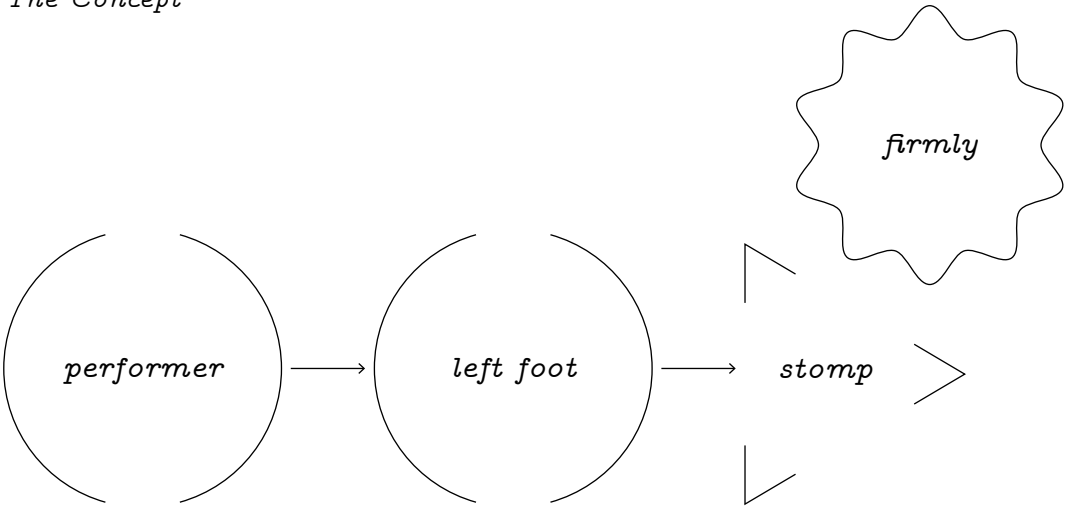


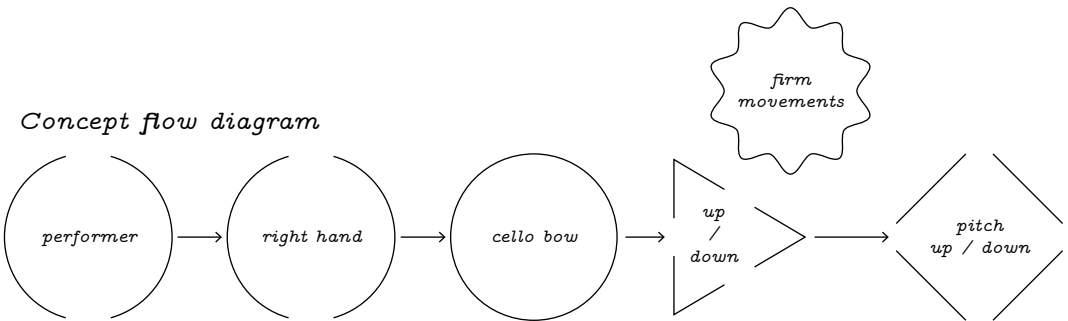
The Concept



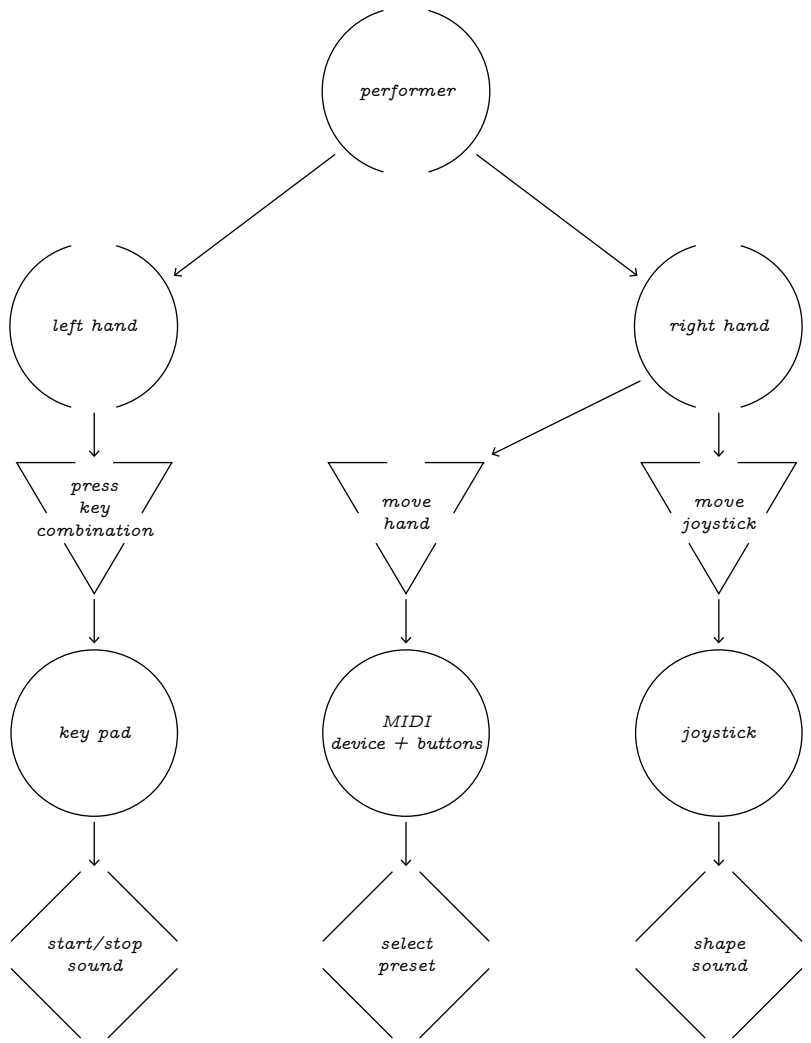
Elements used



Concept flow diagram

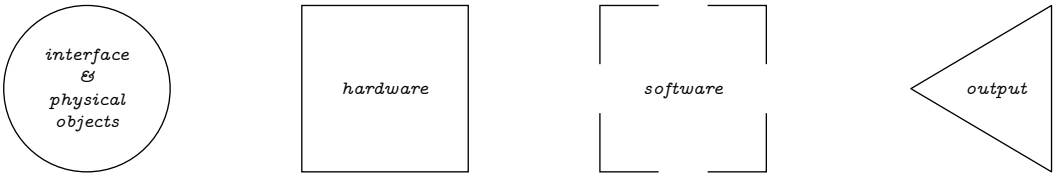


Concept spatial layout

