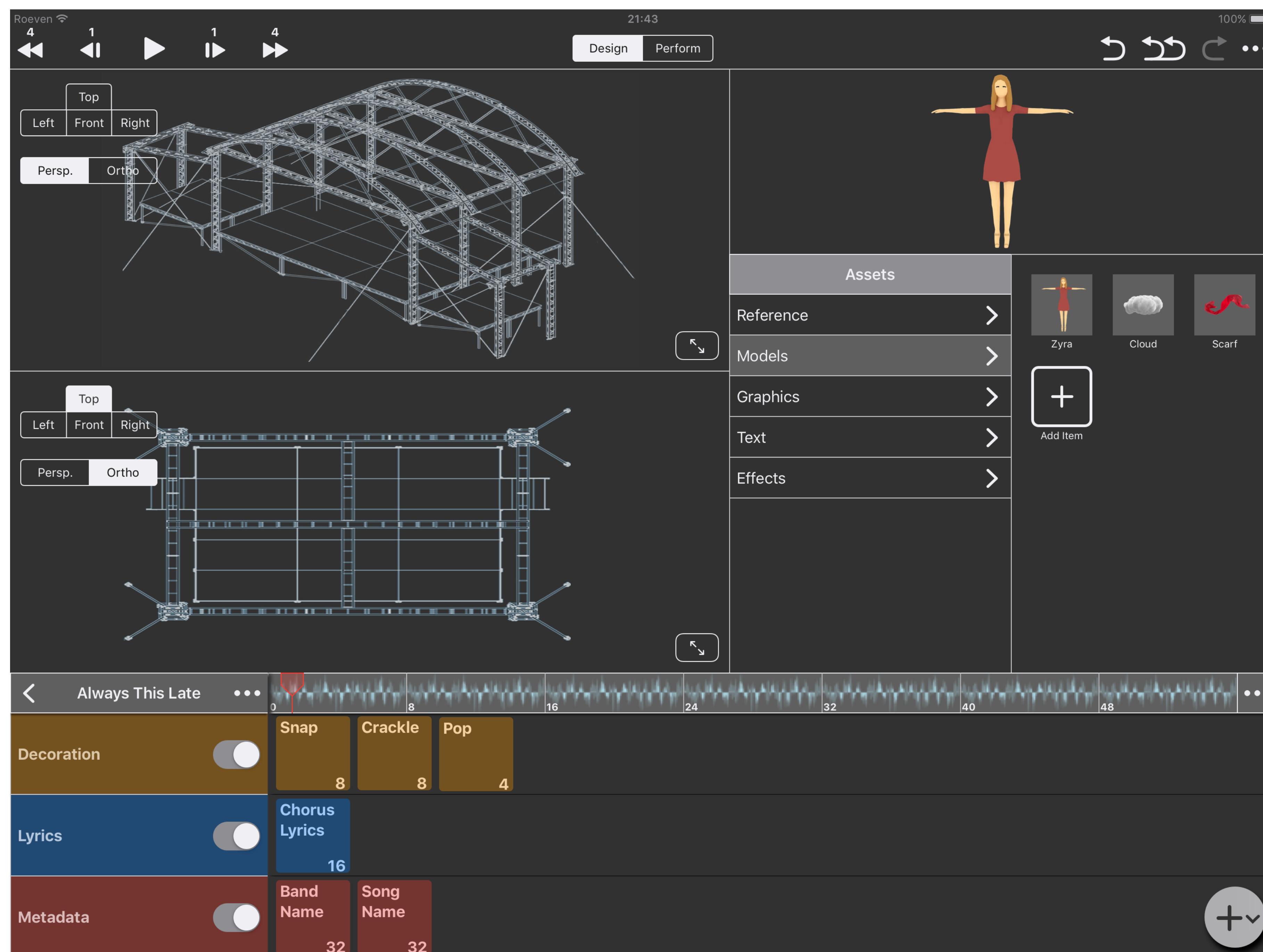
Design Tab – Time-based Scene

This is the design tab, on the overview of a scene you're designing. The timeline shows the different clips in this scene. On top of the timeline is displayed prerecorded audio, so you can design the show to the music.



