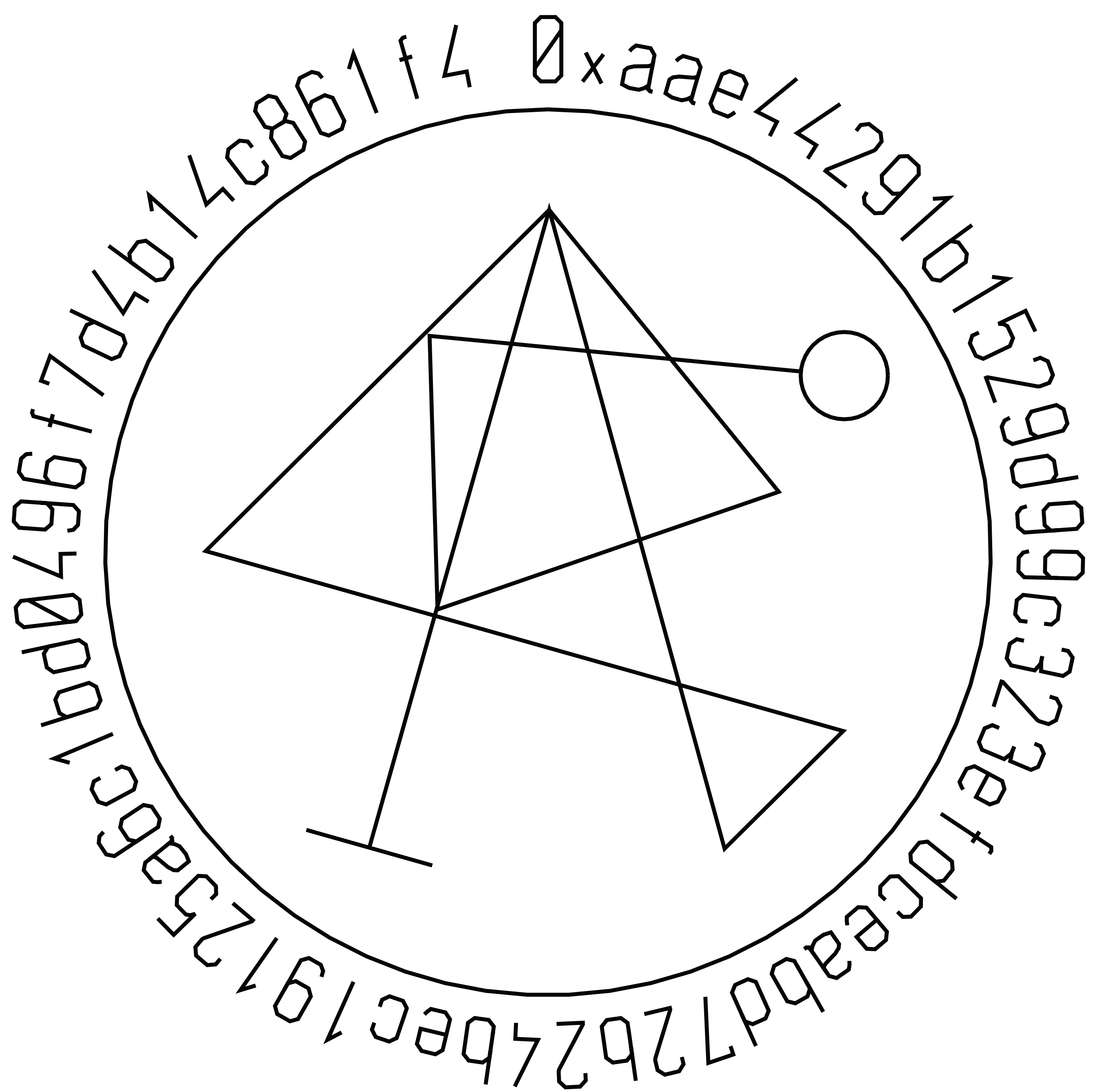


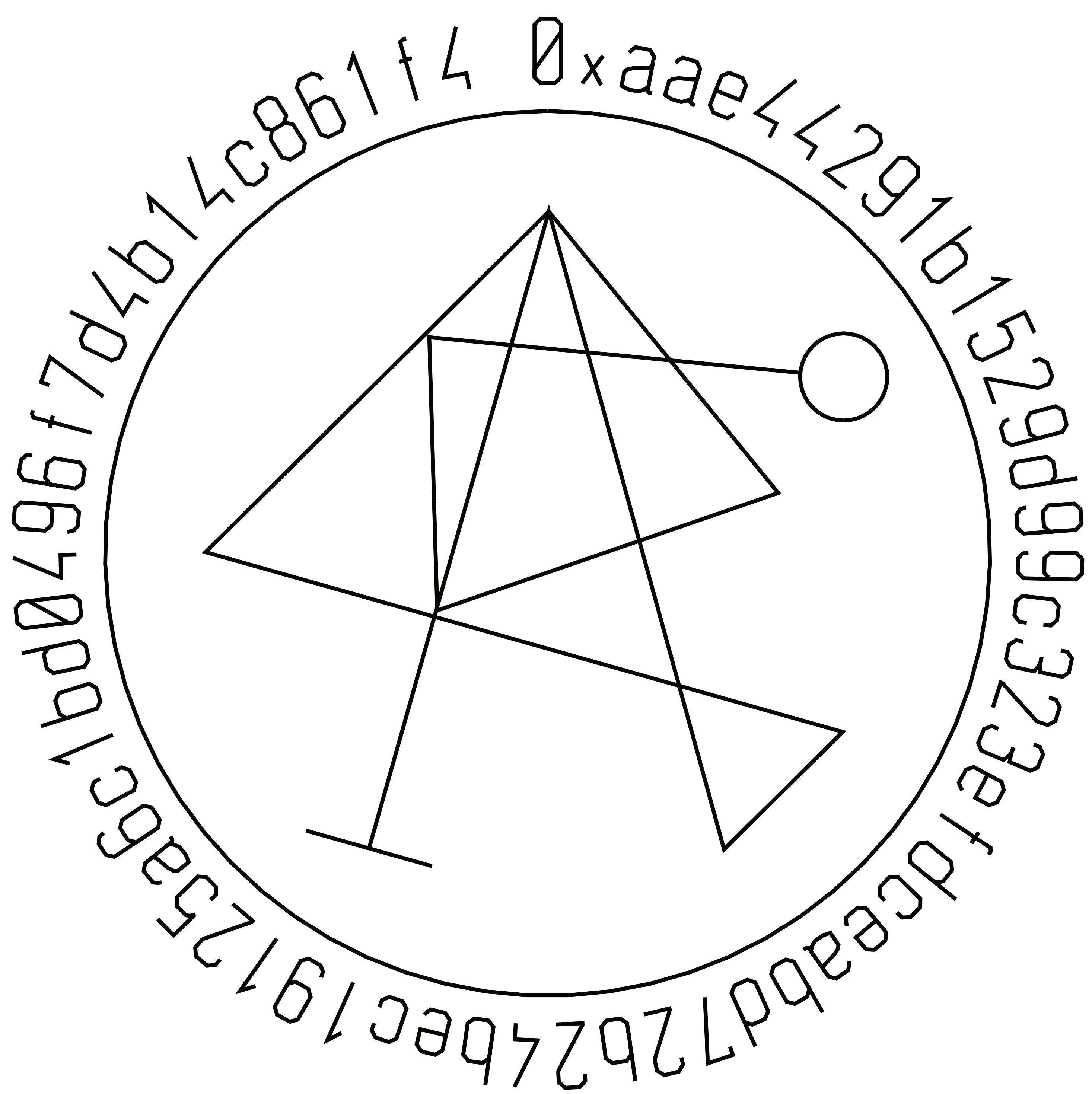
CLAVES ANGELICÆ



-1: TITLE

- 1). “Raise hand to start” text appears
- 2). Black circle appears, linked to palm position
- 3). When circle obscures logo sigil, next scene is triggered
- 4). TRANSITION: When circle eclipses sigil and gets closer to “goal”, background fades/inverts to black for transition.

CLAVES ANGELICÆ



Raise hand to start.

0. Initiation

This scene gives an introduction to the experience the viewer is about to have, and allows as a training mode to learn how to advance the piece with the Leap Motion controller.

1). Title fades in first

