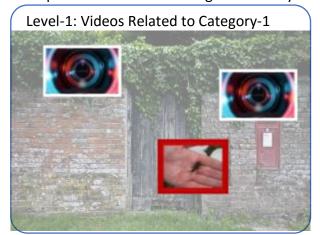


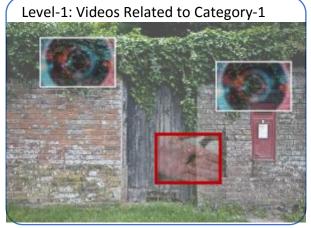
At Level-0 we present the major categories of the signage for the given exhibit. This information is retrieved from the Exhibit Object Model (EOM). There is a video that plays on the background at this level (as with all levels), and then some number of smaller videos are presented over top of the background video and these videos are also playing (but silently). There is a selection border drawn around each inset video colored RED to indicate the content is for children and WHITE to indicate the content is for adults. The thicker border indicates the video that is

presently selected. Visitor may use UI devices to move the selection among the inset videos and then select a given video which will move to the level associated with that video. If no selection is made, the inset videos will fade out, revealing the background video that is playing. When the background video finished playing, the inset videos will reappear for a specified amount of time (via EOM), and if no interaction, there will be a return to the previous level (unless at Level-0).

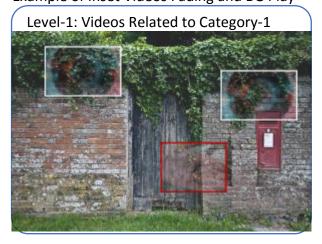
Example of Inset Videos Fading and BG Play



Example of Inset Videos Fading and BG Play

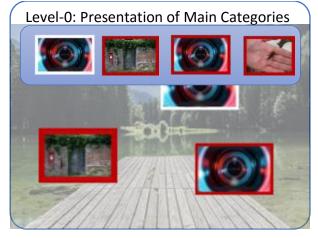


Example of Inset Videos Fading and BG Play



BG Video Begins to Play once Inset Videos fade





This frame depicts the display of the menu at the top of the window. When the mouse is close (within some number of pixels from the top — which is specified in the EOM) to the top of the window, a menu slides down from the top of the window and inside the menu is a carrousel-like that contains the video containers for the entire system, displayed in the categories with vertical bars (or some other separator indicator). When the mouse leaves the menu area, the menu bar will dwell for a specific amount of time (specified in the EOM), and then slide back up off the window —

disappearing to allow the background video to continue to play win an unobstructed view. If the visitor user selects one of videos from the carrousel, then the video will begin to play (at the given level for the selected video) in the same way described above. When finished, the return level should be the previous level.