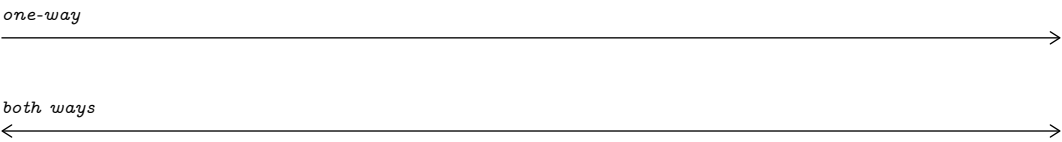


The physical implementation

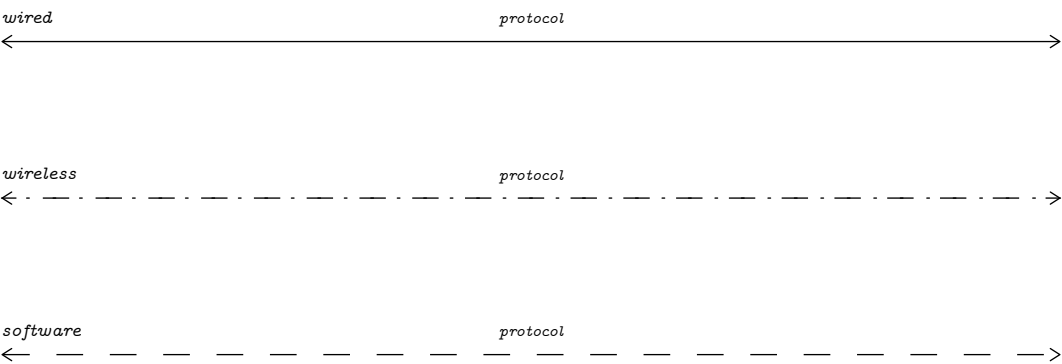
Elements



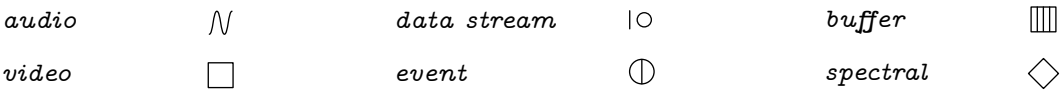
Directions of communication



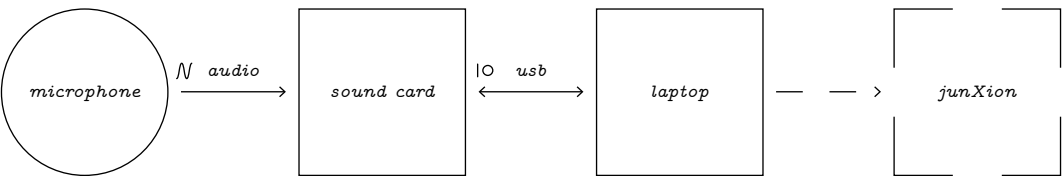
Types of connections



