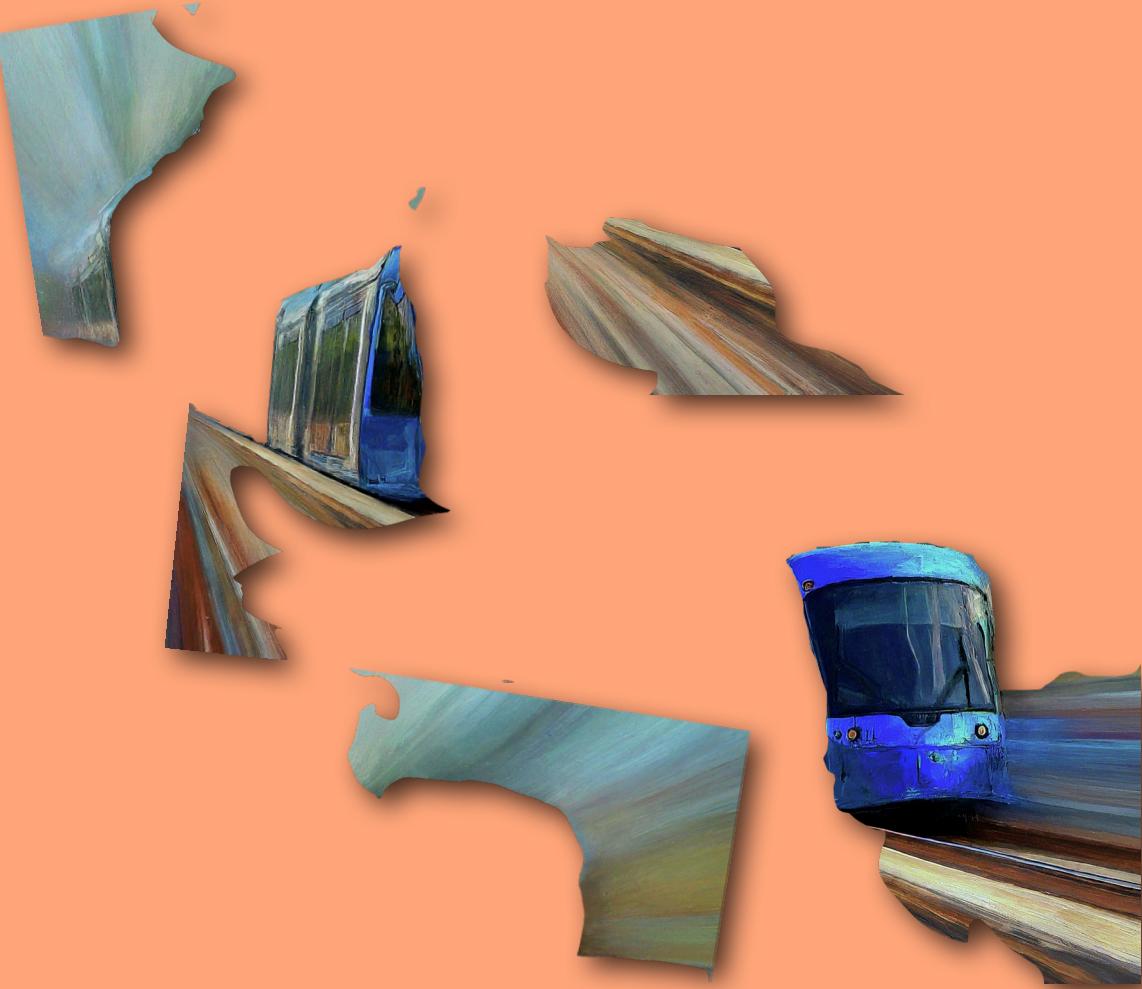


**element 1:** The FIVE cut-out extractions are like a suspended wind mobile with each SILHOUETTE assigned a SOUND (drone-like) which complement a PENATONIC SCALE...

The FACIAL/GESTICULATION software recognizes user-gaze and identifies 'sweet spots' which slowly blends the sound as **individual silhouette pieces change colour...**

**re: CONSTRUCTION**



**element 2:** ...silhouette pieces don't all change colour at the same time, but rather evolve like twinkling lights *over time*.

And as the SOUNDS BLEND...

