In the second Story Trees, the code randomly allocated sound files as per the placeholder webcam cues (associated with where you looked at the screen). Let’s do that again

with a few exceptions.

For instance, the sound (BG-1) is *only* available and retained for the ‘splash’ sequence & the second to final screen (in the end sequence, it’s bundled with sound files the user has triggered).

DONE, ONLY IN START AND END SCENES IS THERE WIND, NO LONGER DRUMMING SOUND LIKE STORY TREES 2, MAIN SCENES HAVE NO WIND

\_\_\_\_

And again the final screen has no other sound and fades (after a fade from the audio trail in the prior credits screen).

DONE

EVERY 6 minutes (360 seconds), the screen advances or resets to the splash (after the final screen, as before, except the timeout is longer).

DONE

The overall intent of this version is to always have a unique configuration of the sound placeholders pulled from the mp3 files at the time of logging in (never the same way twice).

OK

VISUALLY will not need the ‘sparkles’ this time around – the opening screens explains why – very open to your creative enthusiasms, regardless!

REMOVED

All images are full screen except the new ‘raven button’ trackers (I made 6 new ones –transparent, but need to be squished to whatever size we had before). Tracker ‘facial recognition’ begins on SCREEN 4 and continues until the ‘credits’. Also we could/should make the icon-circle larger than the tracker in the prior code (what’s too big, and what’s not big enough to make it better?).

DONE, made raven bigger,

I’ve bundled the sound into FOREGROUND (FG), MIDDLE GROUND (MG), and BACKGROUND (BG) folders.

GREAT

The audio level for FG tracks need to be more prominent, but never overwhelm the MG, and especially the BG (bed track that loops for each screen with panels). We can tweak & lock code for the levels (as we did before, yes?).

All sounds mix & complement each other, and especially so with slight volume adjustments (encourages moving around to induce another ‘acoustic image’). So, as before, conspicuous movement toward, or backing away from the screen will gently increase & decrease audio levels *at the points where one’s attention is on the screen* (the webcam tracking ‘raven’ icon within the expanding square). The only exception is the BACKGROUND sound should remain constant (per each screen until refreshed); always ducking under the middle-and-foreground sounds in an aesthetically pleasing way (which may require some adjustments from what we did before?)

In the random scattering of mp3 sound —it can be very loose (pentatonic formula?). And *where* the sounds are placed in relation to the screen, while indiscriminate for the (FG) FOREGROUND SOUNDS (listed as FG-1, FG-2 and so forth), the coding should be able to acoustically-associate any FG sound file and fit it into a HARD Left, centre LEFT, centre RIGHT, or HARD Right pan (like prior story trees code, within the four panels associated with each full-screen).

There are 60 SOUND files (over double than we used before). Would a ‘trick’ to randomize the files within the existing code template – it’s okay to not have all the files available – for instance, when you log in again the sound cues are scattered (with an algorithm of some sort?), the result is completely randomized (swapping out and substituting sound files even on the fly?) :

**19** > BACKGROUND (BG) numbered files.

**16** > MIDDLE GROUND (MG) numbered files.

**25** > FOREGROUND (FG) numbered files.

**SCREENS** are organized with sound placeholders the same as before, except:

There are 24 PANELS (4 per screen) corresponding with FG, MG & BG sound cues.

And 6 SCREENS with panels which are associated with BACKGROUND sound files ONLY(with the exception of BG-1 which is associated with the opening & ending screens).

There are 60 sound files available to populate screen placeholders for 30 sound files (in keeping with randomization, the only exception is the BG-1 file – explained ahead…)

SCREEN 1 (splash) – opening – no audio

SCREEN 2 (splash) – (coded as before) BG-1\_downpour white noise (loops continuously – in stereo)…

SCREEN 3 – fade in ANY BG file to loop & mix with BG-1 – both tracks are stereo

SCREEN 4 – ANY new BG file fades IN as the prior BG file fades out… BG-1 has also faded out…and sound files in the FOREGROUND and MIDDLE GROUND are available for user interaction.

Note: the underlying BG file will always be stereo (see below), and doesn’t need panning (as long as they are in the BG position in the mix).

SCREENS 5 (to-9) – as before, but with one major exception (noted below)

SCREEN 10 – credits— BG-1 fades in and loops continuously

SCREEN 11 – final end screen

**SPECIFICALLY:**

Page 1 of 11

Image 1

[no audio]

Page 2 of 11

Image 2

**Audio – BG-1** (loops continuously)

Audio – random BG- # (loops continuously)

Page 3 of 11

Image 3

**Audio (L to R) 4 clips >> random from FG, MG, and BG (with the exception of not using…)**

BG (stereo) any BG clip

Page 4 of 11

Image 4

**Audio (L to R) 4 NEW clips >> random from FG, MG, and BG (with the exception of not using…)**

BG (stereo) any BG clip (which replaces BG from the prior screen/page)

Page 5 > 9 of 11

Image 5 > 9

**As per…**

above, until…

Page 10 of 11

Image 10

**Audio – BG-1** (loops continuously) and mixes with…

Audio – the aggregate of the prior screen of FG, MG, and BG sound (loops until…)

Page 11 of 11

Image 11

Audio – BG-1 which fades out > as before and is out as video dips to black… FOLLOWED by

a short intermission – 150 seconds – reset to SPLASH (page/screen 1)

Your schedule is my schedule if you so choose to accept the volunteer mission, sir! Commissions have been lean lately. I appreciate your appreciation for my ‘art habit’.

Let me know what’s wot…