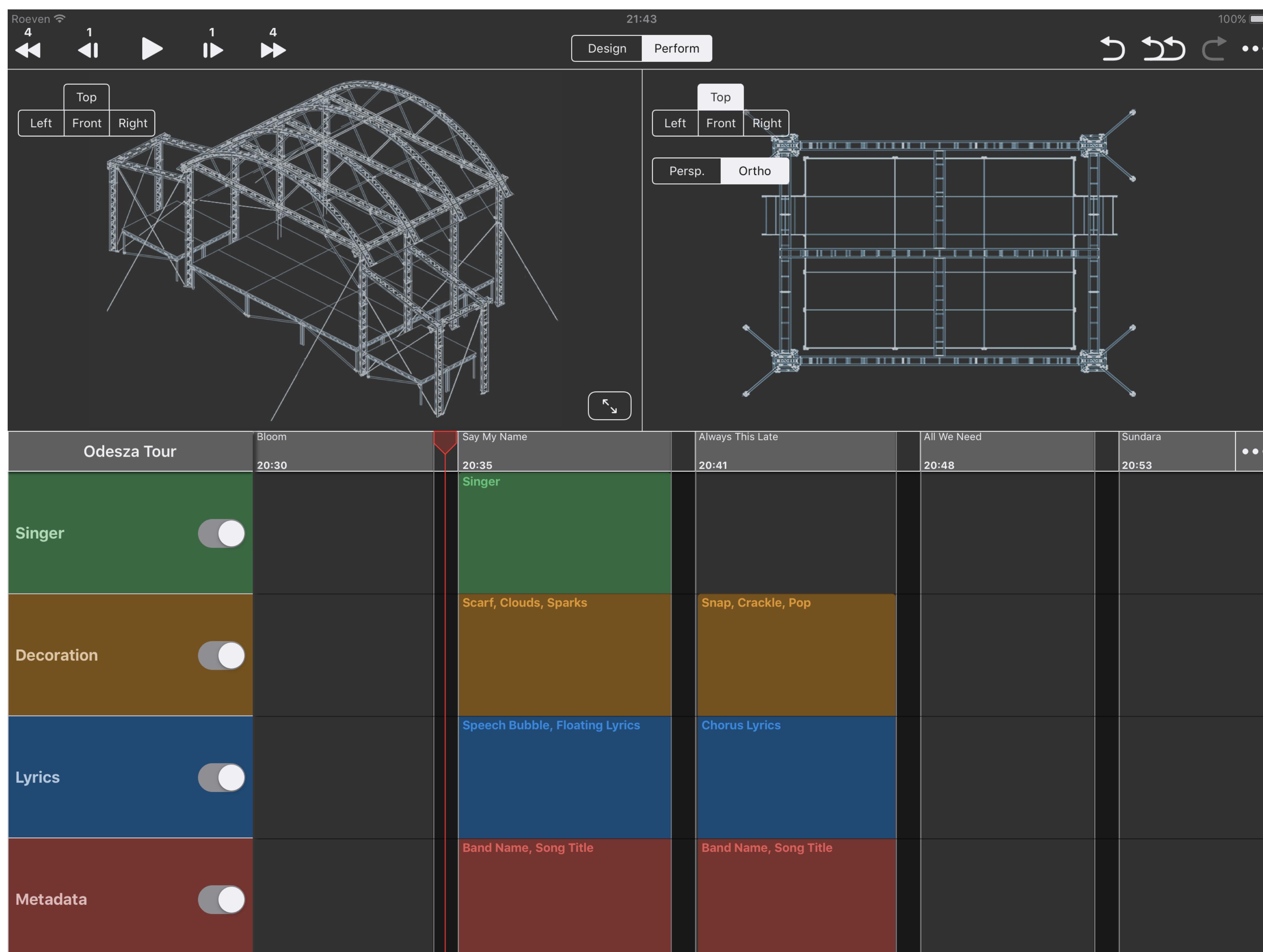
Design Tab — Manual Scene

This is the design of a manual scene. That means clips are not played automatically (by time / playhead). Instead, they are triggered by tapping the clip.