2). Each paragraph appears after the viewers gesture places the black dot into the outline -- this is training the user to “advance” the piece.

0. Initiation

A magical spell is quite literally the spelling out of a word. You are now engaging with a system that will guide you through the process of securely constructing a word with an 'Alphabet of Desire.'

Magic has many aspects, but it primarily acts as a dramatized system of psychology. This Alphabet is a mediation with your own libidinal framework.

Once you construct with Word within yourself. You will cast it out.

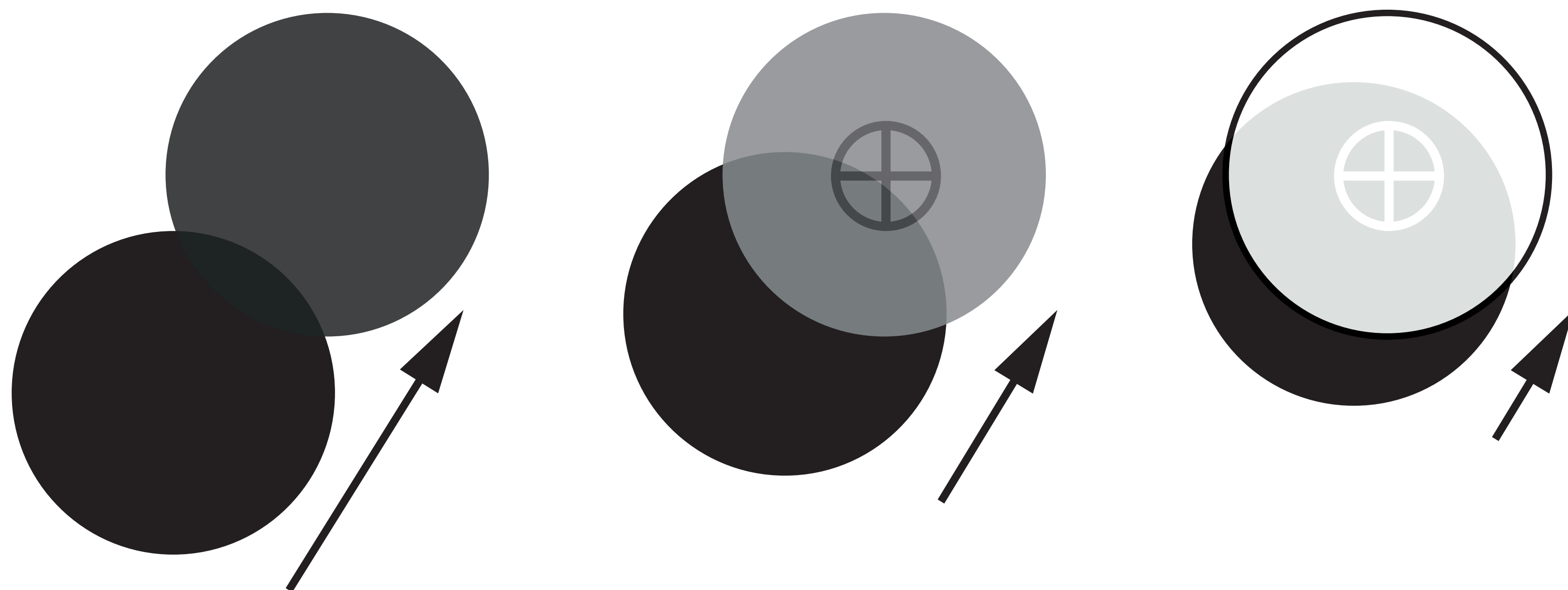
Magic is not the why, but the how. You must contemplate what you desire above all else.

