15 January 2022: New VISUAL & AUDIO content will replace & should line up with the coding template you made for the first STORY TREES.

Please create a separate Github repository for STORY TREES 2 (linked to the first one?).

For convenience: I’ve separated foreground & background audio sources into separate folders (the BACKGROUND folder replaces the ‘Viola’ folder in the prior coding). As well you’ll see a redundant audio folder with the clips in sequential 1-to-48 order.

Requests (what could be different for this version):

1. BACKGROUND audio – should the user move closer to the screen (detected by webcam) it would be great if the volume could gently fade the audio up into the foreground of attention. And should the user’s attention shift, the volume recedes back to the BACKGROUND default.
2. SHUFFLE the audio content (juggle between foreground & background), so it’s literally never the same way twice for anyone downloading the github link. Feel free to say ‘know’ should this request requires jumping through hoops.
3. Ideally, I’d like to have everything ready to roll for NEW ADVENTURES IN SOUND ART’s Deep Wireless Festival this month (begins 17th).

AS BEFORE >>

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\_ST2.mp3 [fade in > *as you did with ST1*]

[ delay and/or fade in > introduce ‘sparkles’ *as you did ST1*]

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Image 3

Audio – wind only\_ST2.mp3 (loops continuously)

Audio – all voices\_ST2.mp3 (loops continuously)

[audio level coding > adding all voices > *like ST1* is fine]

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Image 4

**Audio Foreground (L to R) Clips >> 1, 2, 3, and 4**

BACKGROUND (L to R) Clips >> **5, 6, 7, 8**

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Image 5

**Audio Foreground (L to R) Clips >> 9, 10, 11, and 12**

BACKGROUND (L to R) Clips >> **13, 14, 15, 16**

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Image 6

**Audio Foreground (L to R) Clips >> 17, 18, 19, and 20**

BACKGROUND (L to R) >> **21, 22, 23, 24**

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Image 7

**Audio Foreground (L to R) Clips >> 25, 26, 27, and 28**

BACKGROUND (L to R) Clips >> **29, 30, 31, 32**

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Image 8

**Audio Foreground (L to R) Clips >> 33, 34, 35, and 36**

BACKGROUND (L to R) Clips >> **37, 38, 39, 40**

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Image 5

**Audio Foreground (L to R) Clips >> 41, 42, 43, and 44**

BACKGROUND (L to R) Clips >> **45, 46, 47, 48**

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Image 10

Audio – wind only\_ST2.mp3

Audio – all voices\_ST2.mp3

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Image 11

Audio – wind only\_ST2.mp3

Audio – all voices\_ST2.mp3

[all voices\_only > fade out]

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Image 12

Audio – wind only\_ST2.mp3

[wind fades out > *as before in ST1*]

[video dips to black]

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