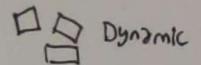
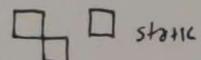


composition

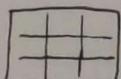
Composition -

Arrangement or placement
of visual elements.

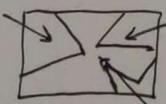


Balance the weight.

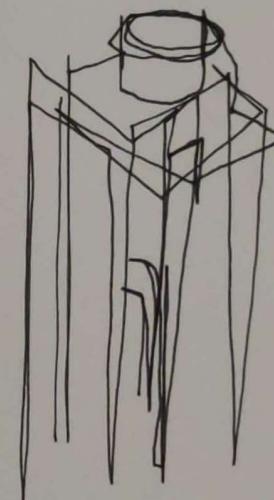
Rule of thirds

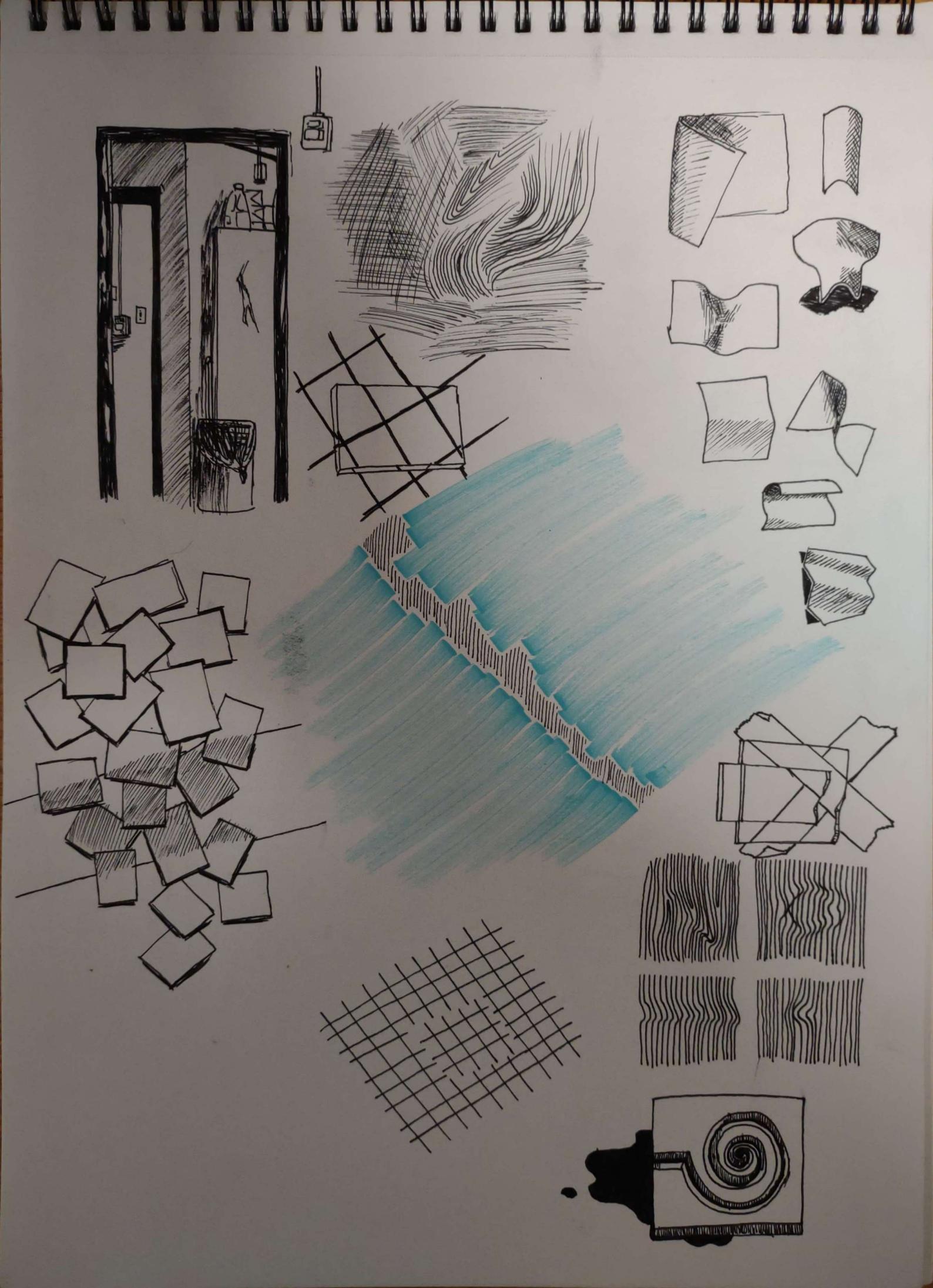


Leading lines

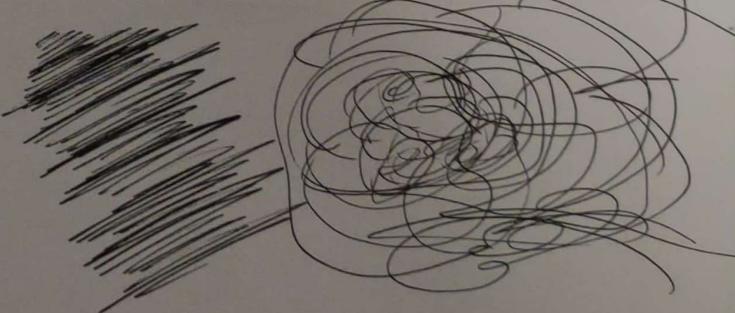
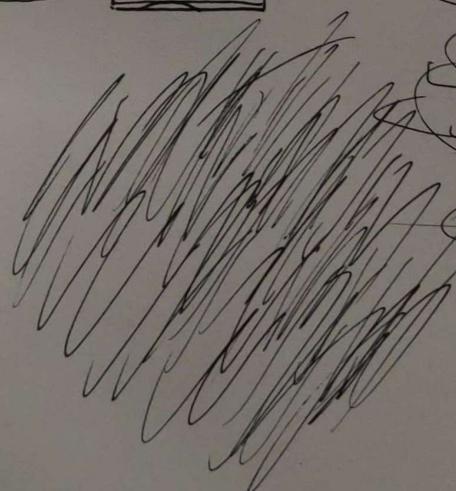
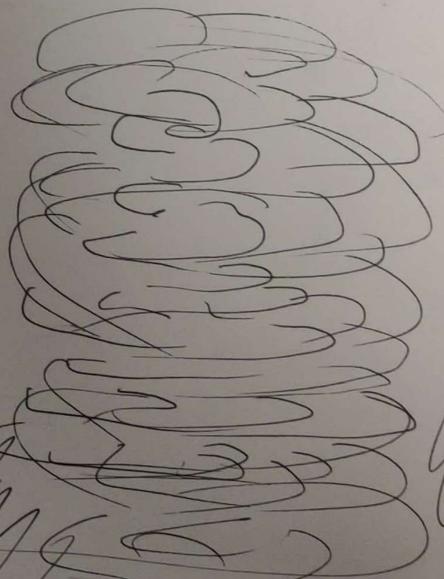
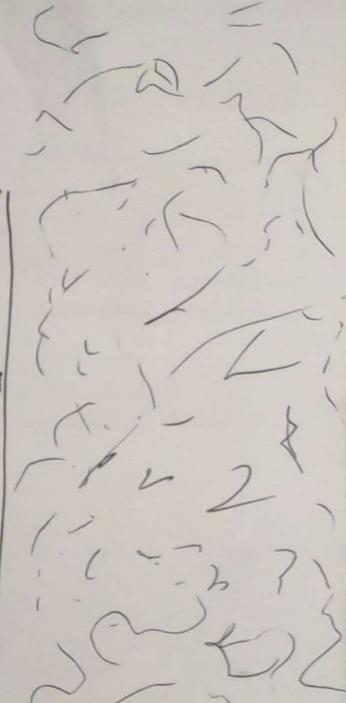
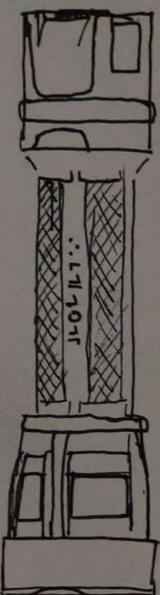
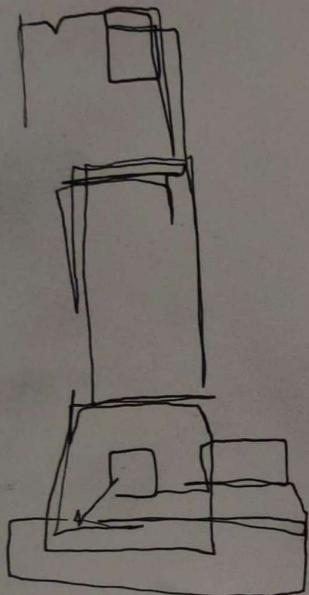


Framing - Using stuff to
isolate the subject.