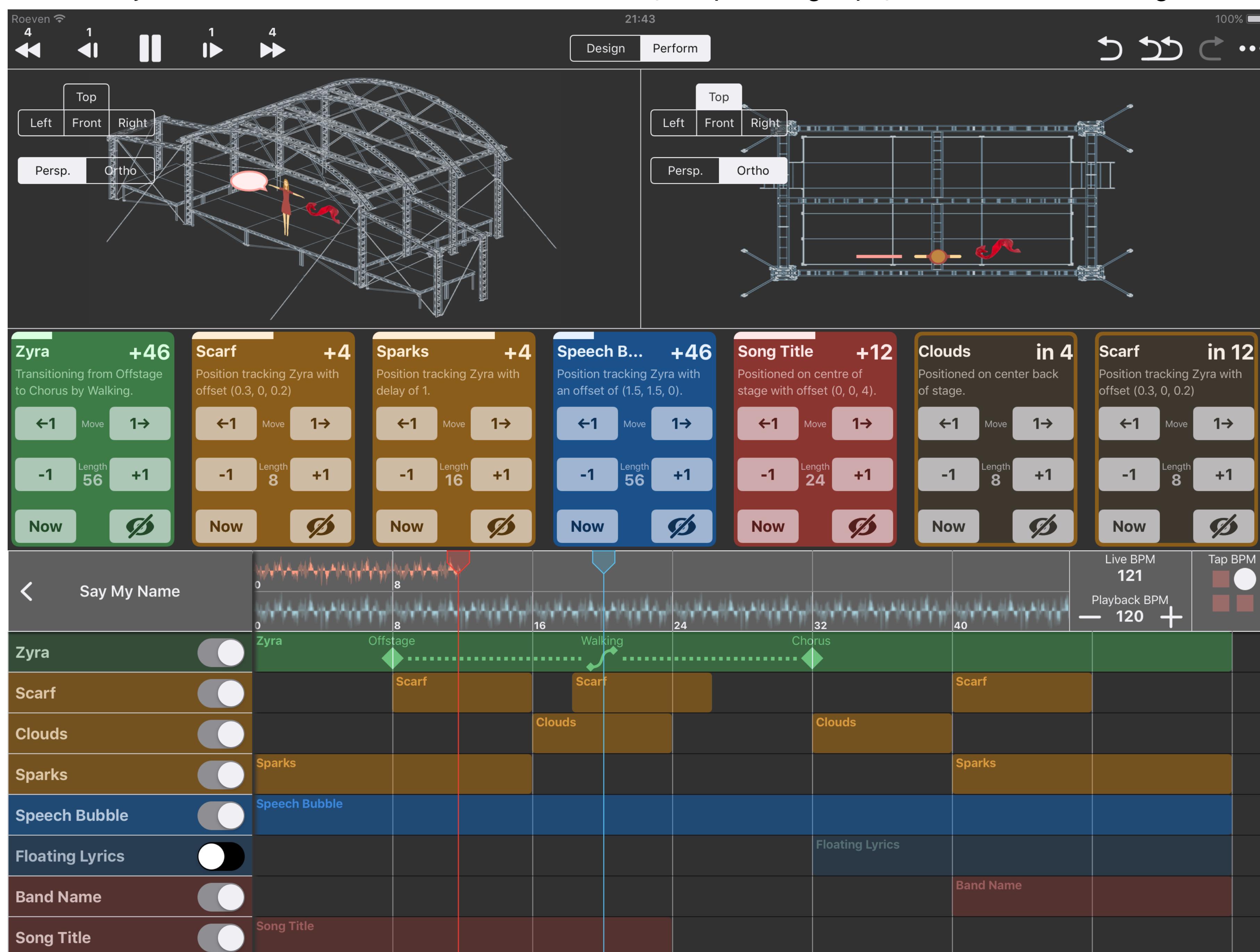
Perform Tab — Show Overview

This is the show overview during a live performance. The playhead is resting in the gutter between the first two songs. On tapping a scene in perform mode, the scene starts playing. After the scene has played, the playhead rests in the next gutter.