**re: CONSTRUCTION**



**element 3:** the shapes begin to slowly move & cohere into a **UNIFIED IMAGE** that holds for a period of time that complements the **AMBIENT BLEND** of pentatonic **SOUND...**

**element 4:** ...to fade **RELEASED** & **REPLACED** by new jigsaw cutouts of images...



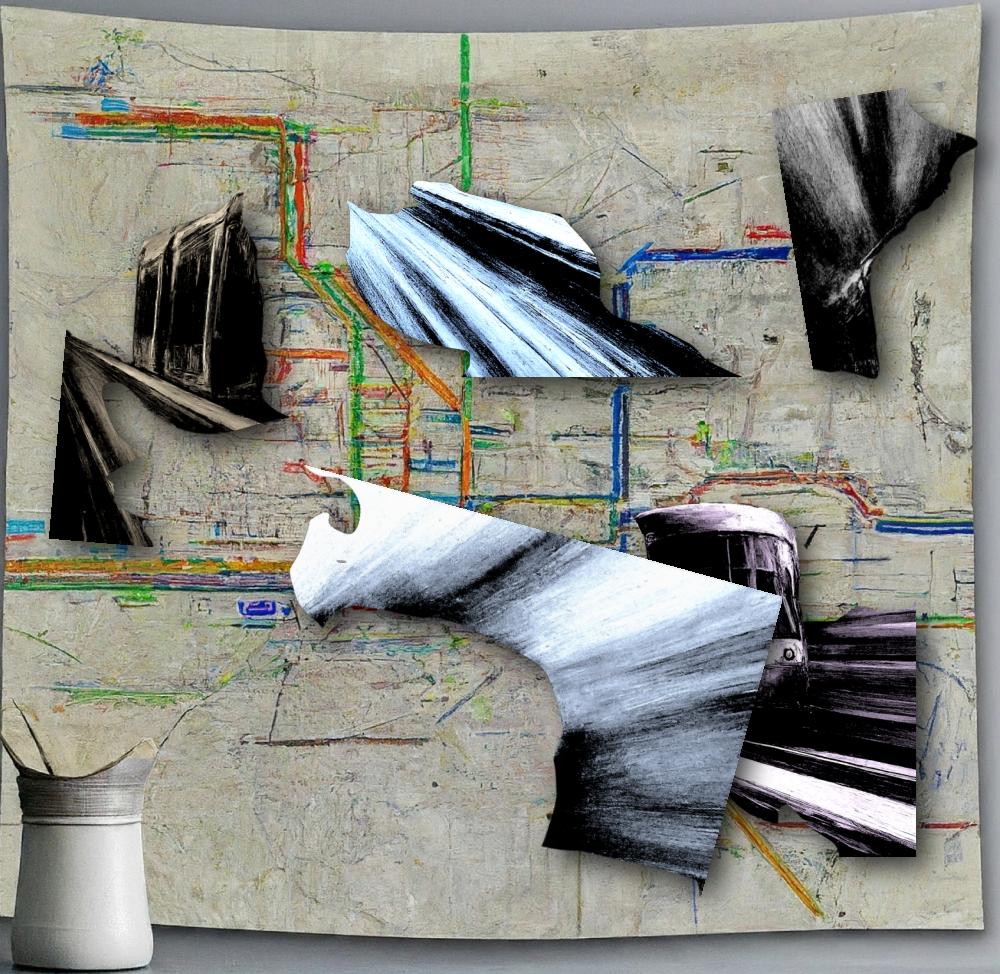
**re: CONSTRUCTION**



**element 5:** ...the shapes are projected over a MAP BACKGROUND (there are several unique map backgrounds to complement each screen refresh)...

This might be tricky to achieve, but ideally the MOBILE-like PIECES float in the FOREGROUND and move (as if perturbed by the 'construction' sounds)....

