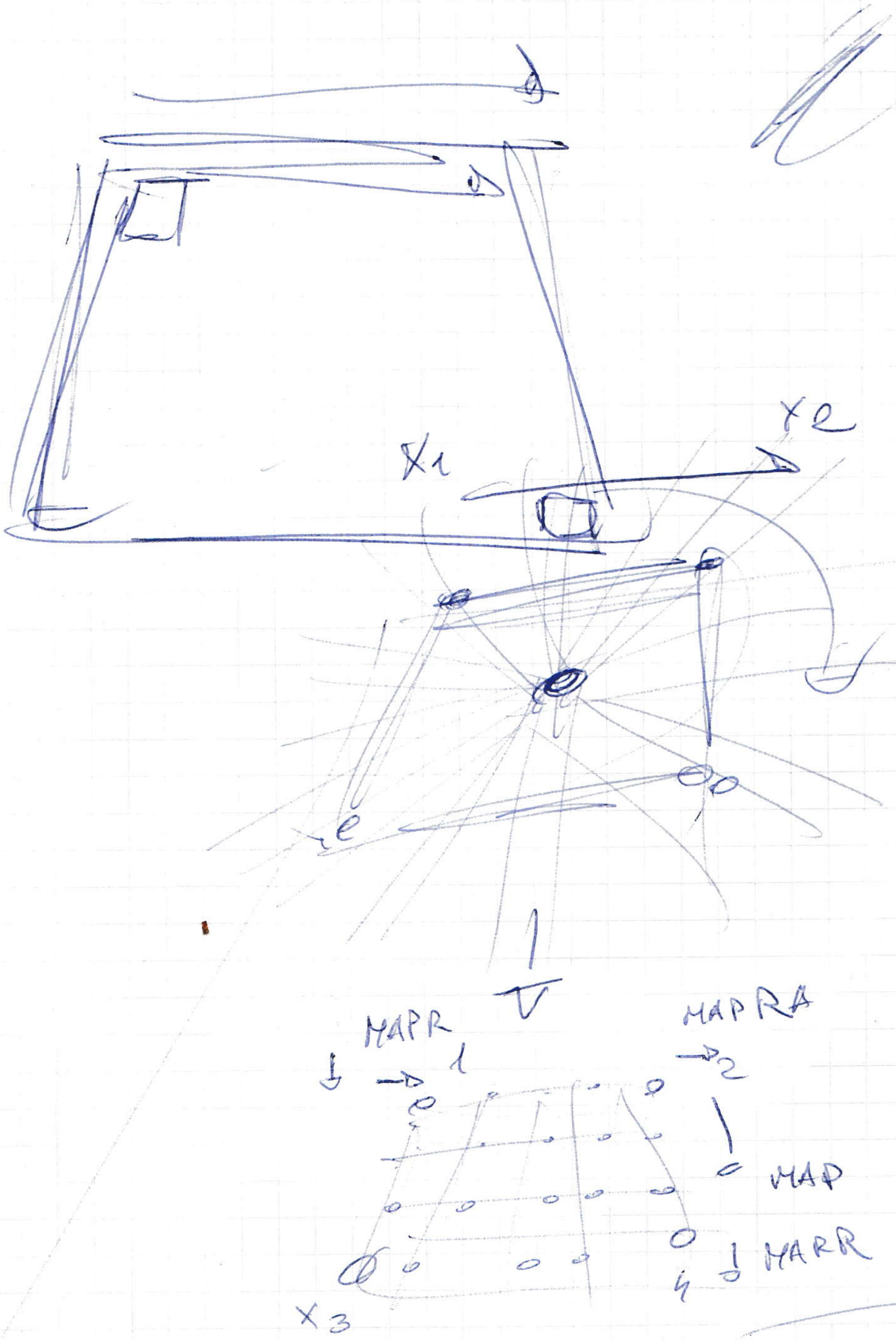
qu

MAPPING



in 2D ARRAY

+ (1D)

(compare( )

ADR

vector (code)