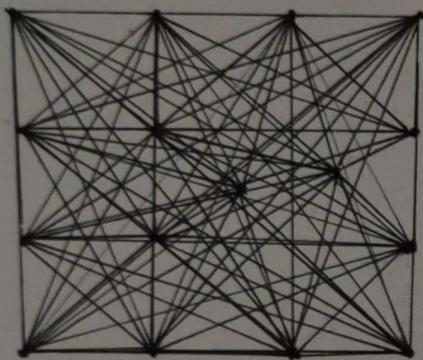
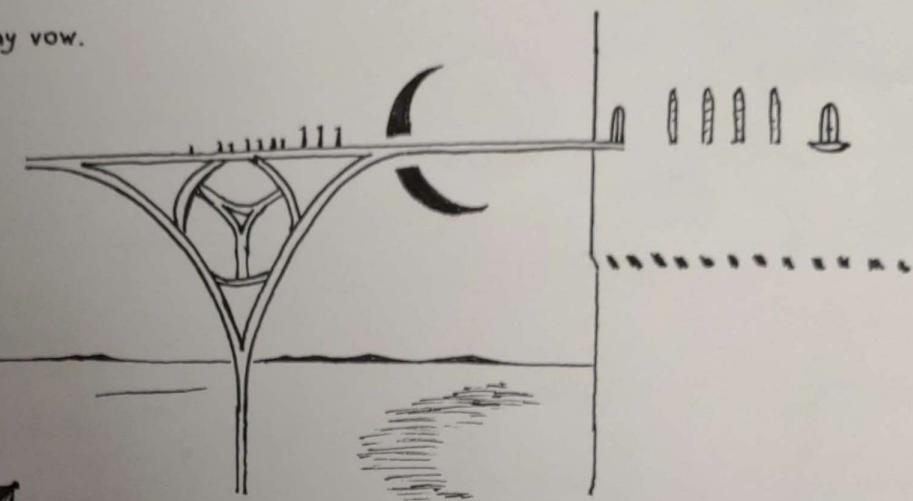
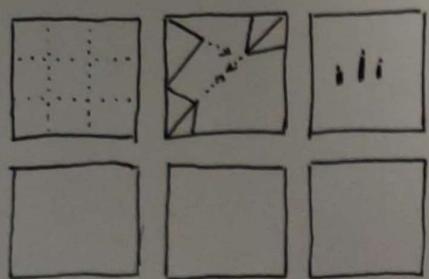