i Banishing

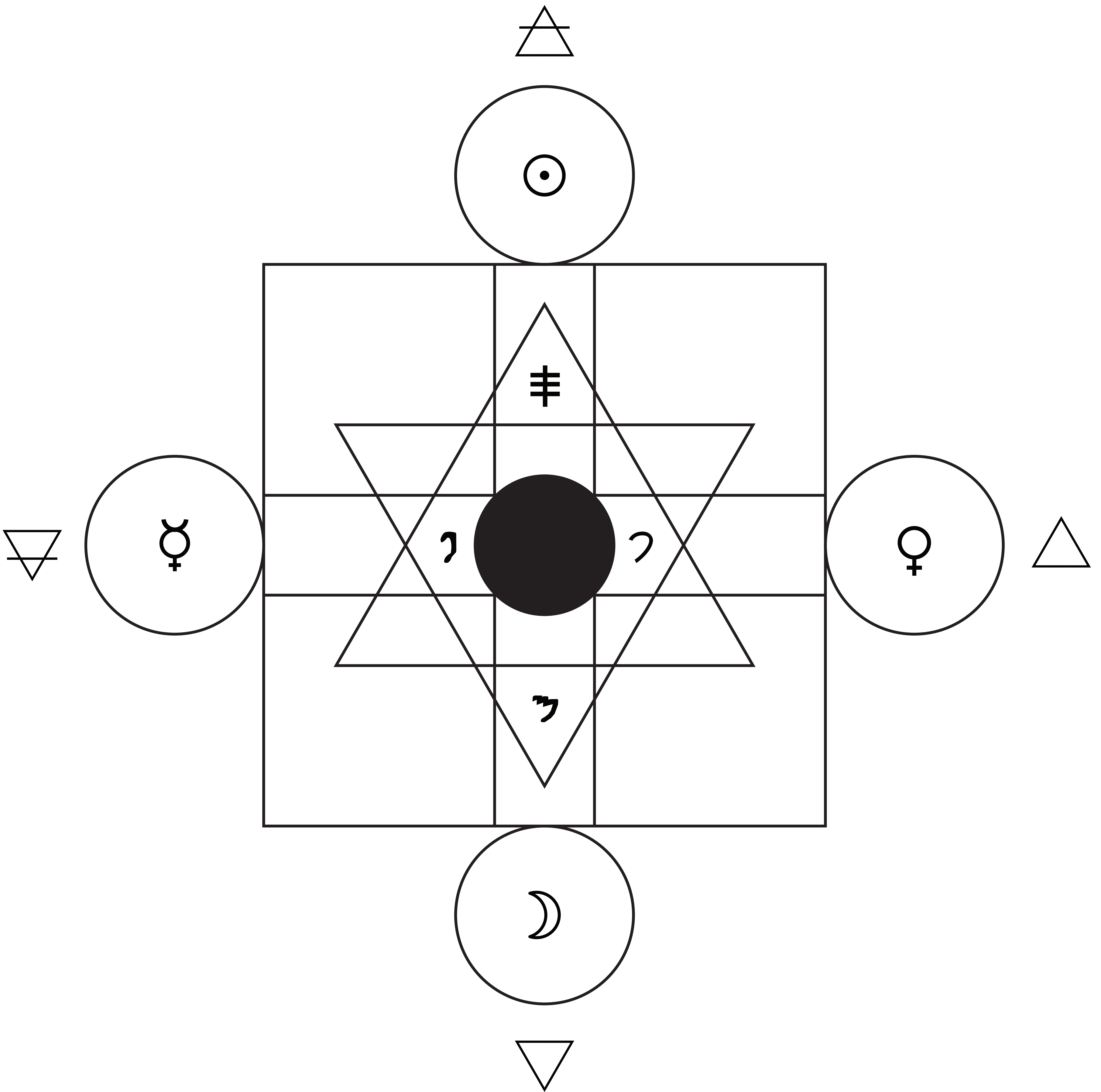
- 1). Title fades in first
- 2). Viewer advances the banishing ritual by moving the Black Circle to each of the five points in the diagram. Each banishing point displays a word underneath the diagram.

i. TOP	“Ateh”
ii. BOTTOM	“Malkuth”
iii. RIGHT	“ve-Geburah”
iv. LEFT	“ve-Gedulah”
v. CENTER	“Ie-Ohm, Amen”

- 3) As the viewer aligns the circle to the final position (center), the center circle fades from black to white, and a white “Earth” symbol appears. Once the viewer aligns to the center, the scene advances.



I. Banishing



<< *text* >>

ii. Logos

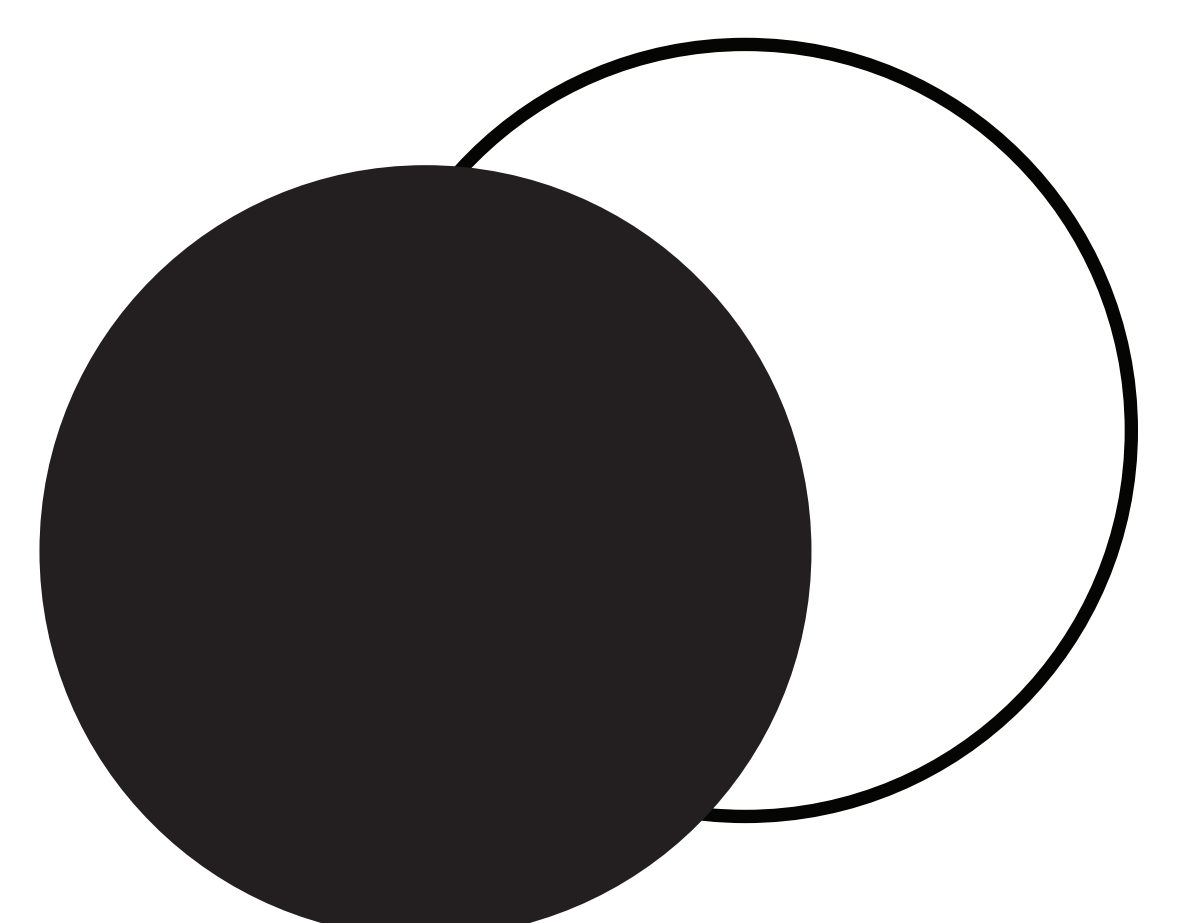
- 1). Title fades in first
- 2). User is prompted to enter their spell as a word or a statement with the physical keyboard.
- 3). As they type their spell, the individual characters are visualized as another character set.
- 4). When user is satisfied with their spell, they gesture the Black dot to advance the scene.

