



KEY:

A: Switch to previous texture

B: Switch to next texture

C: Toggle “pause quad” (everything freezes)

E: Knob FFT activation

- All “S” buttons correspond to FFT activation for their respective property controlled by the knob above and to the right of it (e.g. “S” button pointed to by **E** controls FFT of property controlled by **G** knob)

F: Slider FFT activation

- All “R” buttons correspond to FFT activation for their respective property controlled by the slider above and to the right of it (e.g. “S” button pointed to by **E** controls FFT of property controlled by **O** slider)

G: controls X skew of quad in 3D space

H: controls Y skew of quad in 3D space

I: controls X rotation speed of quad in 3D space

J: controls Y rotation speed of quad in 3D space

K: controls fade property of texture currently selected in quad

L: controls sketch property specific to currently selected texture

M: controls sketch property specific to currently selected texture

N: controls sketch property specific to currently selected texture

O: controls camera zoom of entire quad

P: controls red aspect of RGB of quad

Q: controls green aspect of RGB of quad

R: controls blue aspect of RGB of quad

S: controls sketch property specific to currently selected texture

T: controls sketch property specific to currently selected texture

U: controls sketch property specific to currently selected texture

V: controls sketch property specific to currently selected texture

User Story 1:

1. John runs the sketch; a pre-loaded video texture is shown.
2. John skews the Y direction of the entire video by using knob **H**.
3. John turns on FFT reactivity of the quad's zoom reactivity by pressing button **F**.
4. John likes the dynamic sounds reactivity, but it is a bit too overwhelming so he reduces the static zoom's property by using slider **O**.
5. John messes around with the RGB of the quad by using sliders **P**, **Q**, and **R**.
6. John switches textures to a preloaded background with an array of words appearing one at a time briefly in the center of the screen before moving on to the next word.
7. John switches off sound reactivity to the quad's zoom by pressing button **F** again.

8. John changes the speed of the word cycle by playing with knob **L**.
9. John makes two more arrays of text appear in the left middle and right middle of the quad by increasing their opacity to 50% by moving sliders **S** and **T**.
10. John now makes the size of the two new cycling texts sound reactive. He does this by pressing the “R” buttons below **S** and below **T**. Now John’s quad shows a constant central cycling text and two other texts to the left and right whose opacity is sound reactive.