

re:
CONSTRUCTION

workflow

*We're making two versions — **identical in content** (only variation is the splash screens)...*

**tap any key
to begin**

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WEB VERSION >> Page_1 in the splash screens file
— no audio...

**step on mat
to begin**

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GALLERY VERSION >> Page_2 in the splash screens
file — no audio...

Once the user clicks or steps on the mat, it triggers the reCONSTRUCTION opening audio-video (located in the video assets_open_close file)...



...it runs for 56 seconds, until the final frame...

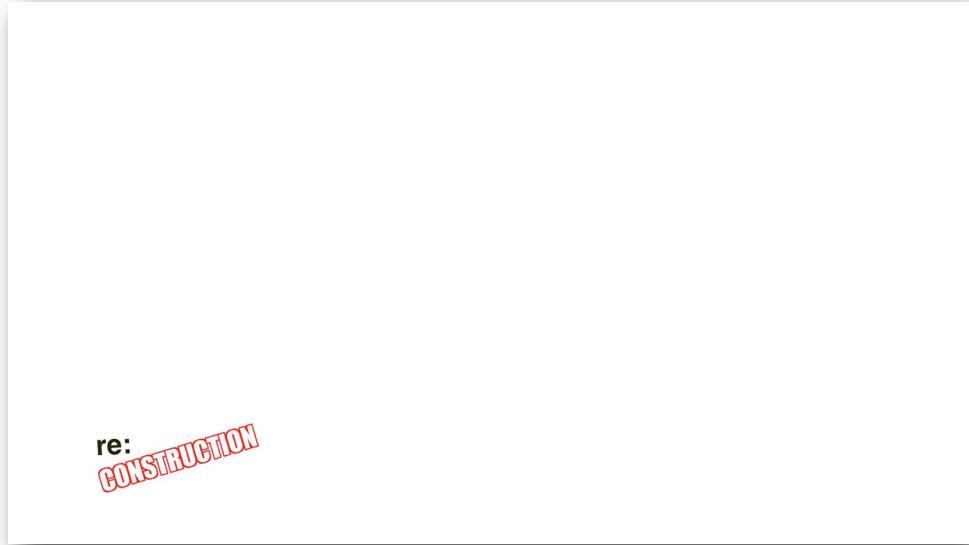


...which holds & fades gently with audio trailing into white...

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*...then out of black that ends the video, **Page_3** (in the splash screens file) will be the whiteboard (background for all of the puzzles)...*



...each piece faded in with the audio cues (more on this in a moment). The pieces scattered over the whiteboard (never the same way twice) are animate like you made for the demo with a 'sweet spot' for the pieces to assemble...

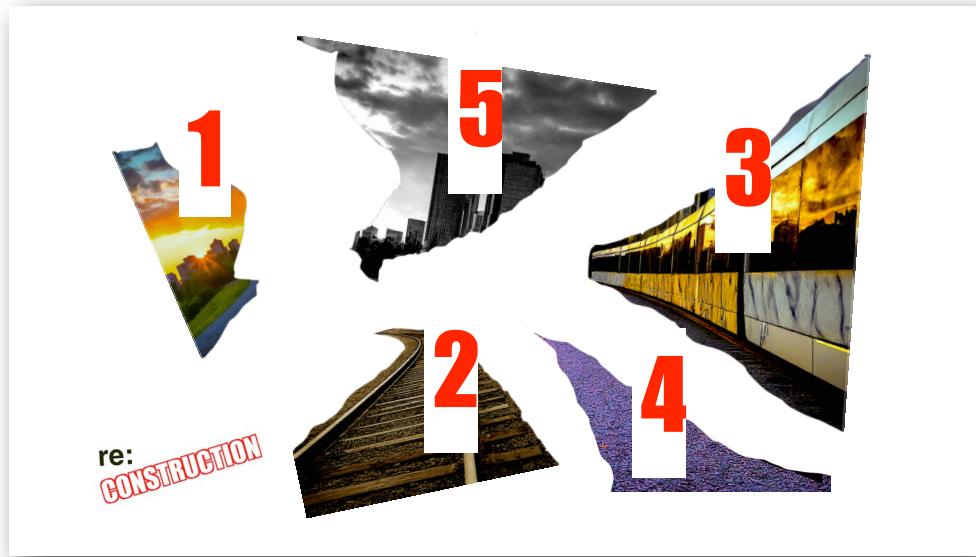


*...the first thing you hear is a random ambient audio cue from **AUDIO_cues** and file **6_wild card_ambience**...*

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*...each piece of the puzzle has a random sound pulled from the **AUDIO_cues** folder, the number assigned to the puzzle pieces is the corresponding file number...*



*...roughly: the stereo imaging of each audio cue align as — number 1 'hard left', number 2 'centre left', number 3 'hard right', number 4 'centre right'; number 5 'dead centre'. While there is no 6 on the screen, it nevertheless is the **wild card_ambience** in full stereo running low in the background, and loops for the duration of the puzzle (more on this in a moment)...*



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QUESTION #1: Could the pieces also shrink or grow as the listener moves closer to or withdraws from the interactive tracking software?

QUESTION #2: Can initial volumes be set to gently alternate, for instance, between the centre cues 5 and 2 as slightly louder (and perceptibly attractive) without taking away from the stereo imaging?

The ‘trailer’ >> [<< https://youtu.be/yKlzm1I5CXg](https://youtu.be/yKlzm1I5CXg) provides a good example of the overall mix. Also note: the audio cues are not repeated once they play through — as you’ll hear — but the background (aka 6) could repeat to fill to the two minute mark — or — would it be better to make all the BG audio 2 minutes (perhaps easier).

1

5

2

4

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QUESTION #3: The puzzles change every 2 minutes, but I want to add a buffer (as you see below) of no more than 10 seconds, and let the previous pentatonic blend of sounds gently fade out & under the transition screen — in the file a **Page_13** in this instance (as you see below) — before the next puzzle...

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QUESTION #4: The audio cues are organized by number and their **pentatonic** 'flavour'. Some file folders have fewer cues than others; for instance, **A# file** (18 cues) and the **D# file** (which has 21); this creates conditions for random combinations...

Can this audio be coded like the pieces behave in the demo you created with the short pentatonic tones (the **pattern displayed** in the top left hand corner) each cue, however, lasting much longer than the demo tones?

Pattern: 0 4 3 0 3 3



puzzle #8 concludes... to trigger
the video **reCONSTRUCTION END credits roll** (in
the **video assets_open_close** file).

*Note: the audio is under the video as it fades up
from black and the first thing you see...*

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...is the video whiteboard ‘staging’ before being overlaid with credits, thereafter...



...and the final screen in the video...



...which dips in a long fade to black. And, once the video is done, triggers a reset to the opening ‘splash’ screen...



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