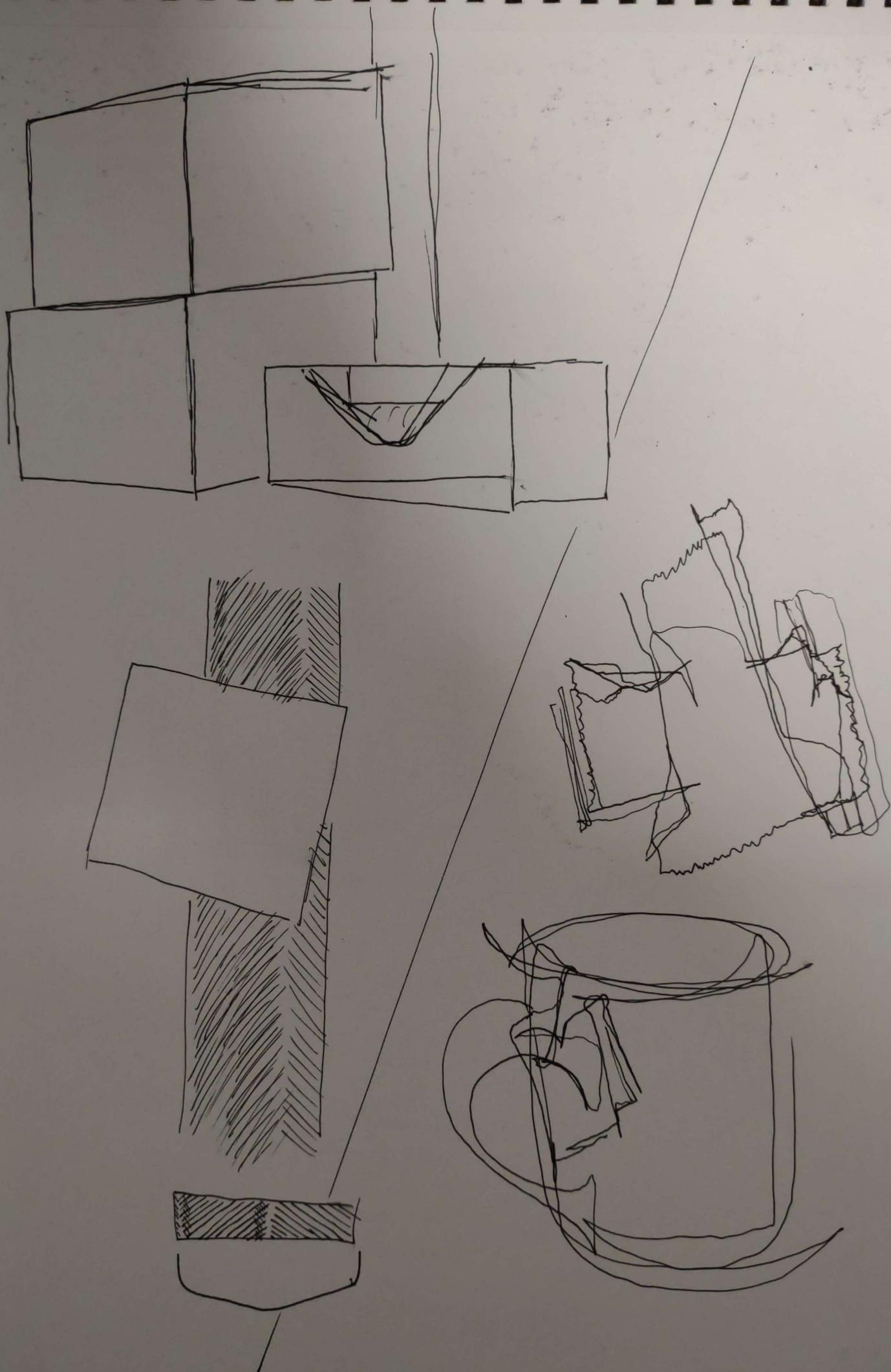


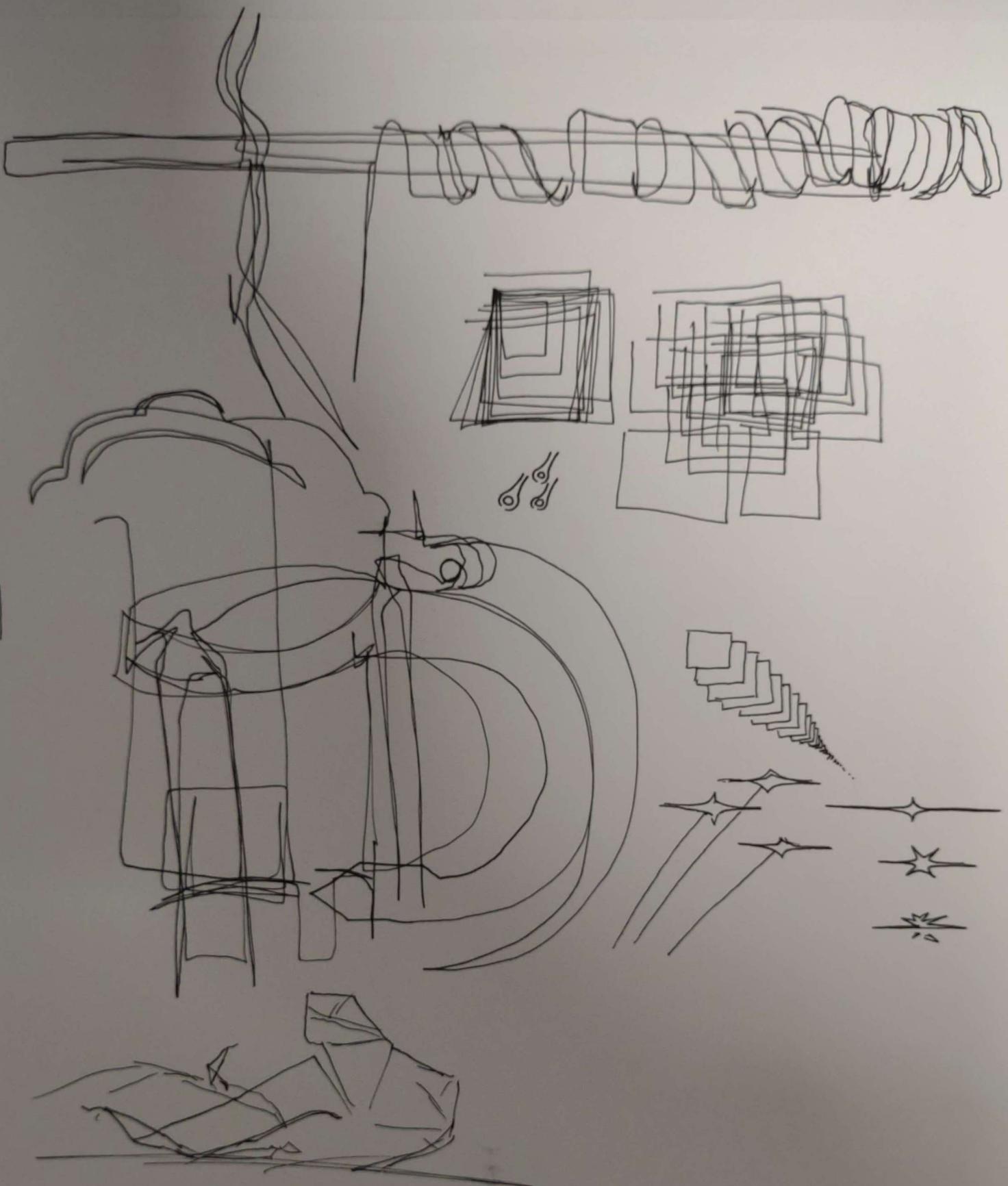




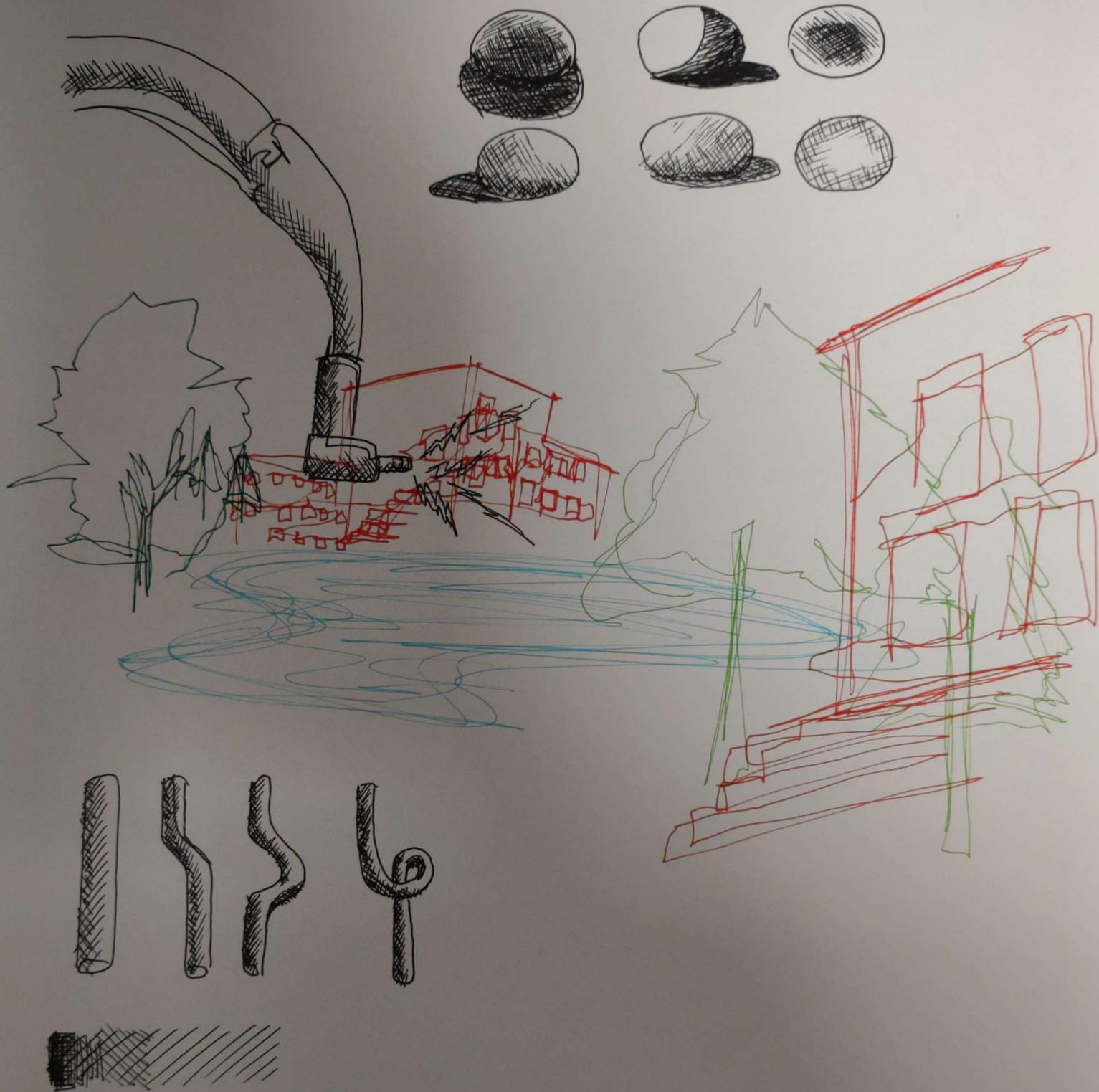
Sphinx of black quartz, judge my vow.