II. Logos

Construct your spell as a word or statement.

I

II. Logos



iii. Incantation

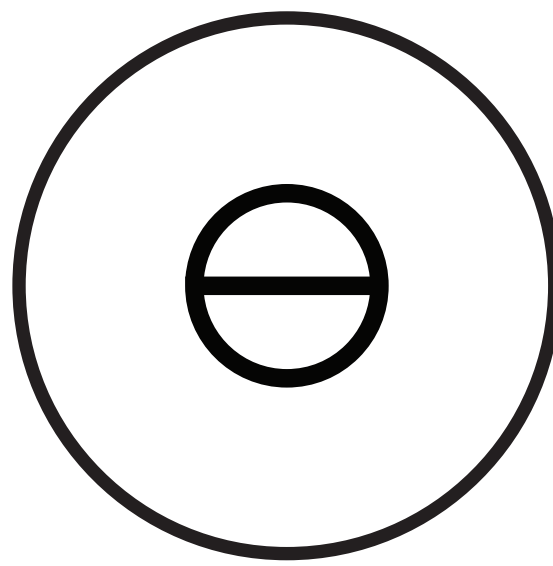
- 1). Title fades in first
- 2). The user is prompted to repeat their spell 3x times.
- 3). The voice becomes visualized as a waveform as they speak.
- 4). Each time the user speaks, a visualization appears signifying how many times they have uttered their words.
- 3). The user manually advances to the next scene using the Black dot gesture.

III. Incantation

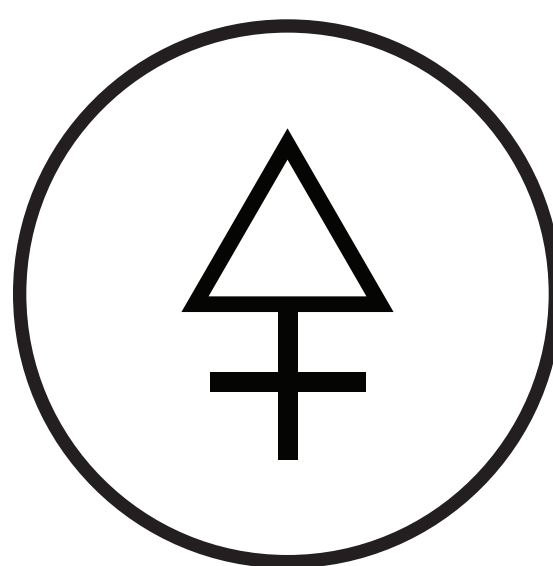
Speak your spell 3 times.



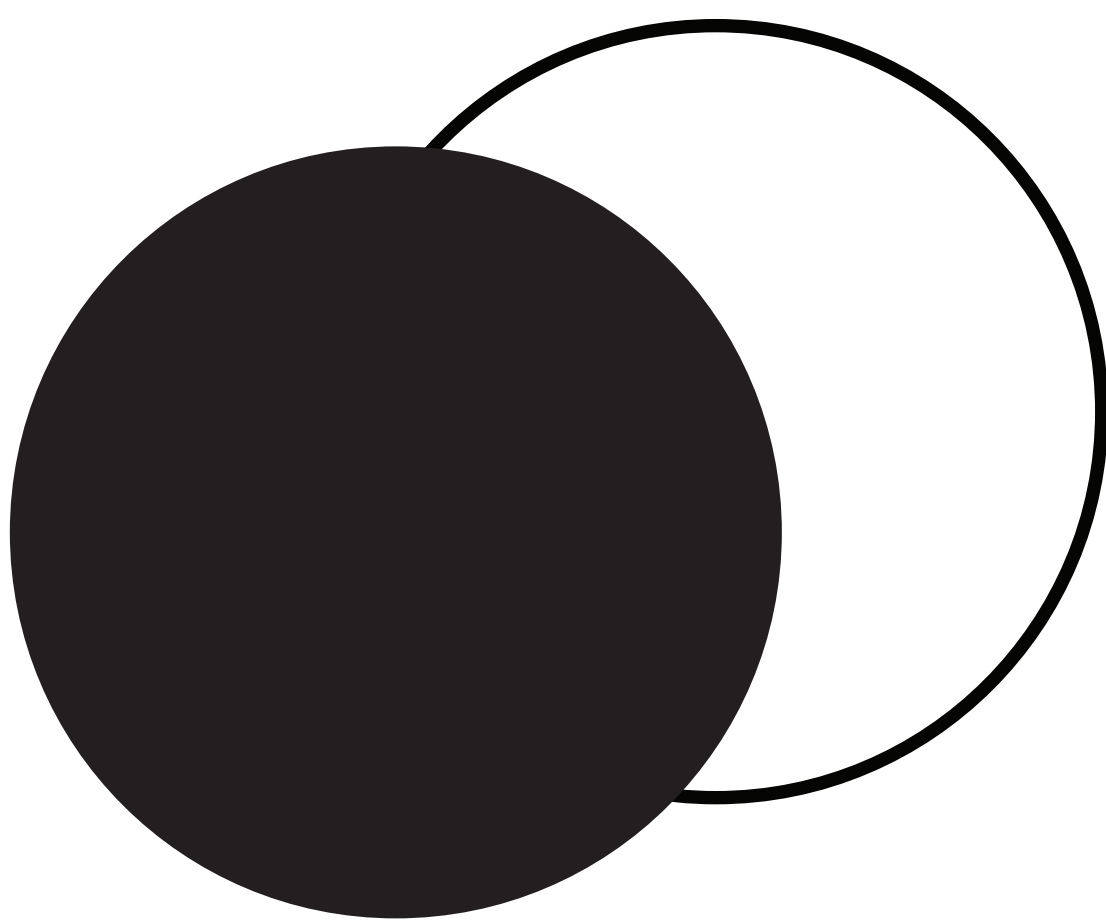
i.



ii.



iii.