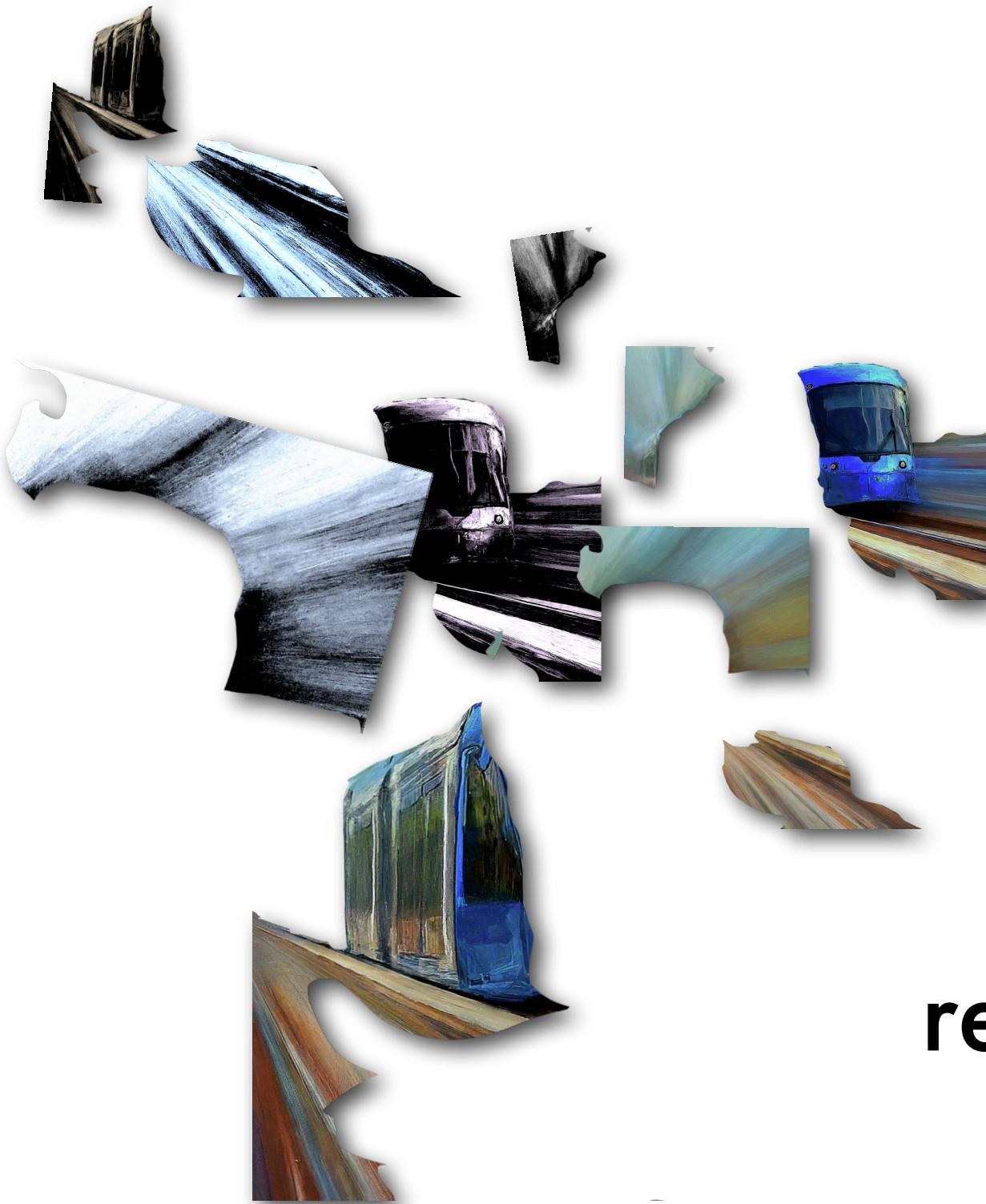
**re: CONSTRUCTION**



**element 6:** ... the **3D illusion** is SHAPES  
are set in the BACKGROUND &  
FOREGROUND and with the SOUND  
eventually cohere in a unified jigsaw image  
over the MAP...



**re: CONSTRUCTION**



**how ILLUSION works:** JIGSAW PIECES  
morph slowly from small to large — overlap  
— as they move from background to  
foreground...

**SOUND** unique to individual pieces  
increase or decrease in volume as they  
move from background into the  
foreground...

**ALL** images *could* be on-screen...

**OVERALL** the goal is to achieve a  
harmonious blend to remediate the  
cacophony of LRT construction...  
all the **pieces fit together over time.**

**re: CONSTRUCTION**