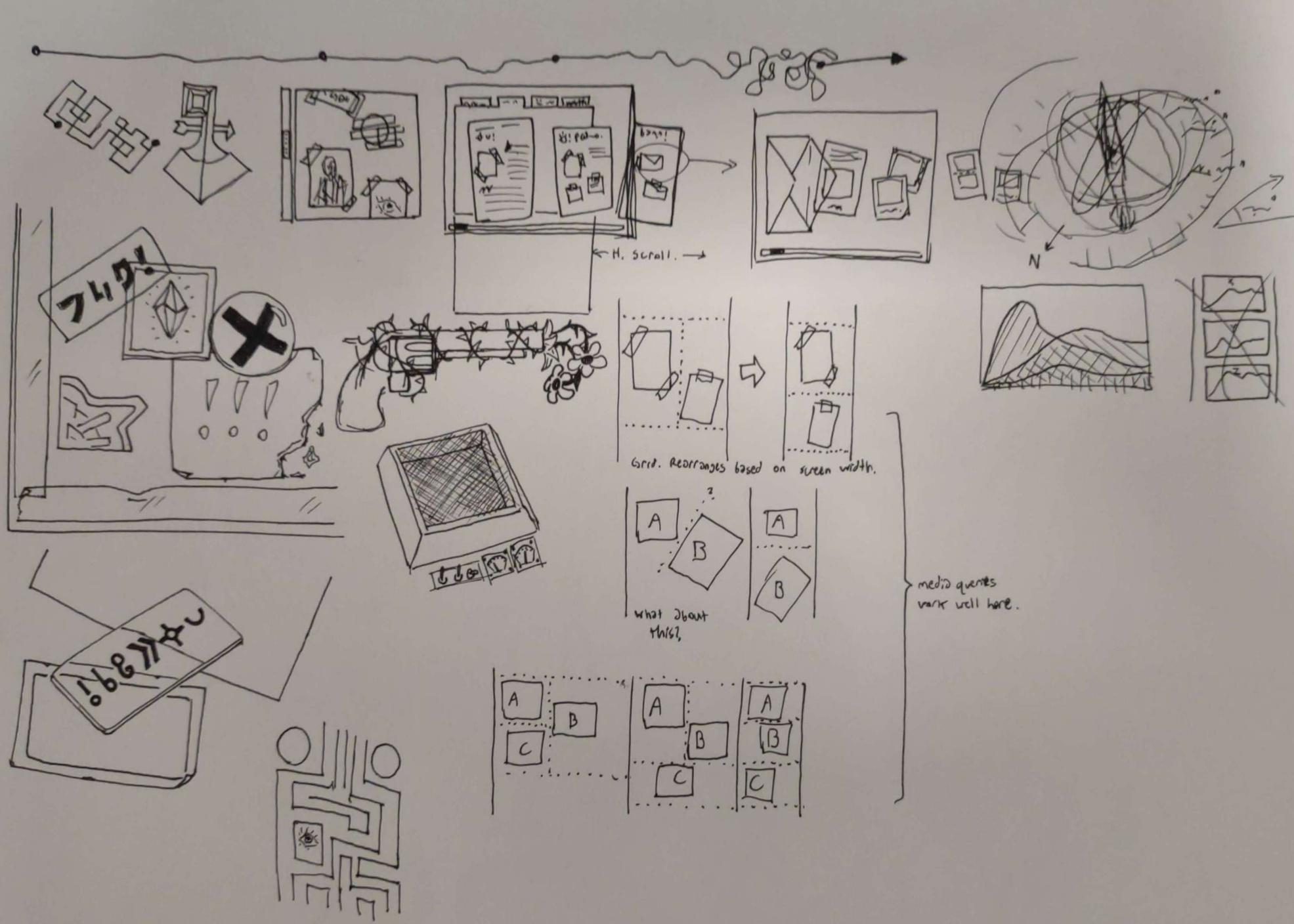


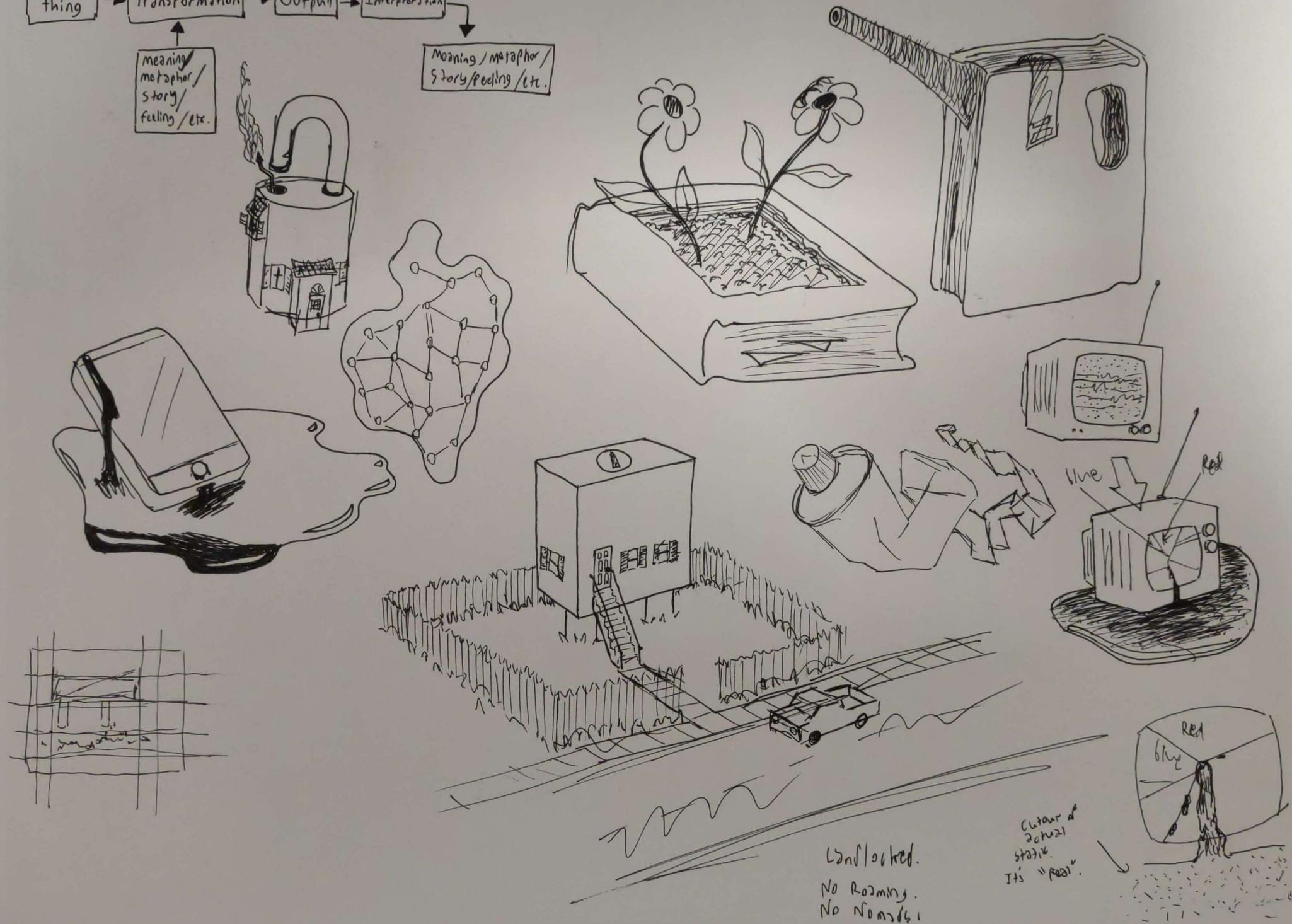
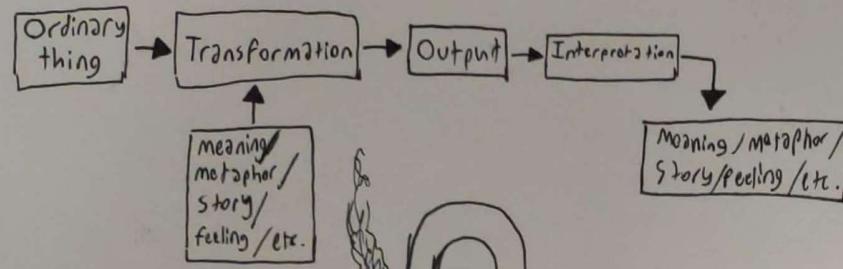




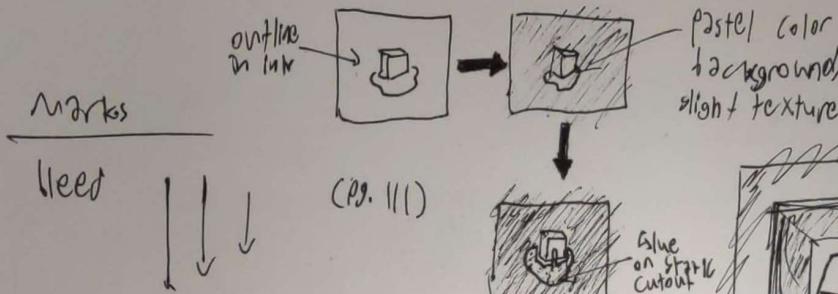
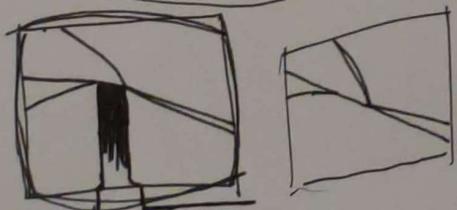
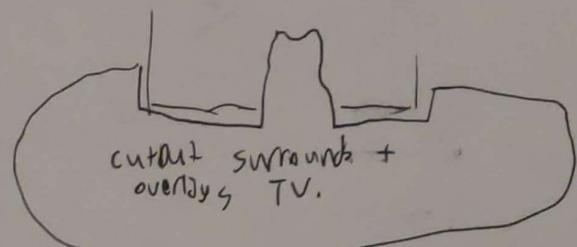
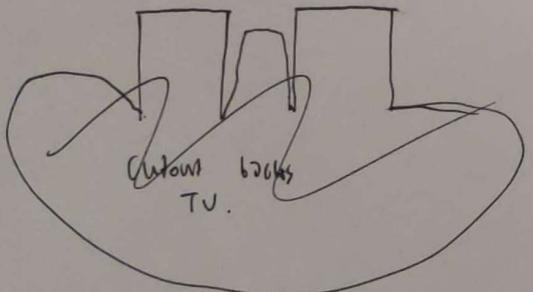
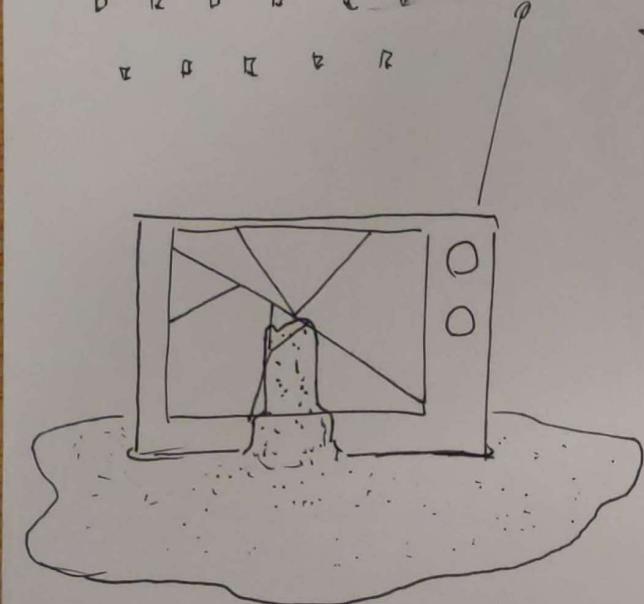