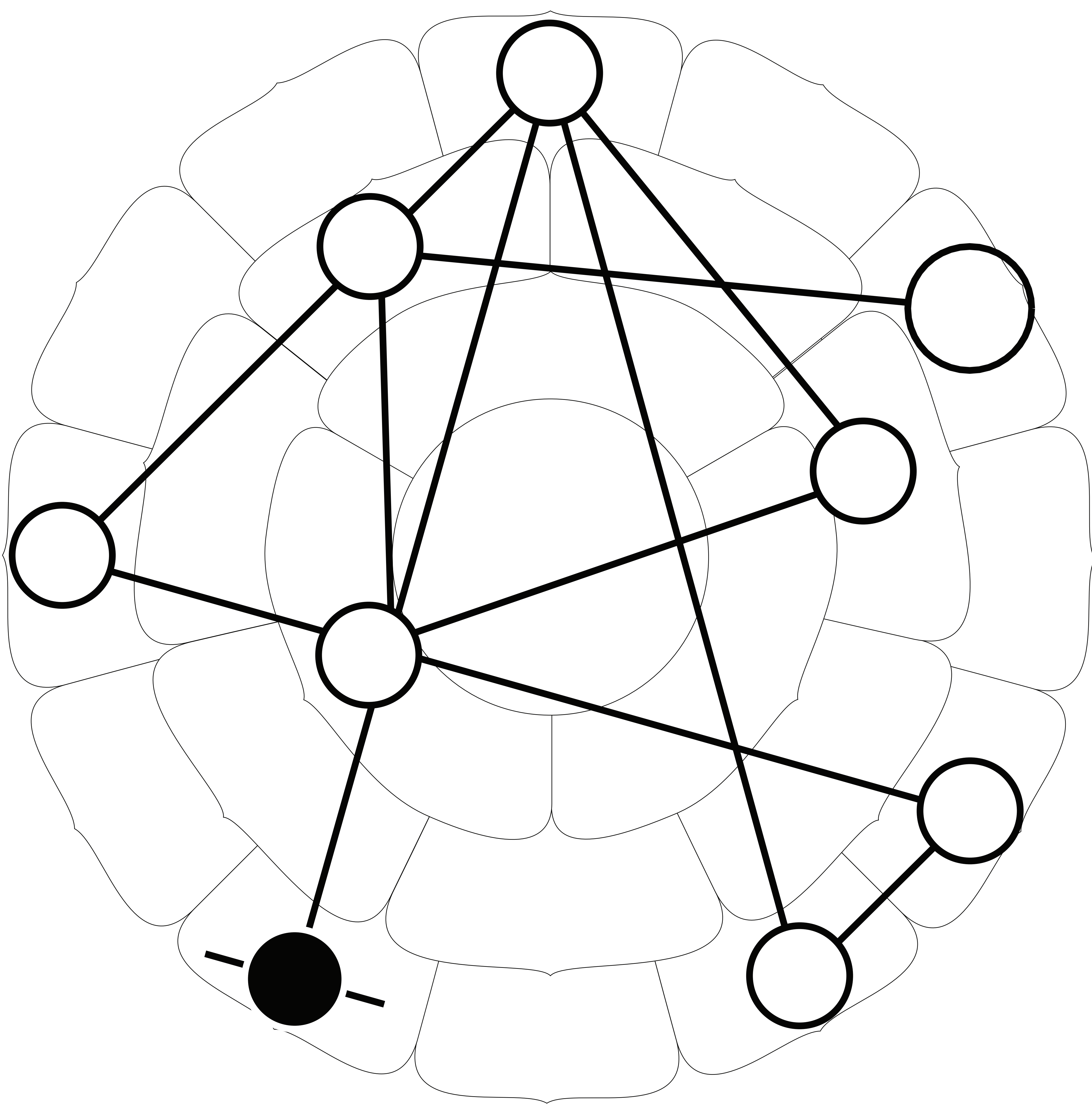


iv. Seal

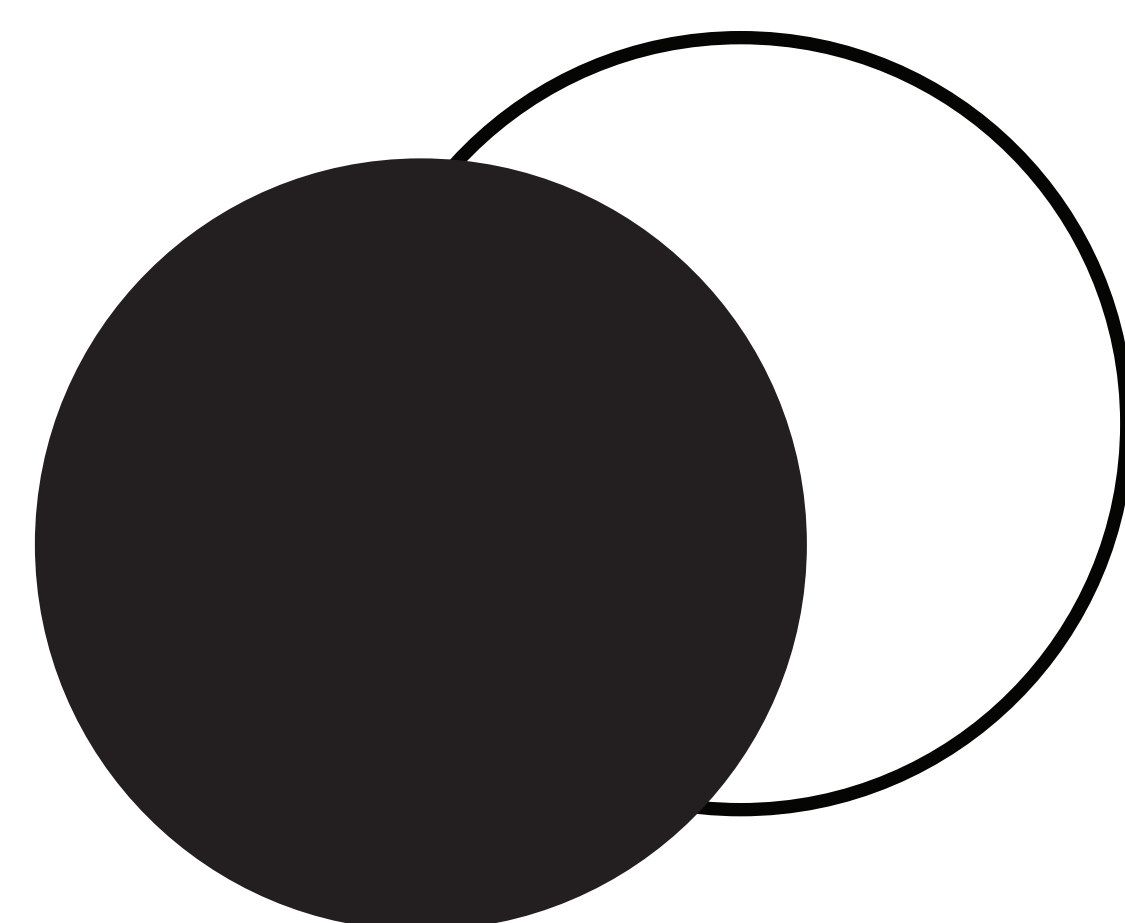
- 1). Title fades in first
- 2). Ghosted Rose Cross appears
- 3). Users use the Black Dot gesture to reveal the Sigil underneath.
- 4). As they gesture over each marker, the associated character appears.
- 5). After each marker is hit, the next marker in the sigil is revealed.
- 6). When the user is finished gesturing through their sigil, the scene is advanced using the Black Dot gesture.