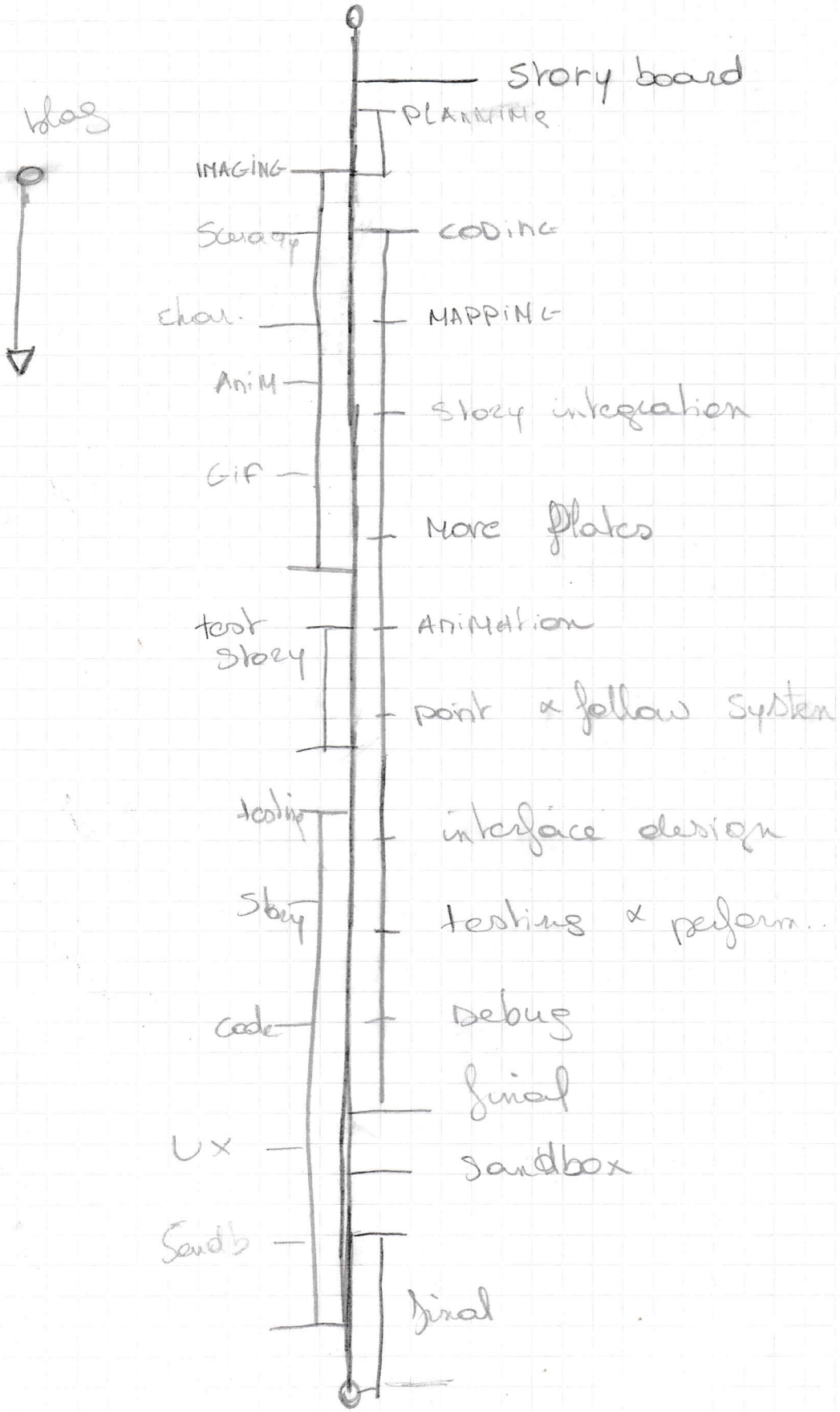
compare

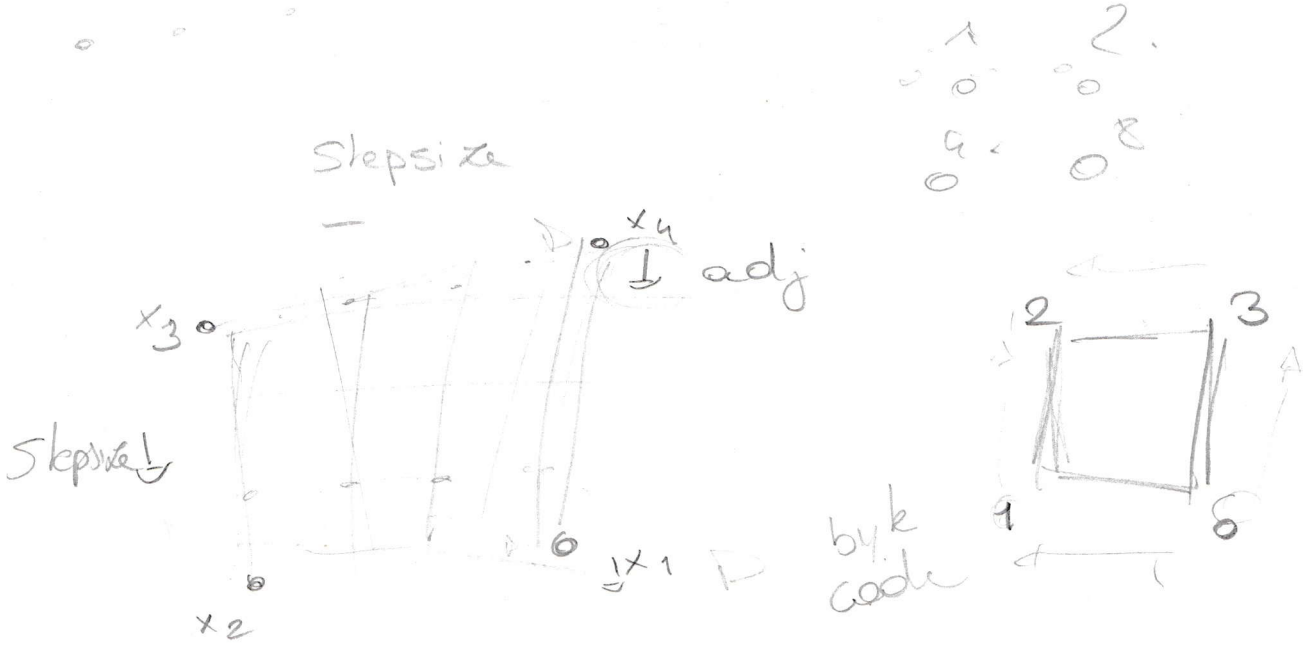
X → (X1 → X2) → (X2, X4) RATIO

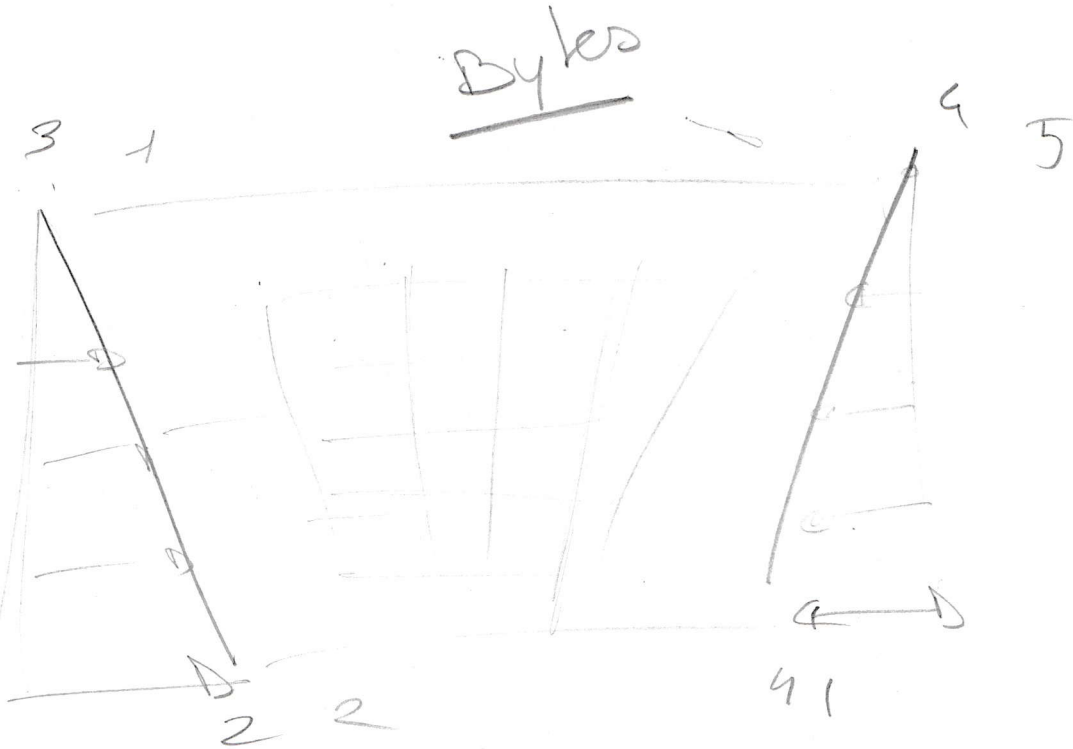
↳ (X1, X3) RATIO

Y (Y1 → Y3 → (Y3, Y4) ratio

↳ (Y1, Y2) RATIO


blog
story board
