

1: Code folder can be compiled by Xcode: <https://developer.apple.com/xcode/>

All the OF files are included in the folder. You may need to have openframeworks app and only copy and paste to open 'scr' and 'data' folders because I suppose there might be a routing problem if just open the entire project folder on other computers.

The data folder is important, there are images stored.

After compiling, you will see a chatbot interface. Input window can be used to input text and the chatbot will spit out some making sense phrases; buttons can be clicked to show some png(low-res) and a pdf(high-res), which fakes what I am going to do in the next stage.

2: There is a Miro link that demonstrates more of my sketch:

https://miro.com/welcomeonboard/bUIBcURINzM0OHVRNzFSRU1Gd1hubEZ3MGFvcTNpc0tSR29mZEJuTTR0clRGdE5LQjBxMEtYeGQ3RHNVMjdXcnwzNDU4NzY0NTM5MTAzMzk5NTlxfDI=?share_link_id=985577935871

All my sketches are also included in the reflection folder just in case if Miro link does not work

3: For the extra high-res part. I tried it out by, making vector graphics on OpenframeWorks, I found this method:

<https://forum.openframeworks.cc/t/show-view-pdfs-with-openframeworks/2054>, to open pdf files as if they were Quicktime .mov files, using OF's movie object normally. The PDF pages play as if they were parts of the movie file. I followed this instruction <https://openframeworks.cc/documentation/video/ofVideoPlayer/>, it was partly working, the code can be found in line 111, interface prototype file.

Thanks!