IV. Seal

Encrypt your spell by following the markers.



a4hgme4fgq

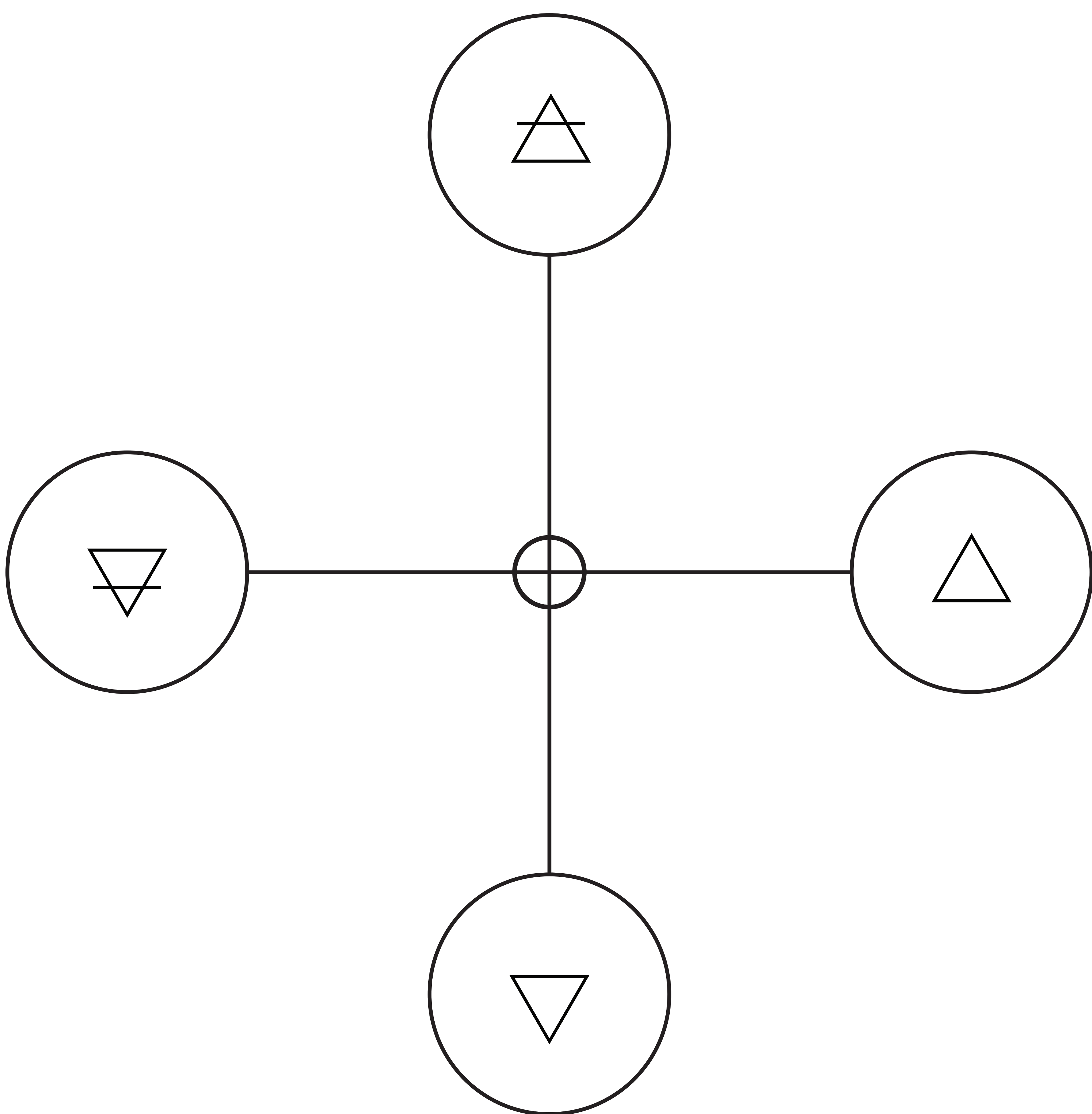


v.a Casting

- 1). Title fades in firstm followed by the compass
- 2). User gestures to the charity of their choice.

V. Casting

To cast your spell, chose a cardinal direction that corresponds with the charity of your choice.



▽ EARTH: *Land Conservation*

△ AIR: *Mental Health*

▽ WATER: *Ocean Preservation*

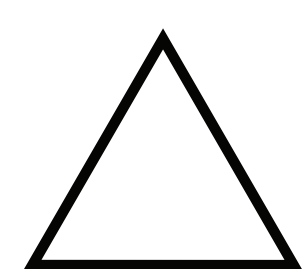
△ FIRE: *The Artists*

iv. Casting 2

- 1). Title fades in first
- 2). Charity title and description, along with the wallet QR code is revealed.
- 3). User is prompted to send ethereum with <mobile app>.
- 4). User also has the option to go “back” before casting if they change their mind.
5. Once user sends their eath, a callback is received (somehow), and the scene advances.