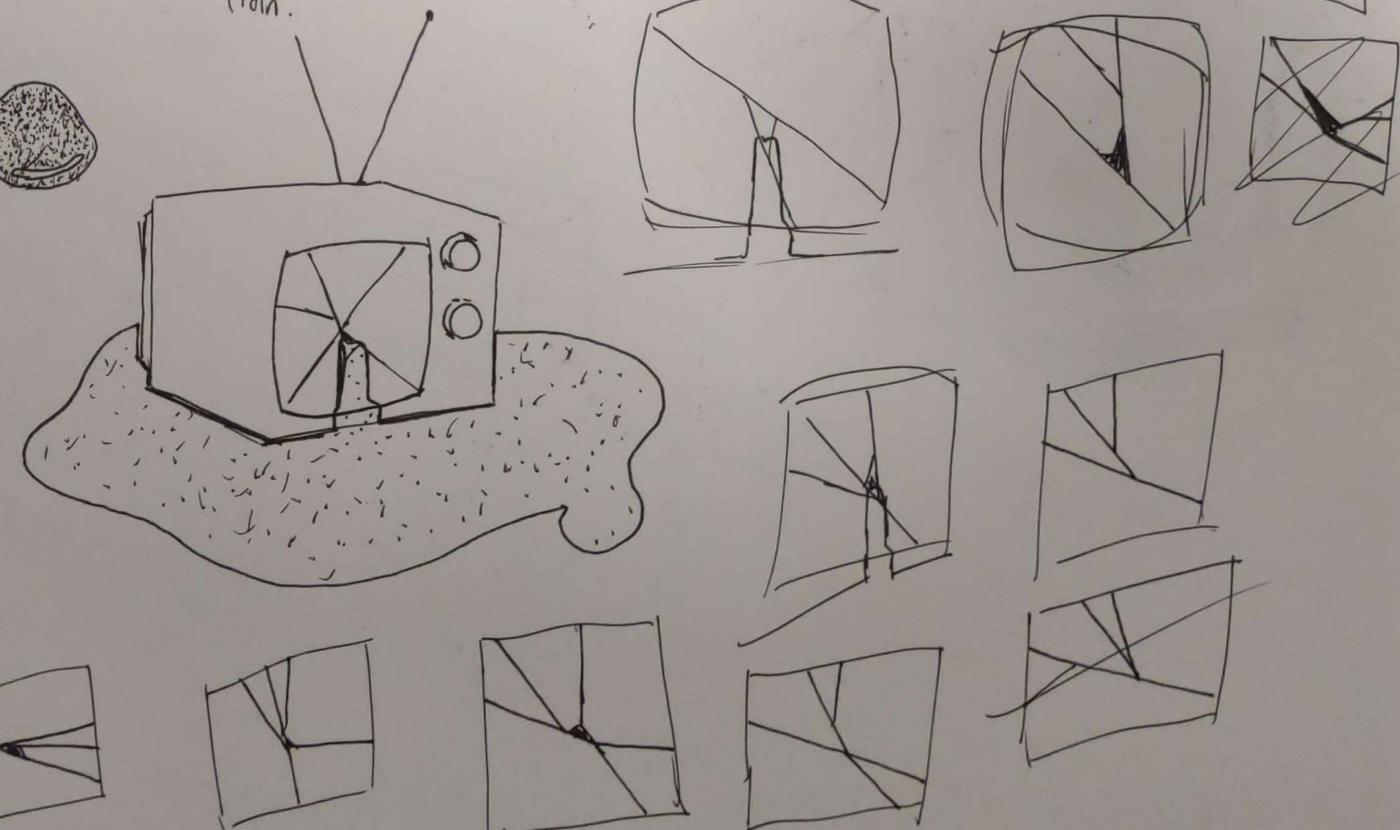


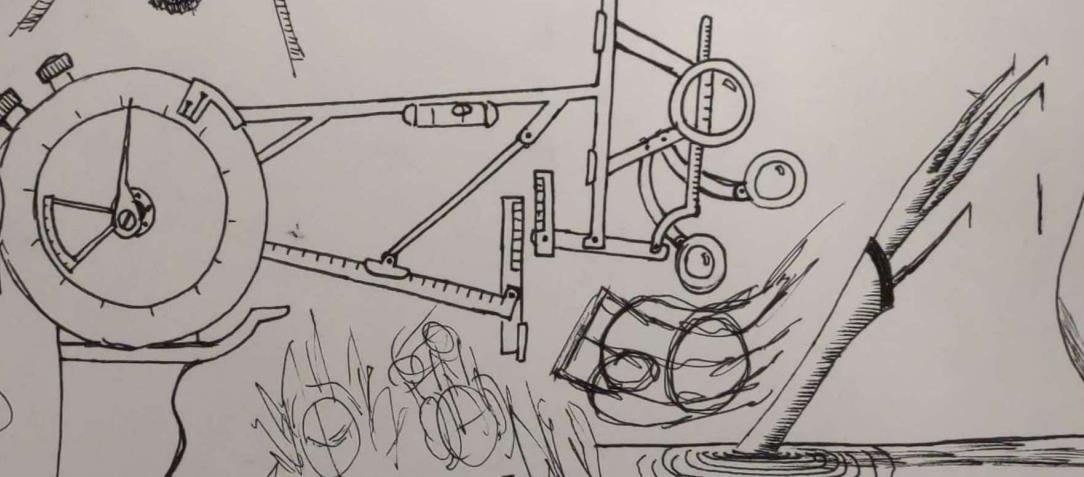
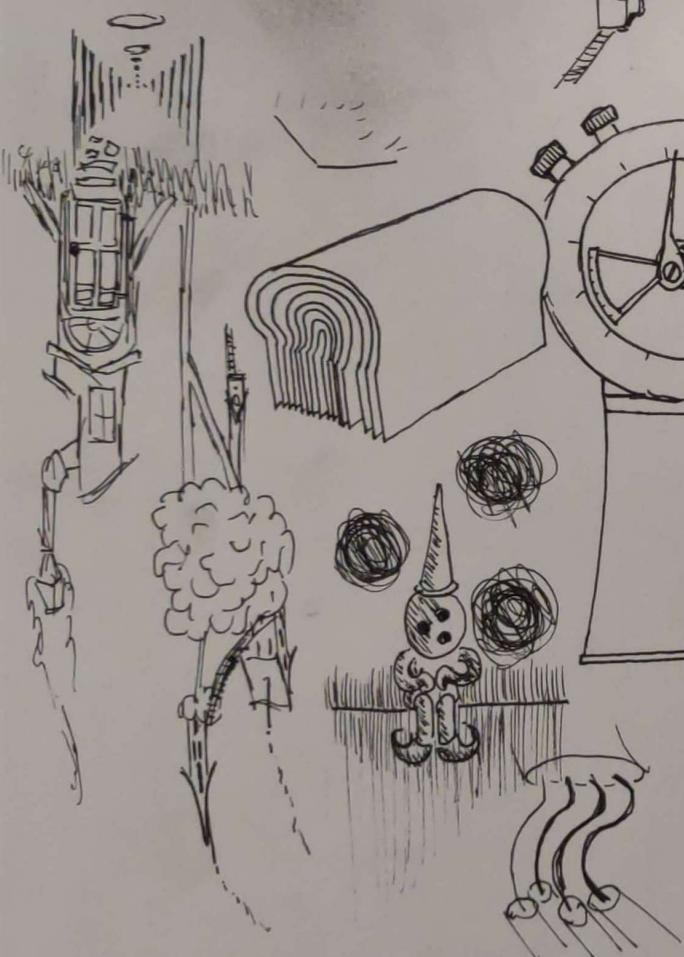
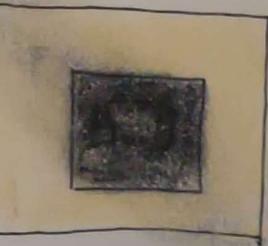


R D D D D D R
D D D D D D R
R D D D D D R

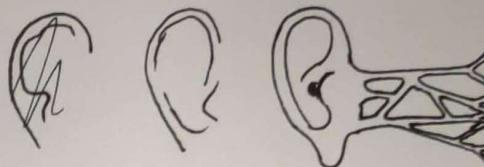


- shadows - focus on content/ meaning, not so much the object in the marks/ themselves.
- backgrounds - painter, watercolor looks plain.