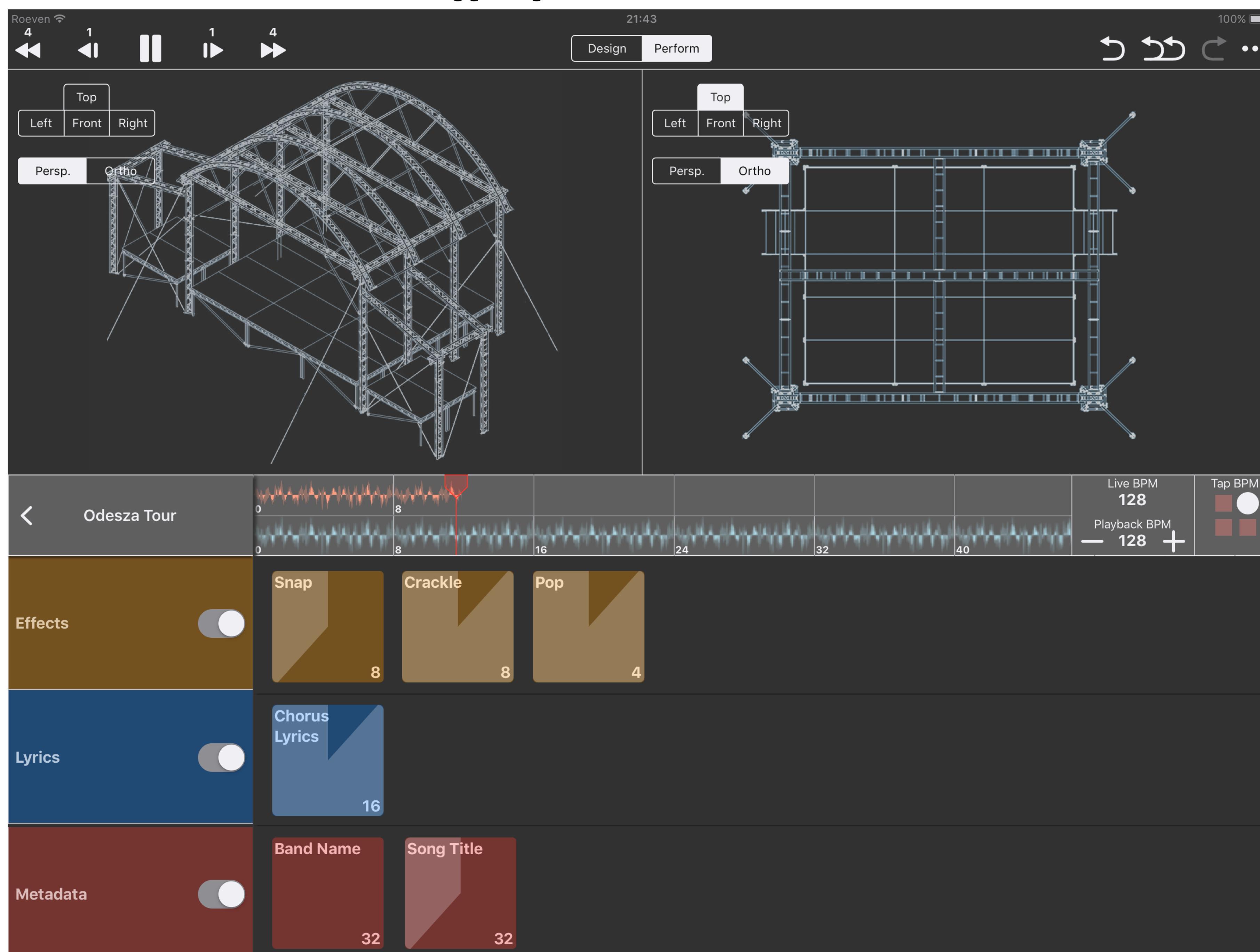
Perform Tab — Time-based Scene

This is a scene that's playing during a live performance. The red playhead indicates the live playing position, whereas the blue playhead indicated the lookahead (displayed in the preview panes). This allows you to detect mistakes ahead of time. The control cards offer feedback on what's playing right now, and allow for adjustments to be made. More control cards (for upcoming clips) are visible on scrolling.