Types of streams



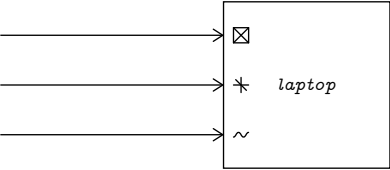
Example physical implementation



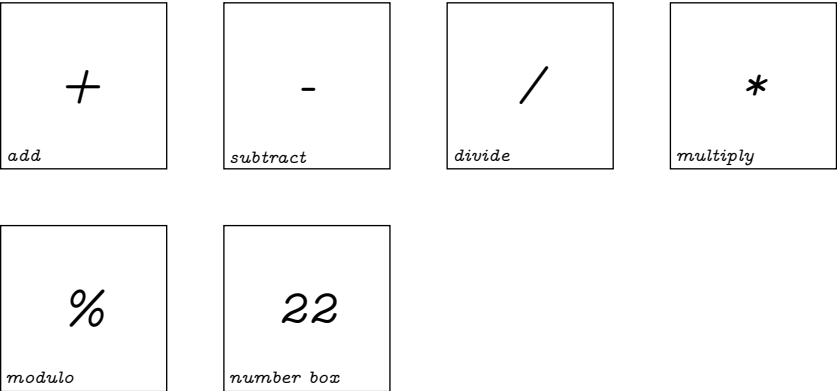
Role of input / Input labels

input data stream \sim parameter of process \ast enable/disable \boxtimes trigger \oplus

