Styles

All files should be exported as .svg, this way they can be animated in After Effects and imported into TouchDesigner

Colors

The color palletes below are just baseline colors, since the color of the graphics will fluidly shift with the rise and fall of participants heart rates the color of the assets will fluid and ever changing. An asset is capable of becoming any color on a sprectrum. There are 15 sprectrums, determined by 5 colors, 1 from each of the color palletes.

Level 1 - Highest Heart Rate

rgb(232,103,113)	rgb(234,128,176)	rgb(149,91,164)	rgb(144,74,119)	rgb(191,76,122)
rgb(240,159,118)	rgb(103,191,123)	rgb(236,115,105)	rgb(222,70,81)	rgb(246,223,68)
rgb(68,153,159)	rgb(92,172,188)	rgb(44,106,136)	rgb(30,90,154)	rgb(25,72,145)

Level 2

rgb(240,91,100)	rgb(235,117,93)	rgb(151,61,114)	rgb(209,54,44)	rgb(238,134,92)
rgb(233,146,57)	rgb(91,253,209)	rgb(239,192,26)	rgb(110,0,255)	rgb(70,146,81)
rgb(103,191,123)	rgb(0,181,160)	rgb(68,167,222)	rgb(59,150,206)	rgb(44,118,187)

Level 3

rgb(117,67,153)	rgb(130,49,139)	rgb(119,36,111)	rgb(134,34,78)	rgb(173,50,41)
rgb(209,58,44)	rgb(110,170,156)	rgb(215,69,149)	rgb(36,111,181)	rgb(0,79,162)
rgb(183,227,243)	rgb(156,207,240)	rgb(160,218,229)	rgb(86,189,219)	rgb(61,154,209)