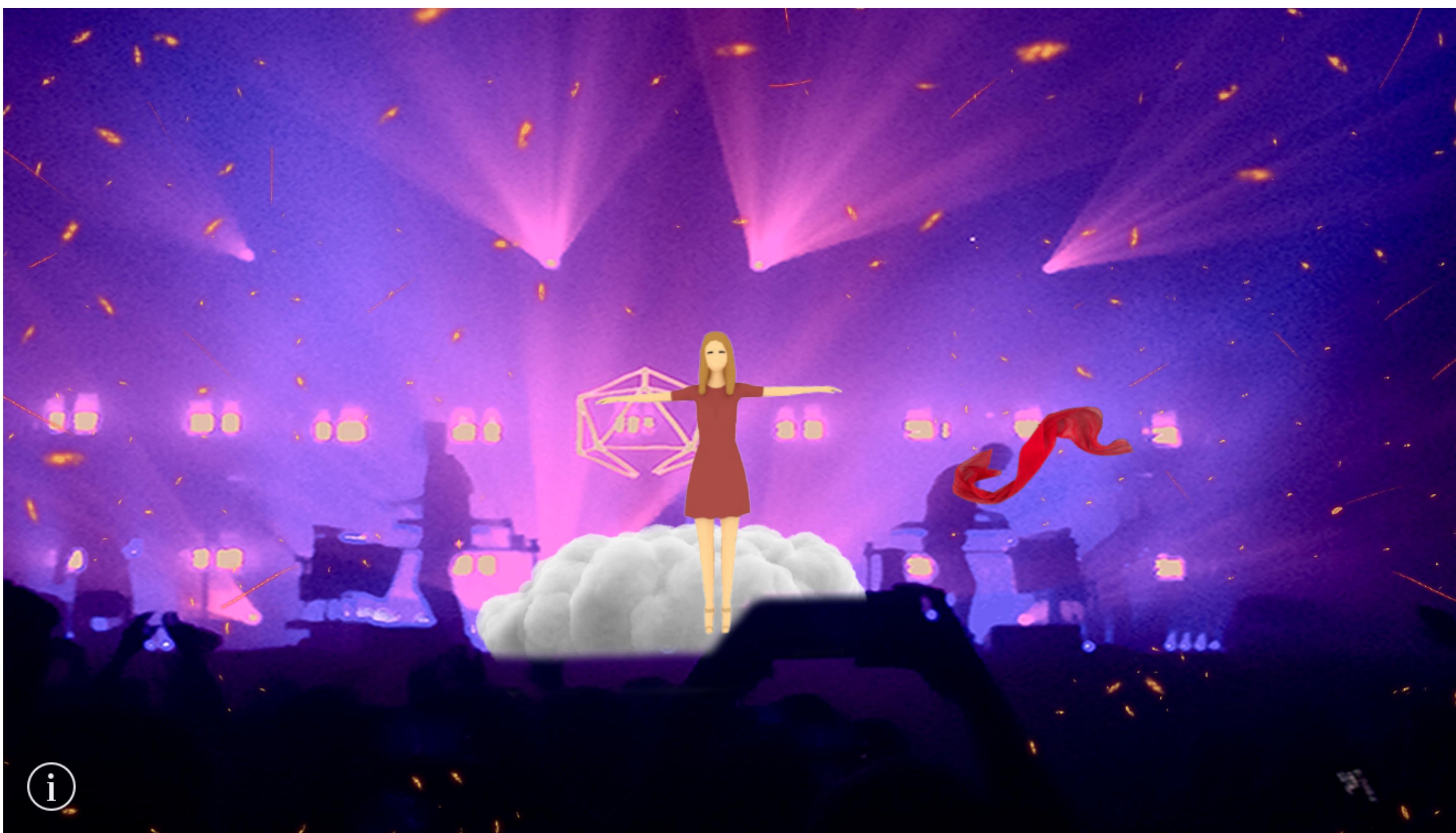
Perform Tab — Manual Scene

This is a scene during a live performance, where clips are triggered manually. The pie-slice highlight on the clips show how much time is left. The number on the clips indicate the length of the clip. Large tap targets and multi-touch on iPad allows triggering multiple clips to the beat of the music. This is similar to triggering sounds or visuals in DJ or VJ tools.



AR Show on Phone

Tap to view layers. The default is all layers visible.



Layers can be turned on and off by toggling switches. Tapping anywhere dismisses and returns to view above.