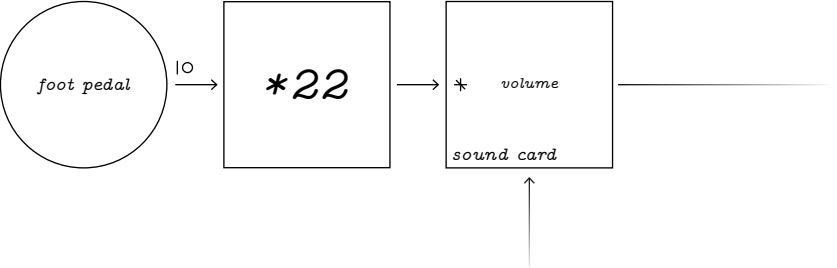
Example of input labels



Process types, Math & Arithmetic operations

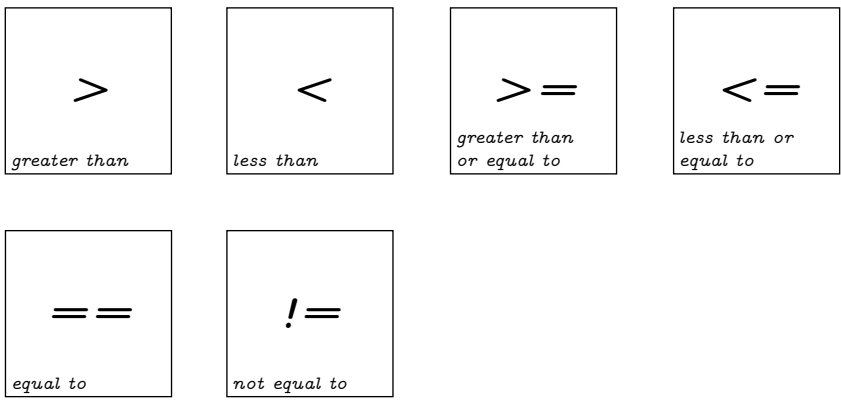


Example

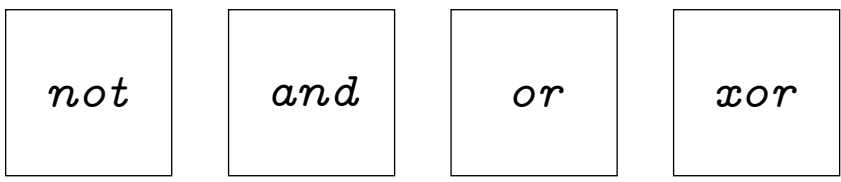


Conditional

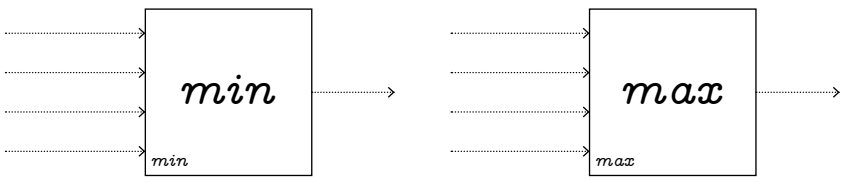
Relational operations



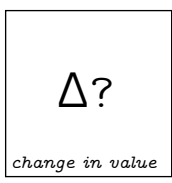
Logical operations



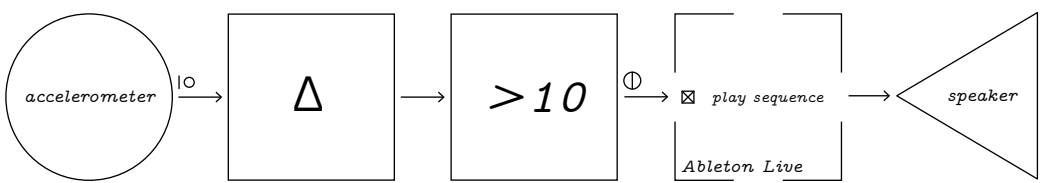
Comparison of data streams



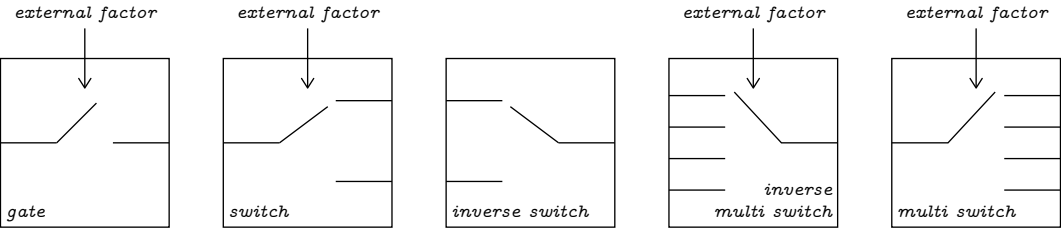
Check whether value changed



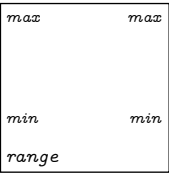
Example



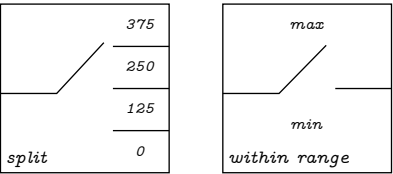
Flow control (modal/states)