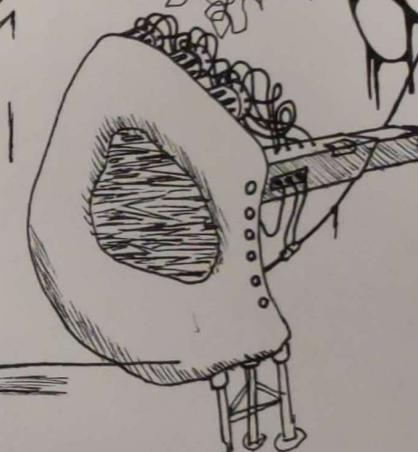




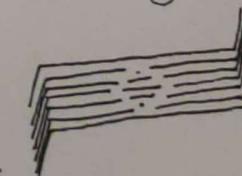
EYEBALLS
IN
YOUR
WALLS!!!

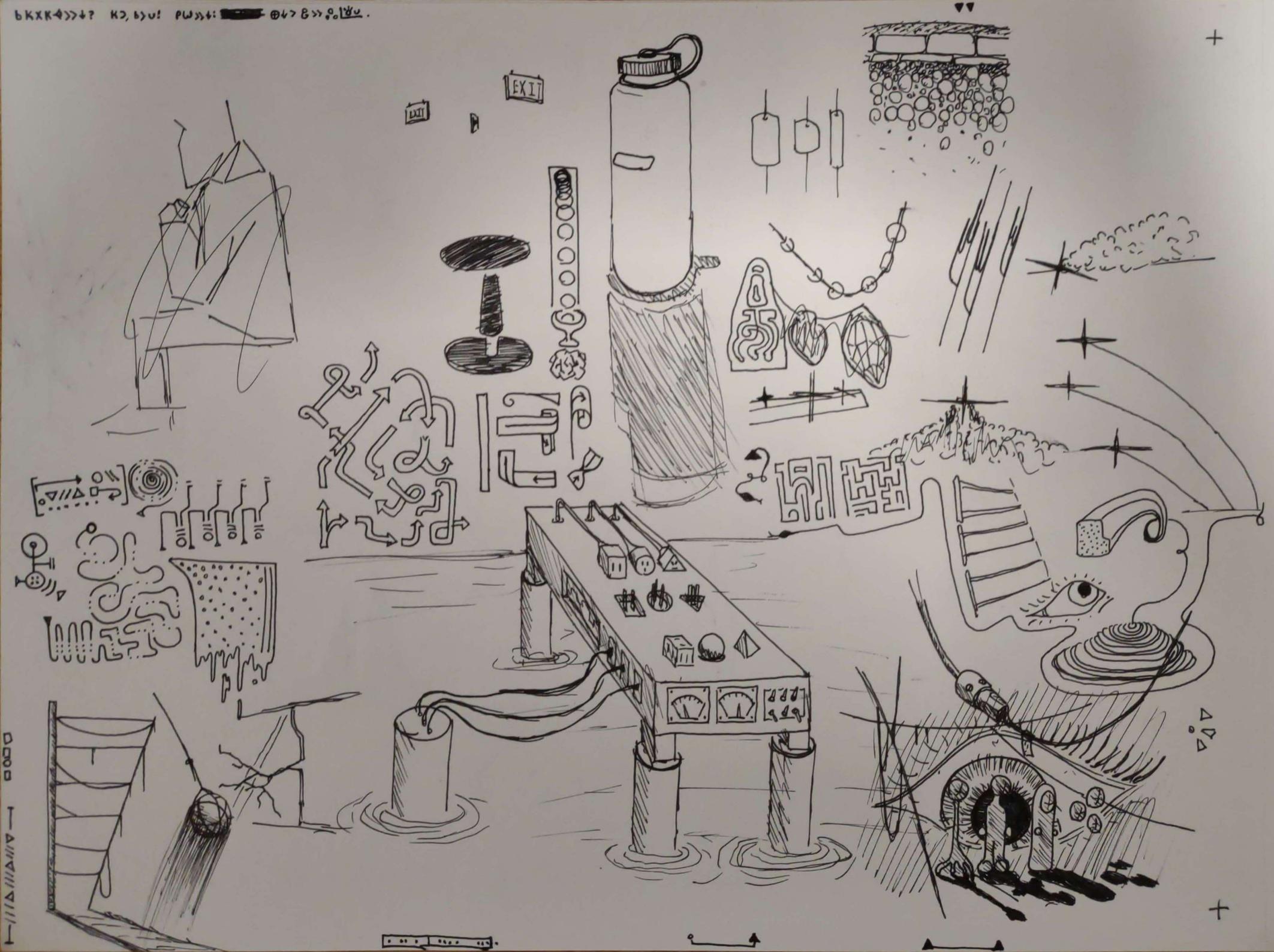


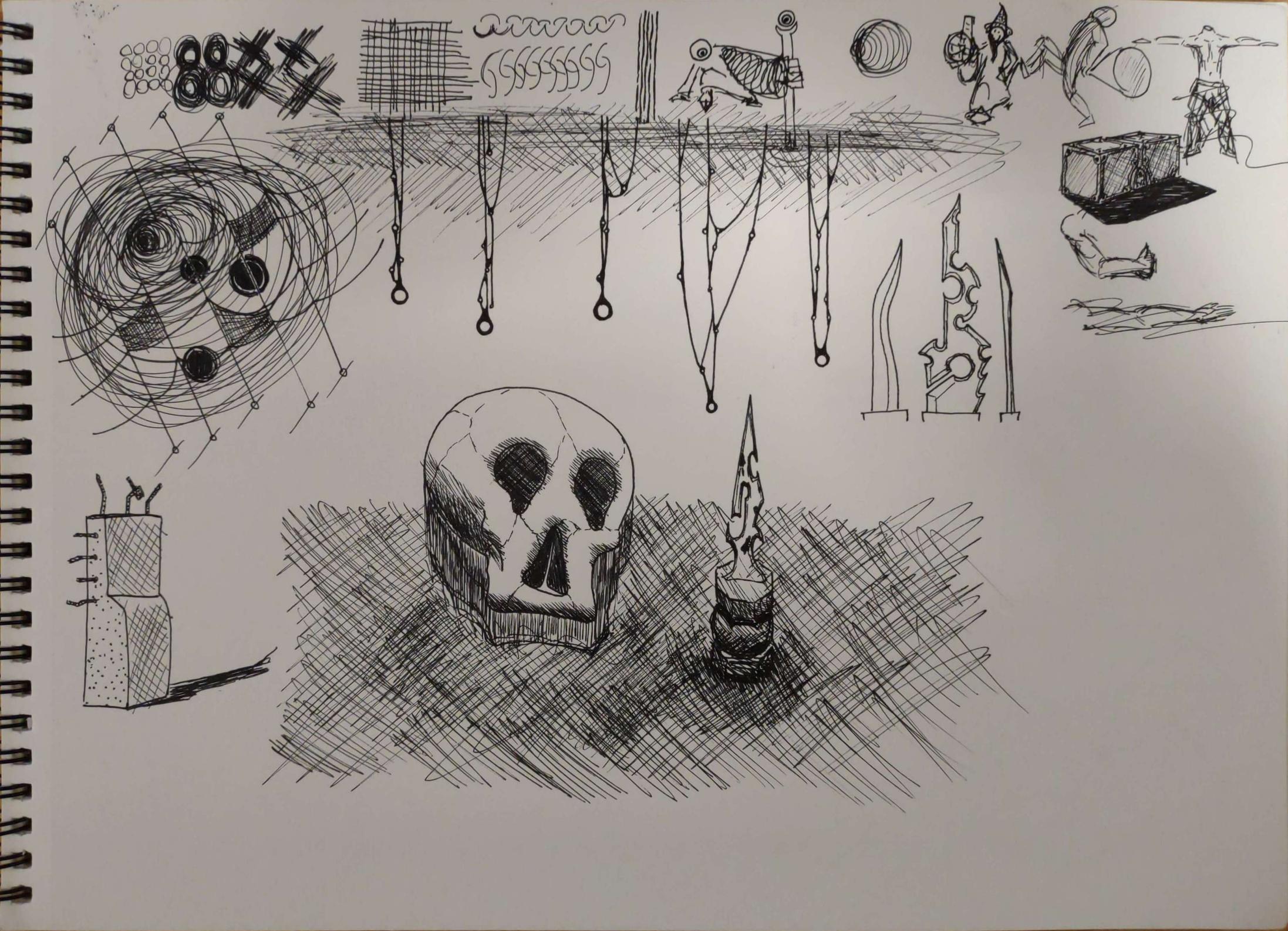
EAR
FEAR!!!

