

Timing

- Align the show with 120bpm, which is:
 - 2 seconds per measure
 - 0.5s per beat
 - 4 beats per measure
- First beat is usually emphasized
- Common drum patterns:
 - kick on every beat
 - kick on 1st, snare on 3rd
 - kick on 1 & 3, snare 3 & 4
- Scale up or down by 2, eg.
 - 8 changes per measure
 - 16 things per measure
 - 2 things per measure
- Longer patterns should similarly be in 2's. Typical phrase lengths are 4 and 8 measures then repeating or changing to another 4 or 8 measure phrase.
- Soft peaks will appear to be in synch more often than hard peaks or moments, but hard peaks can look cooler when they are in sync

Shapes

- Panels bleed into each other, so hard edges will not be distinct (eg. bee show)
- Panels bleed at edges, but not much at vertices
- Edge and vertex neighbors are available for each panel from the sheep model
- The predefined mappings are easy to get started with, but don't be afraid to make your own unique panel groupings

Colors

- Color calculations are usually easier in HSV/I than in RGB
- Use `chosen_colors[]`, or `chosen_colors_pos[]` then vary as appropriate
- Use `modifier[0]` as "choose a random color" mode
- Start with slightly unsaturated colors so the saturation control has something to add

Modifiers

0 = Use random colors

iPhone shows:

- `modifiers [0] -[4]`
- `step_modifiers [0] & [1]`

iPad shows more...

Files

Shows are in the `/shows` directory.

Examples:

`/shows/eg_panels.py`
`/shows/eg_eyes_only.py`
`/shows/eg_overlay.py`

Sheep & Eyes:

`/sheep.py`
`/eyes.py`
`/eye_effects.py`

Inputs:

`/controls_model.py`

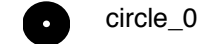
Utility Functions:

`/colors.py`
`/util.py`
`/tween.py`

Checklist for a new show:

1. Copy example .py file
2. Change classname
3. Change `name=""` attribute
4. Write show in `update_at_progress()`

Gobos



circle_0



circle_1



circle_2



circle_3



circle_4



curve



five_stars



star_curve



circle_swoosh



small_splat



hairy_circle



flower



sperm



ying_yang



lightning



big_splat