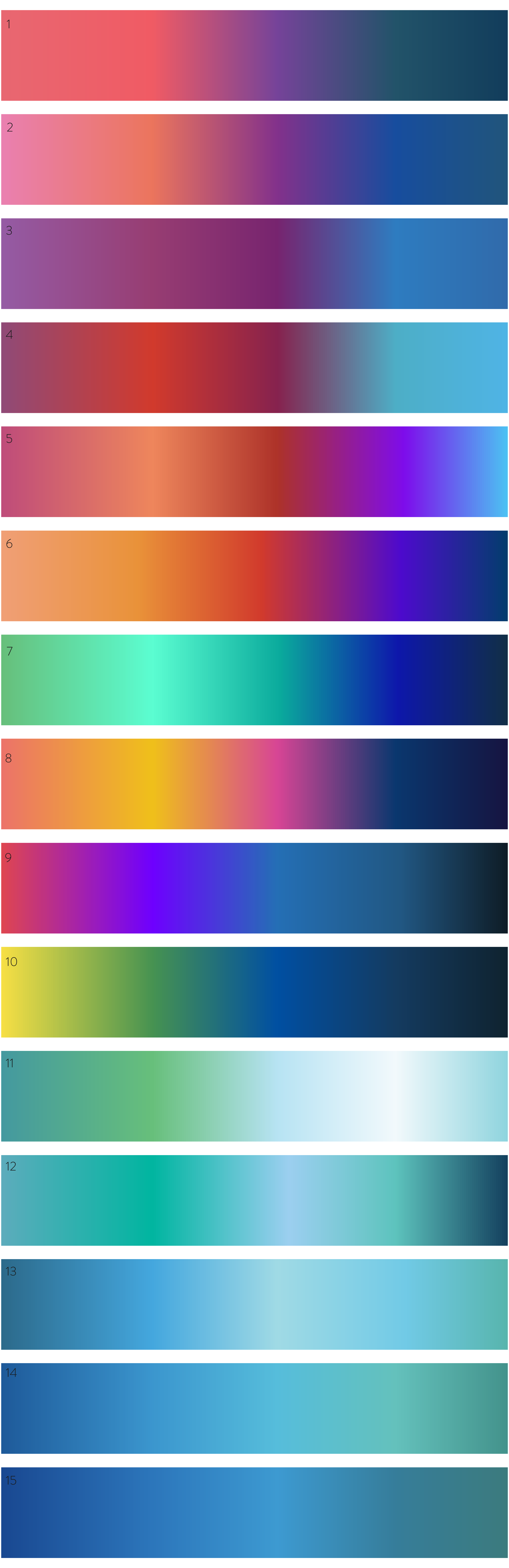
Level 4

rgb(34,83,105)	rgb(23,77,158)	rgb(46,124,193)	rgb(77,174,198)	rgb(126,12,235)
rgb(77,10,205)	rgb(13,23,171)	rgb(10,55,110)	rgb(33,87,130)	rgb(20,59,96)
rgb(242,249,252)	rgb(210,234,244)	rgb(113,202,230)	rgb(100,193,188)	rgb(54,125,154)

Level 5 - slowest heart rate

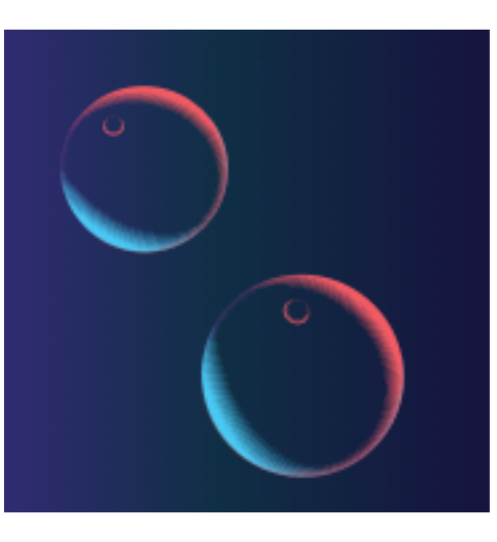
rgb(17,60,91)	rgb(33,85,122)	rgb(48,106,170)	rgb(79,180,230)	rgb(74,200,243)
rgb(17,48,67)	rgb(17,48,67)	rgb(22,19,63)	rgb(14,26,35)	rgb(15,34,46)
rgb(140,211,221)	rgb(93,193,189)	rgb(87,180,171)	rgb(66,145,138)	rgb(60,123,125)

Spectrums



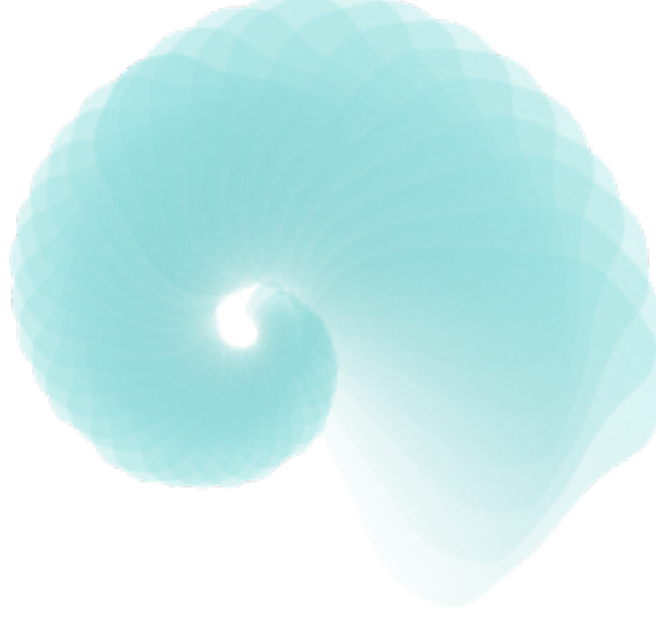
Transparency

Transparecy should be used in gradients, to give the illusion of light and depth



Since the colors will change on a sprectrum having gradients made up of multiple colors is not a good idea because it will be hard to code for. So create color gradients by layering transparency gradents.

Geometry



Bt repeating a relatively simple shape, and applying the same set of transforms to it each time, you can achieve complicated effects. It only takes a few seconds to do it in illustrator, and it's easy to work with as far as coding and animation go.

Reference Art