



webcam

~~of~~ of App :: draw()

→ organizing the displ

of App - organizer

- webcam

- CGObjectMgr



- Image Manipulation

- Image Manip

- generate SpotlightImage
 - return value spotlighting
 - input value
 - ~~see~~ Screenshot of CGObj.
 - screenshot of Webcam

- CG Objects

- ball objects, vector<balls>
- Rectangle object
- take Screenshot of objects
- map Spotlight image onto the rectangle

- ofApp gets started
 - initializes all members
 - webcam setup & testing on img
 - CGObjectty & → it setup the objects

- draw()

- draw CGObjects
- take snapshots of objects
- imgManip → CGObjects snap.
→ Webcam image
- imgManip. → Splatting
- CGObjty → map Texture
to text.
- final draw of ~~set~~ objects