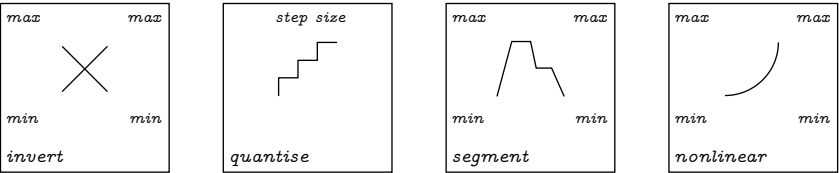
Input to output range



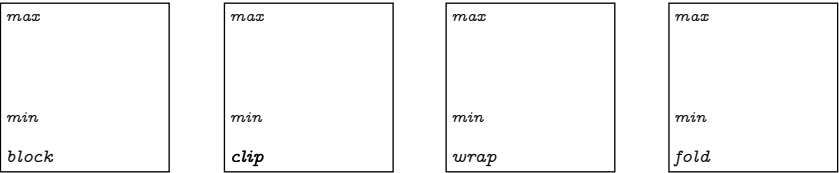
Split



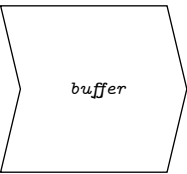
Change character



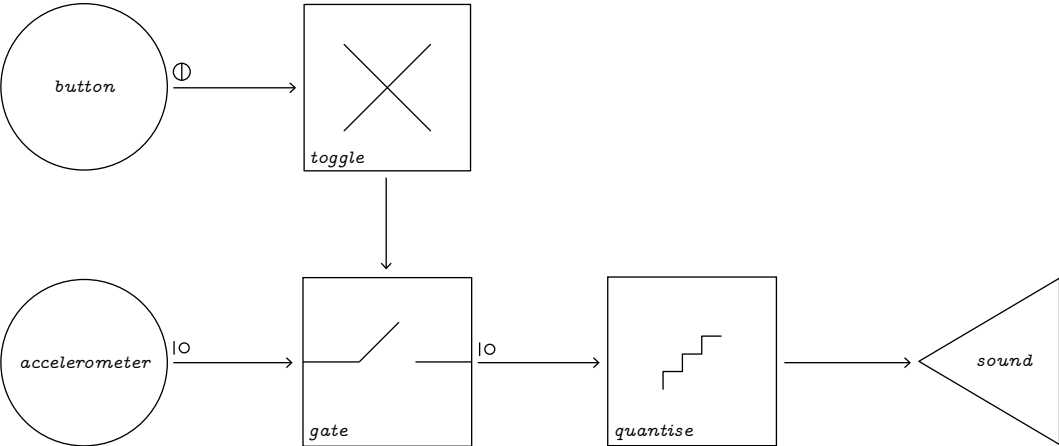
Constrain



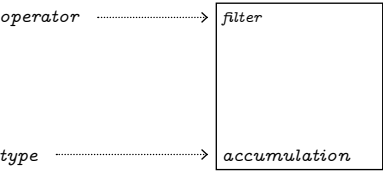
Buffer



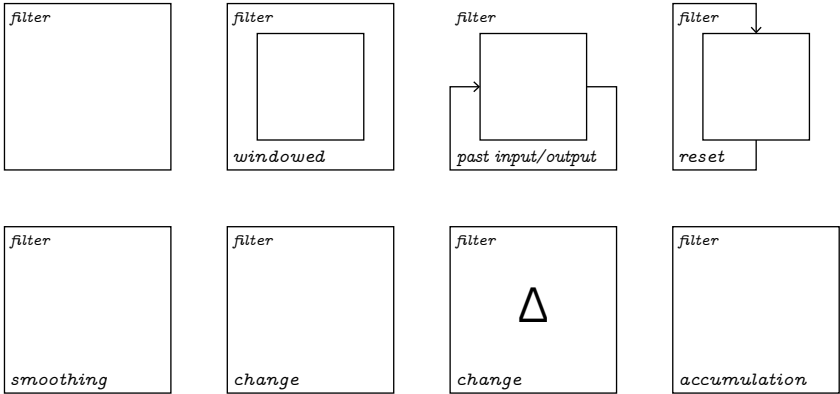
Example of flow control



Legend

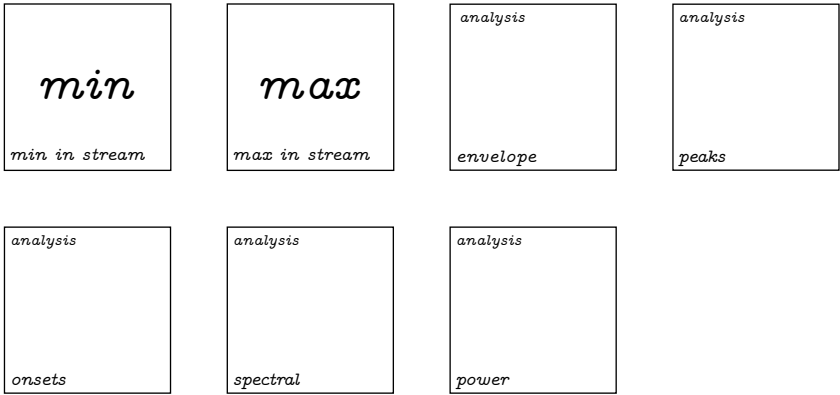


Filter

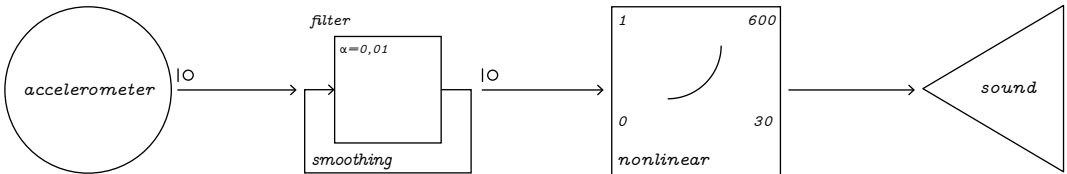