PLANNING
IMAGING
CODING
MAPPING
story integration
More photos
ANIMATION
point & follow system
interface design
testing & perform.
debug
final
sandbox
final





$(x_3 - x_2)$

$1 - 2 = -1$

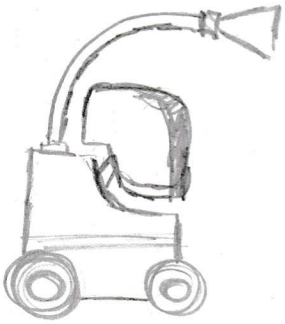
$((((x_2 - x_3)\ 1)\ /\ slepp)\ x\ i)$ -> objectslaut

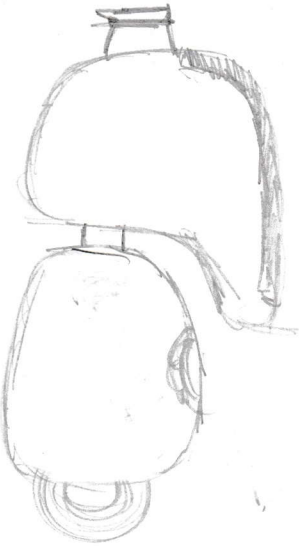
$2 - 1$

$((x_1 - x_4)\ /\ slepp)\ x\ i)$ -> objectend

$4 - 5$

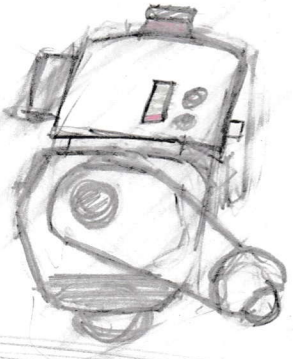
$(x_4 - end) + (x_3 + objectslaut))\ x\ slepp)\ x\ i$



