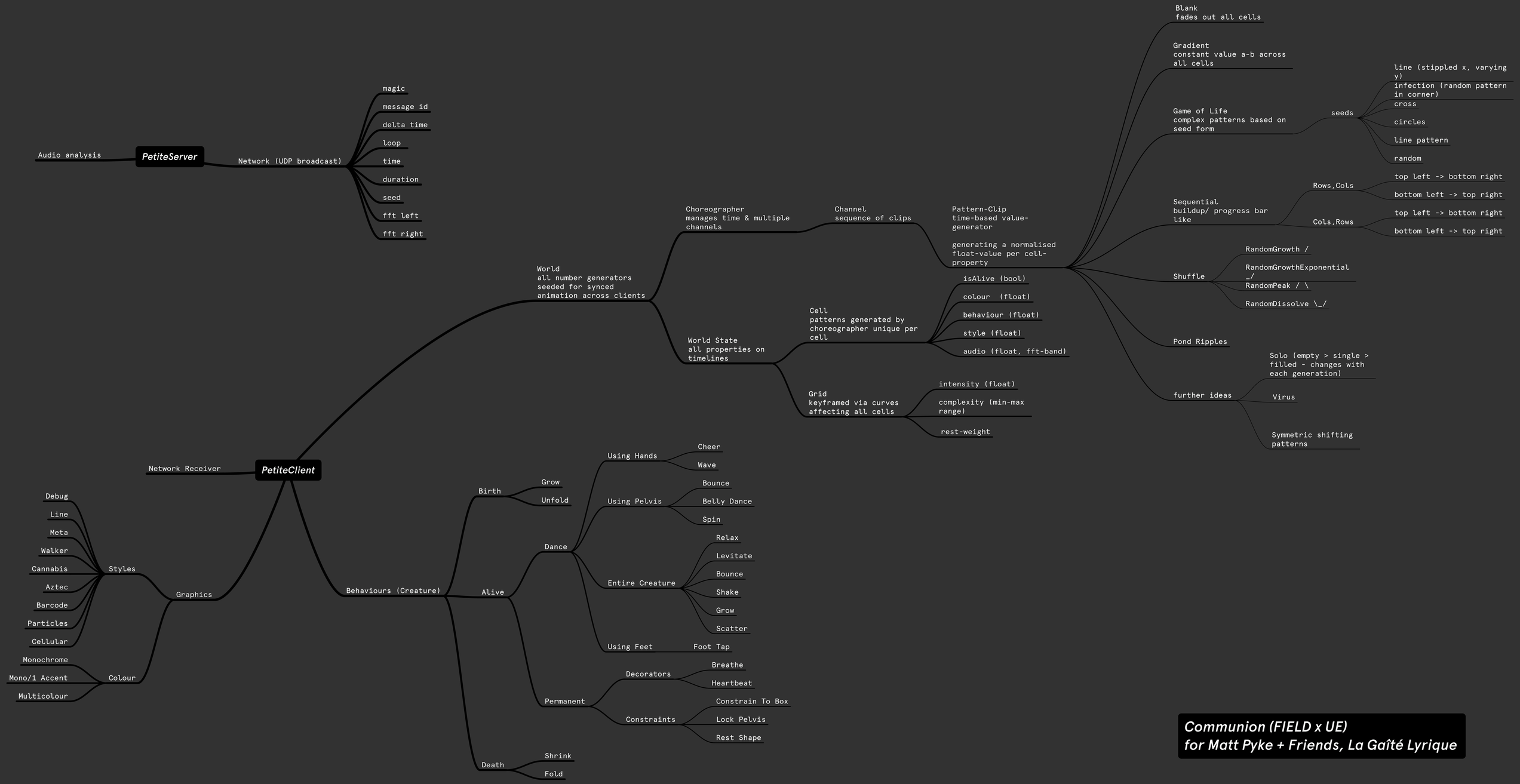
PetiteServer
Audio analysis
Network (UDP broadcast)
magic
message id
delta time
loop
time
duration
seed
fft left
fft right
PetiteClient
Network Receiver
Graphics
Styles
Debug
Line
Meta
Walker
Cannabis
Aztec
Barcode
Particles
Cellular
Colour
Monochrome
Mono/1 Accent
Multicolour
Behaviours (Creature)
Birth
Grow
Unfold
Alive
Dance
Using Hands
Cheer
Wave
Using Pelvis
Bounce
Belly Dance
Spin
Entire Creature
Relax
Levitate
Bounce
Shake
Grow
Scatter
Using Feet
Foot Tap
Permanent
Decorators
Breathe
Heartbeat
Constraints
Constrain To Box
Lock Pelvis
Rest Shape
Death
Shrink
Fold
World
all number generators seeded for synced animation across clients
Choreographer
manages time & multiple channels
Channel
sequence of clips
Pattern-Clip
time-based value-generator
generating a normalised float-value per cell-property
Blank
fades out all cells
Gradient
constant value a-b across all cells
Game of Life
complex patterns based on seed form
seeds
line (stippled x, varying y)
infection (random pattern in corner)
cross
circles
line pattern
random
Sequential
buildup/ progress bar like
Rows,Cols
top left -> bottom right
bottom left -> top right
Cols,Rows
top left -> bottom right
bottom left -> top right
Shuffle
RandomGrowth /
RandomGrowthExponential _/
RandomPeak / \
RandomDissolve _/
Pond Ripples
further ideas
Solo (empty > single > filled - changes with each generation)
Virus
Symmetric shifting patterns
World State
all properties on timelines
Cell
patterns generated by choreographer unique per cell
isAlive (bool)
colour (float)
behaviour (float)
style (float)
audio (float, fft-band)
Grid
keyframed via curves affecting all cells
intensity (float)
complexity (min-max range)
rest-weight
Communion (FIELD x UE)
for Matt Pyke + Friends, La Gaîté Lyrique