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