NOTE: (a) all images are full screen except the ‘nose buttons’, and (b) longest audio clip is under 3 minutes. If there’s no detected screen activity (after 200 seconds) reset & default to splash (page 1)

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Image 1

[no audio]

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Image 2

Audio – wind\_only.mp3 [fade in > audio level coding from before is fine]

[ delay and/or fade in > introduce ‘sparkles’ ]

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Image 3

Audio – wind\_only.mp3 (loops continuously)

Audio – all voices\_only.mp3 (loops continuously)

[audio level coding > adding all voices > as before is fine]

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Image 4

**Audio (L to R) Clips >> 11, 04, 03, and 07**

Viola (L to R) Clips 1, 2, 3, 4

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Image 5

**Audio (L to R) Clips >> 23, 09, 02, and 01**

Viola (L to R) Clips 5, 6, 7, 8

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Image 6

**Audio (L to R) Clips >> 23, 16, 08, and 12**

Viola (L to R) Clips 9, 10, 11, 12

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Image 7

**Audio (L to R) Clips >> 05, 14, 10, and 22**

Viola (L to R) Clips 13, 14, 15, 16

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Image 8

**Audio (L to R) Clips >> 06, 17, 20, and 21**

Viola (L to R) Clips 17, 18, 19, 20

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Image 5

**Audio (L to R) Clips >> 15, 18, 24, and 19**

Viola (L to R) Clips 21, 22, 23, 24

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Image 10

Audio – wind\_only.mp3

Audio – all voices\_only.mp3

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Image 11

Audio – wind\_only.mp3

Audio – all voices\_only.mp3

[all voices\_only > fade out]

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Image 12

Audio – wind\_only.mp3

[wind fades out > as before]

[video dips to black]

AFTER a short intermission – 60 seconds or sooner – reset to SPLASH screen (page 1)