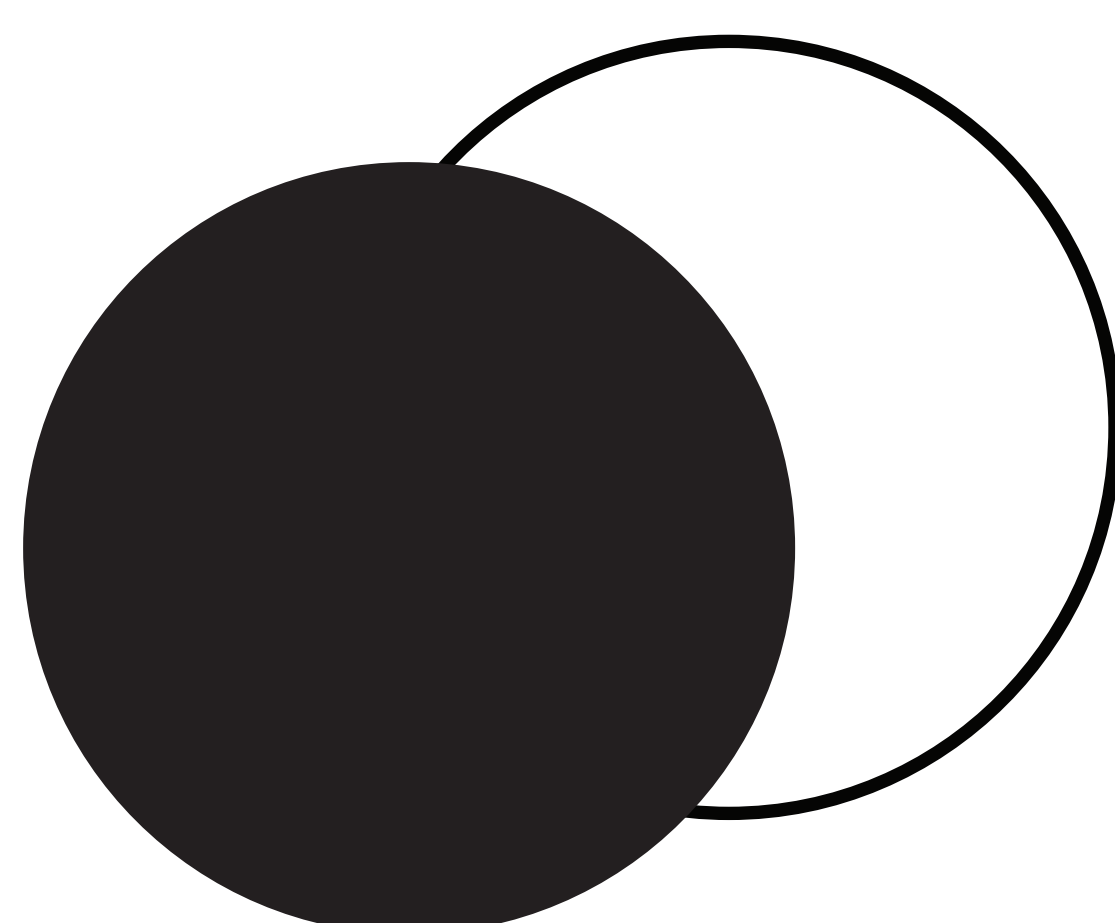
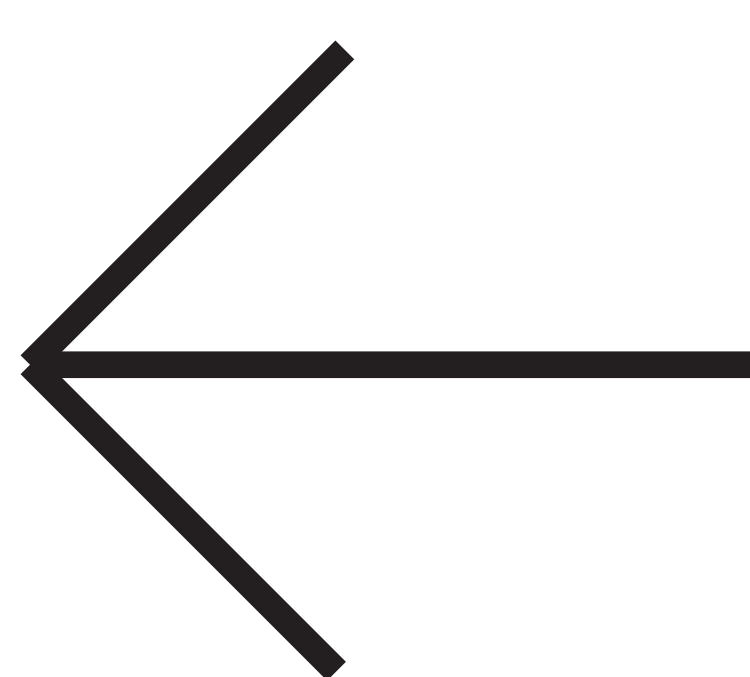
V. Casting

CHARITY NAME
Description



0x0915D4d01BC11bB5e704C5a194796945d1833C55

Send ETH to the charity above to
activate your will.