Analysis

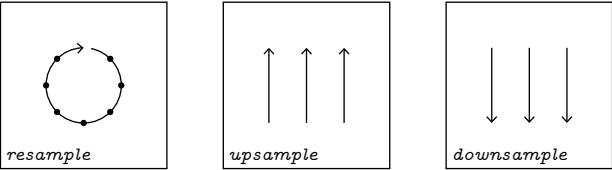
Amplitude/bandwidth/range analysis



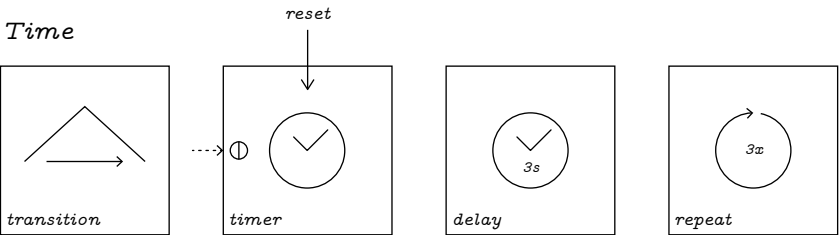
Example of filtering



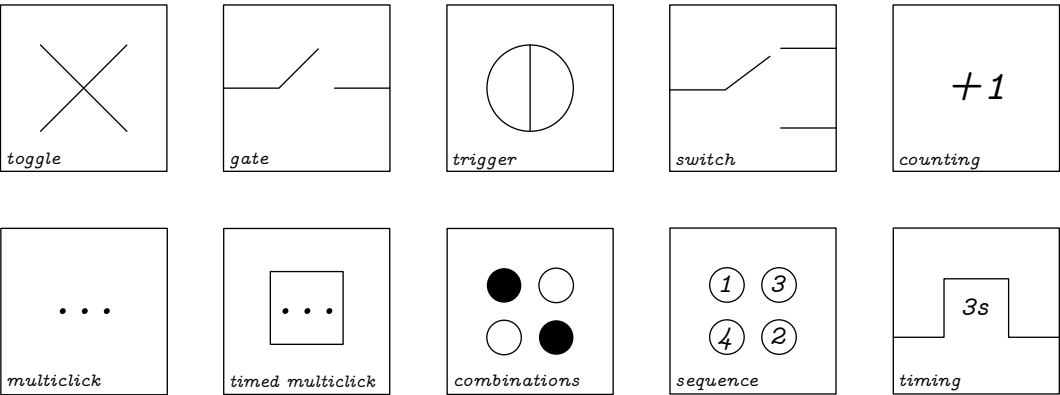
Resampling



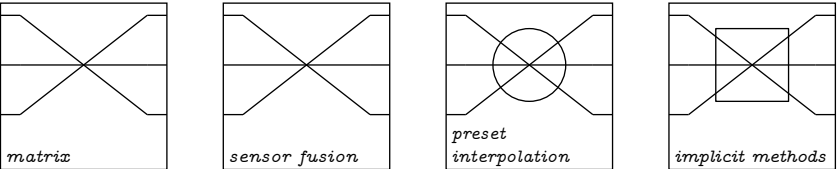
Time



Button related processes



Mixing signals



Composing Interactions

an Artist's Guide to Building Expressive Interactive Systems

by Marije Baalman

<https://composinginteractions.art>