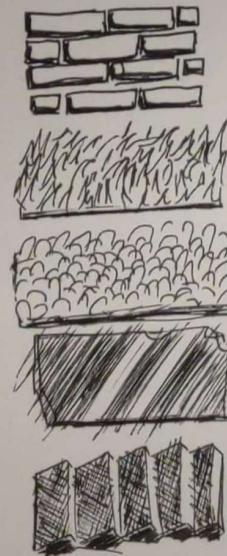


INTERLEAVED
INTERTWINED
INTERCONNECTED
INTERLIVERS

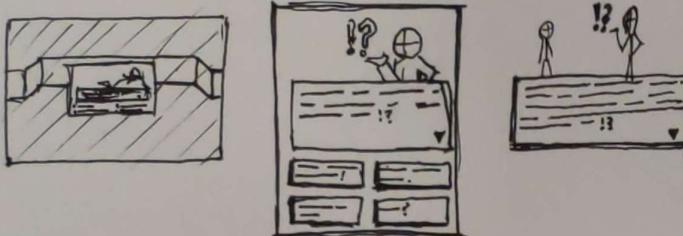




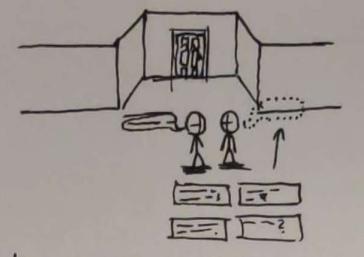




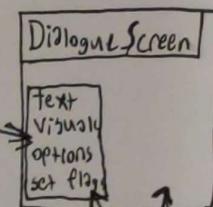
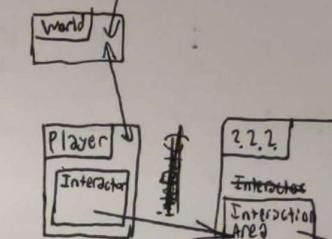
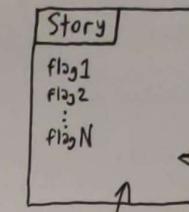




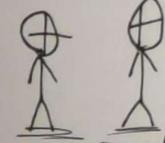
separate screen / overlay (paused)



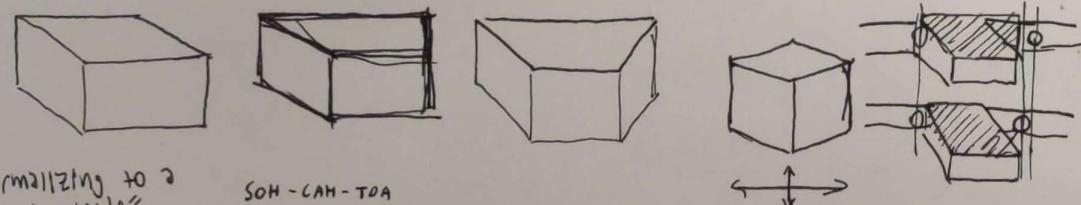
in-game (still paused)



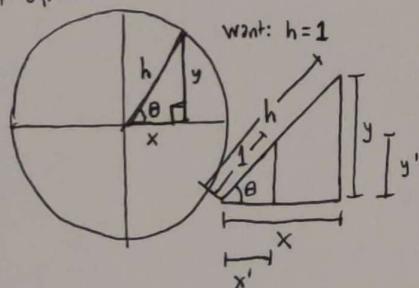
talk(B)



interaction
indicator.

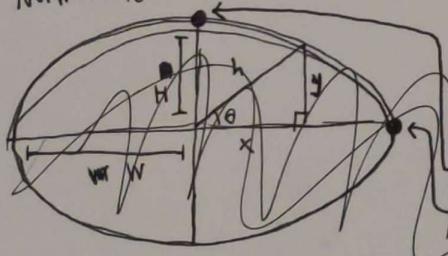


"Normalizing to a
UNIT CIRCLE"



$$\begin{aligned} h &= \sqrt{x^2 + y^2} \\ 1 &\equiv \sqrt{\left(\frac{x}{h}\right)^2 + \left(\frac{y}{h}\right)^2} \\ x' &= \frac{x}{h} \quad y' = \frac{y}{h} \end{aligned}$$

"Normalizing a vector to an ellipse"



$$h = \sqrt{(ax)^2 + (by)^2}$$

$$= \sqrt{a^2 x^2 + b^2 y^2}$$

$$\textcircled{1} x=0, \text{ want } h=H$$

$$\textcircled{2} y=0, \text{ want } h=W$$

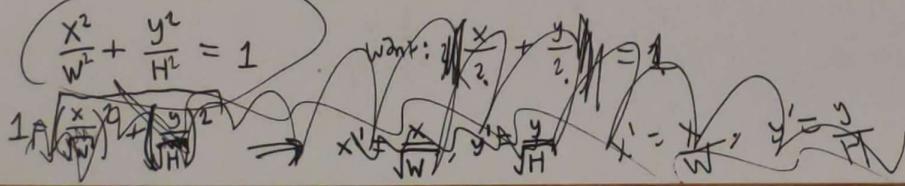
$$\begin{aligned} H &= \sqrt{a^2 x^2 + 0}, \quad \sqrt{a^2 x^2} = a \\ W &= \sqrt{b^2 y^2 + 0}, \quad \sqrt{b^2 y^2} = b \end{aligned}$$

$$\begin{aligned} x' &= \frac{Wx}{h} \\ y' &= \frac{Hy}{h} \end{aligned}$$

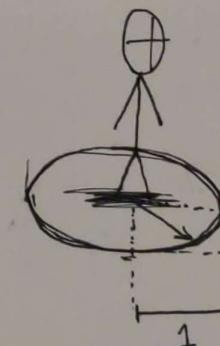
```
func ellipseNorm(Vector2 vector, float x_scale, float y_scale) -> Vector2
    var result := Vector2.ZERO
    var h := sqrtf(vector.x * vector.x + vector.y * vector.y)
    result.x = x_scale * result.x / h
    result.y = y_scale * result.y / h
    return result
```

Ellipse equation:

$$\frac{x^2}{w^2} + \frac{y^2}{h^2} = 1$$

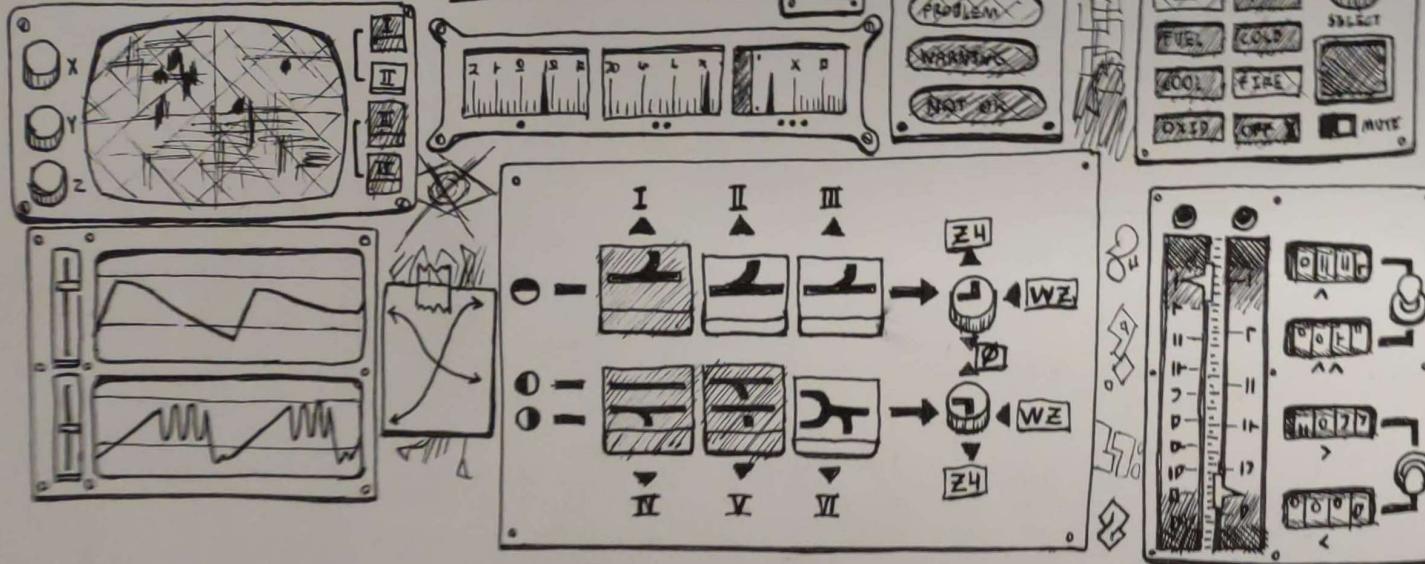
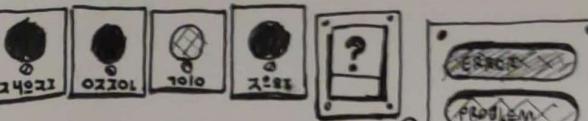


(which is just the normalized vector with each axis scaled...)

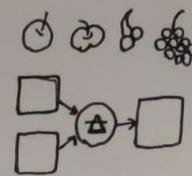
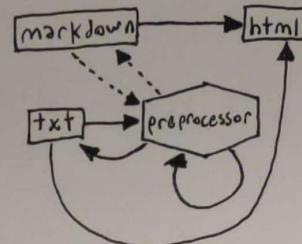
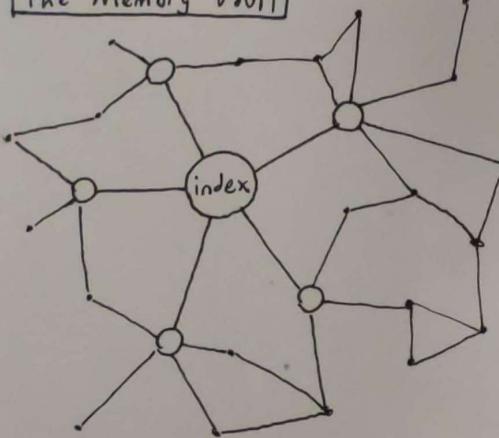


Normalize the movement direction vector to achieve
0.5 accurate movement
from an angled-camera-perspective
2D game.

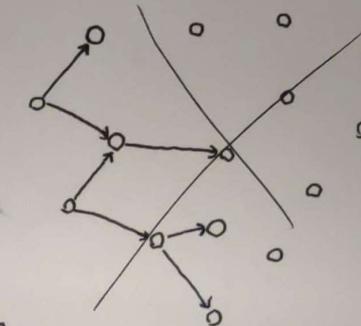
24 01 1011 78



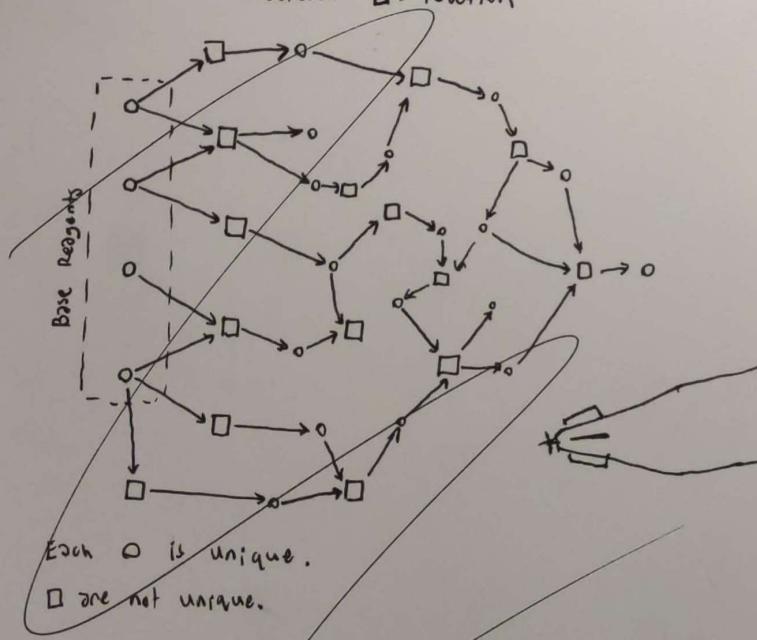
The Memory Vault



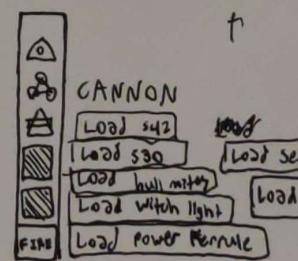
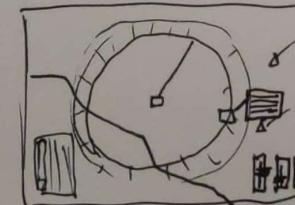
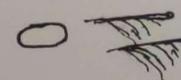
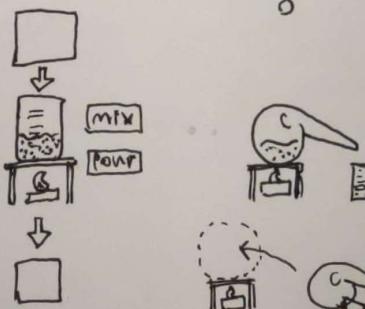
Reaction Map Graph



Reaction Graph
○ = substance □ = reaction



From base reagents, try with all possible reactions and generate



- The things in your canon effect the behavior of the projectile.
- things have Aspects, which substances can target.

mean

In Heaven

In the year 1605, the Great Empress White Tiger marched on the Sunset Sultans with her legion of steel. One problem: between them lay the Glass Desert. Still, she marched on, blasting a path through the heat.

The Sultans fought them from the labyrinths, catacombs beneath, buying time for their hooded blood-priests to prepare a ritual of unprecedented destruction. If the Legion of Steel were to make it to the gates of the Coalition Capital, the priests were to complete the ritual. It would destroy the Legion, but also the Coalition itself. Unfazed, the Empress marched on.

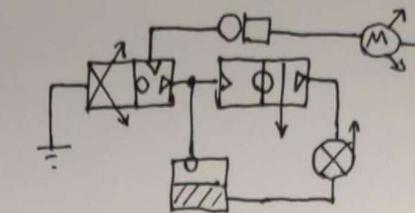
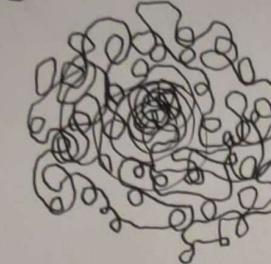
What the Sultans did not know was that the Empress's Grand Master Electromancer had trapped the last surviving God of the World in a weapon more potent than the Sultans could ever dream of.

Through a look of the God's divine hair, gifted to a sultan eons ago for some long-forgotten deed, the hood priests were able to commune with the God, in the form of a dream, during its sleep-imprisonment. It stirred in its sleep.

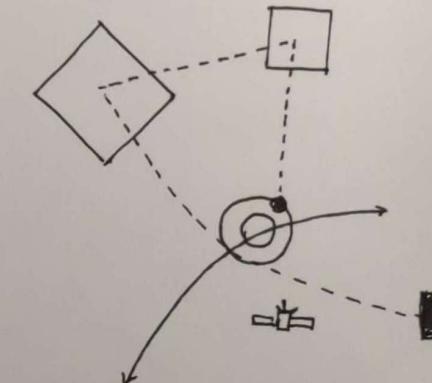
The desert is now a gray barren wasteland. The Legion itself was annihilated. The God is no more - the world is godless. Without divine energy, the containment fields in the hood priests' rituals failed spectacularly, killing everyone in the Coalition cities instantly.

Where the Sultans once stood, now there are only machine husks and charred bone.

I Within a box within
a box within a box



homestake for a time long gone
the mirror shows only this.



I meandering stream of crystal water
From where did you begin?

How dare it!
This is decisive!