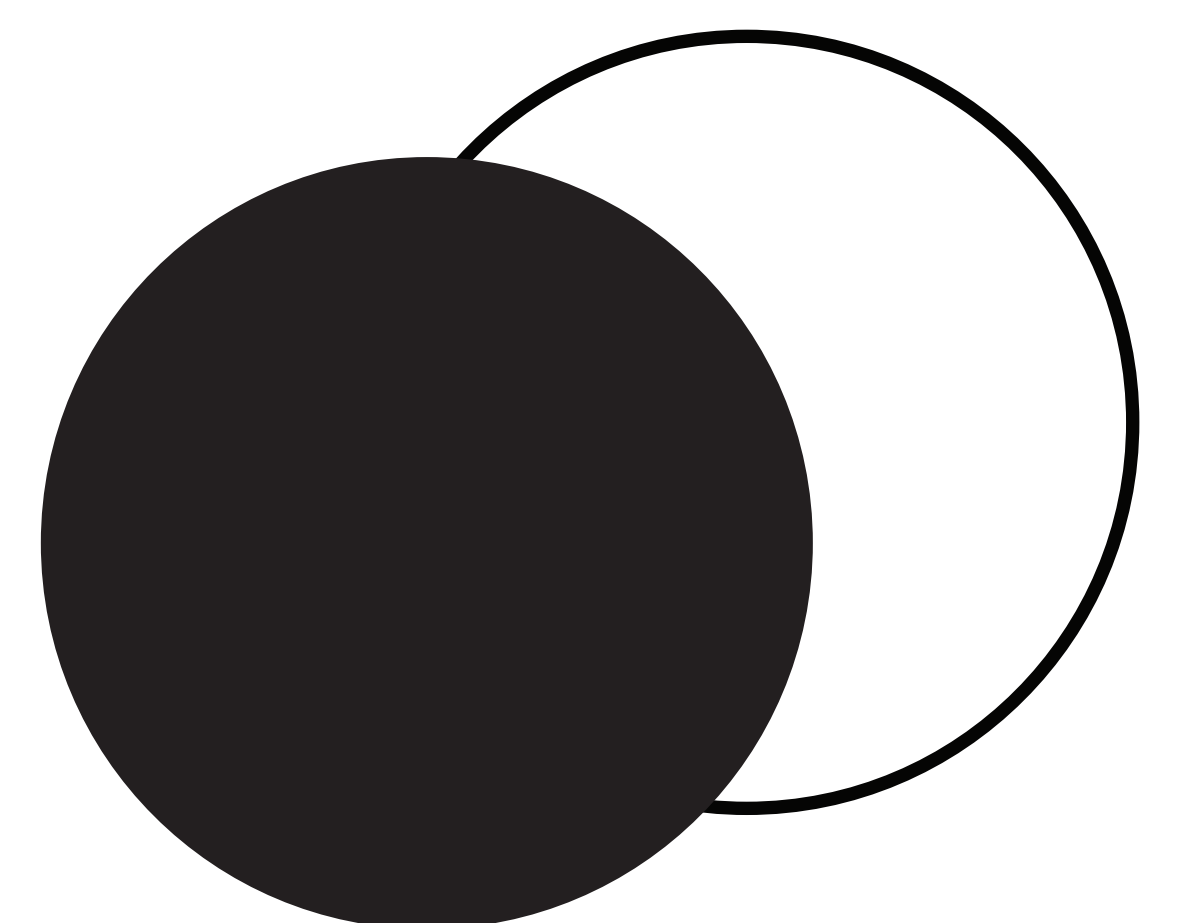
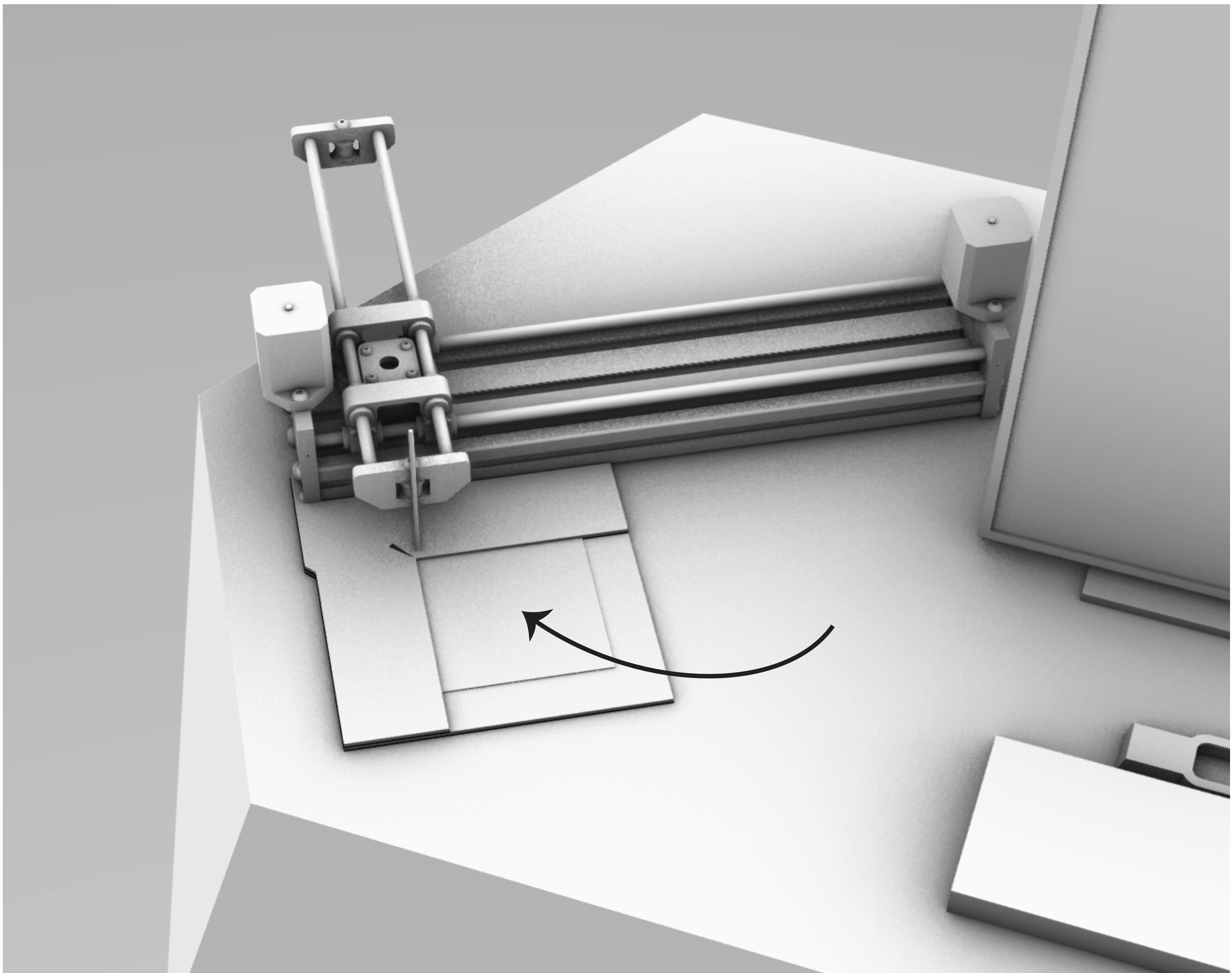


vi. Sigil

- 1). Title fades in first
- 2). The user is prompted to place a blank card in the plotter
- 3). Use the Black Dot gesture when done to advance the scene

VI. Sigil

Place a blank card underneath the plotter.



vii. Sigil Plotting

- 1). Sigil appears
- 3). Plotter begins plotting.
- 2). User waits until plot is finished and takes their card
- 3). Screen times out -- timed with plot -- clears for the next user.