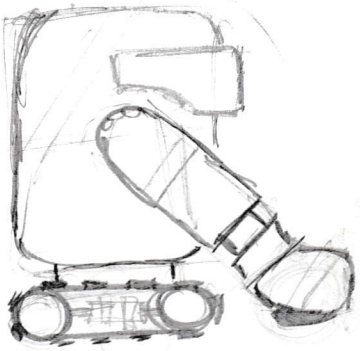


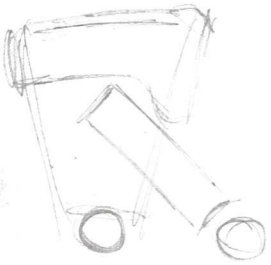
Security ?
clearing

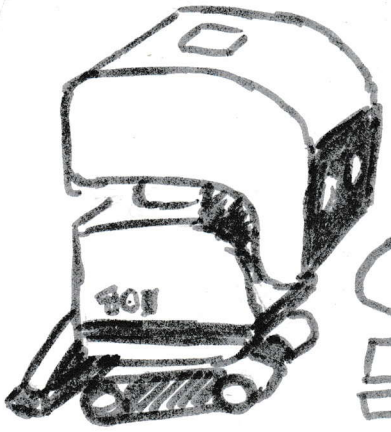
SeQurity



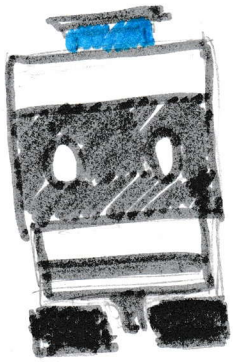
MAX

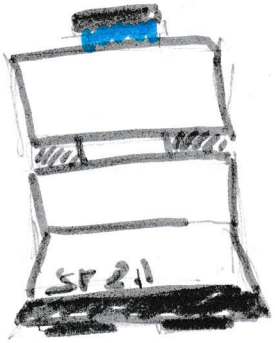






SR 2.1

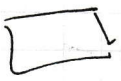




- cleaning → FD robot
- finds entrance
  outside world in sight
- cross bridge !
- first nature
- fight big robot ! (safe the garbage robot
  ↳ survive
- freedom ∧ open end

31/03/'15

Jan Ecuaet



- read tag
  - check from last pos
  - check rotation
  - update values
- draw image in fbo
  - load from XML URL
- draw text in fbo
  - load from XML
- load in code
- check blocks

verify with XML
↳ Dynamic

story graphics ?
code

↳ linear : array map

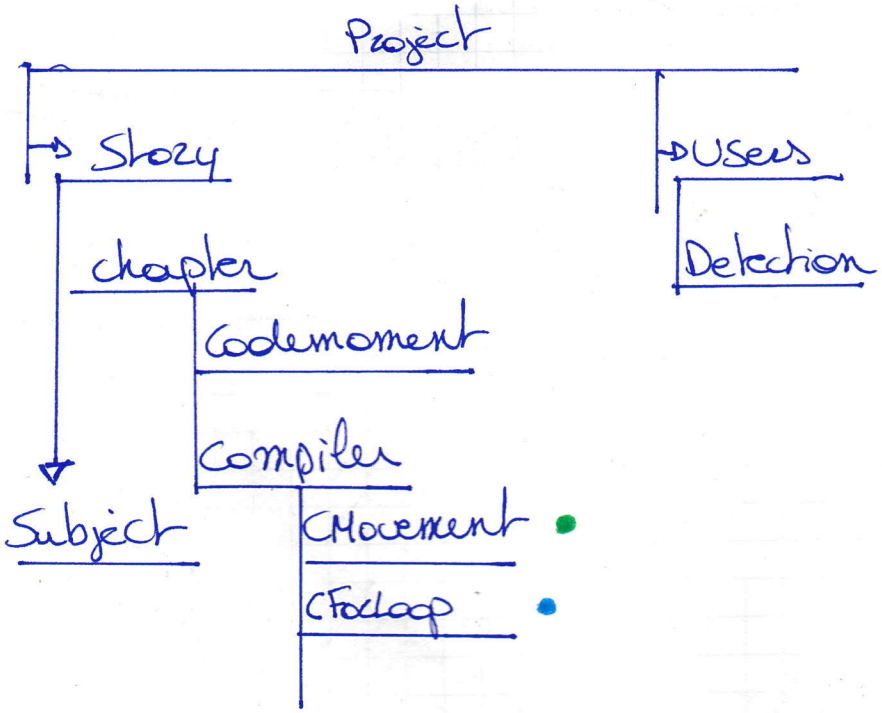
↳ Modular : selfcoded

set extra of blocks

↳ HYBRIDE CODE

↳ linear, solvable by algorithmic

↳ complex ways (too many blocks !



- output
- Structure