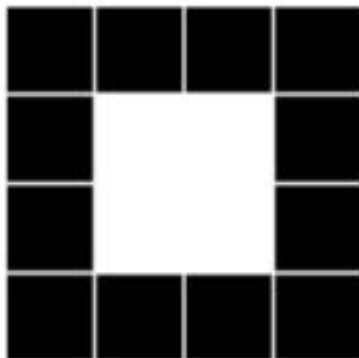
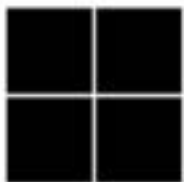
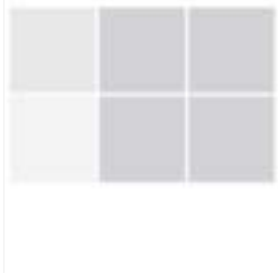
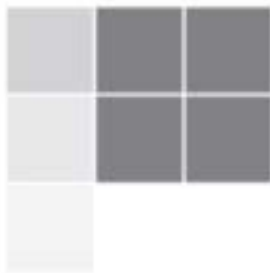
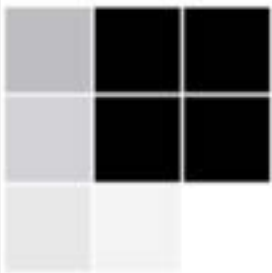
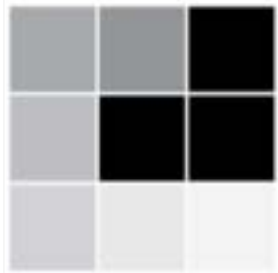
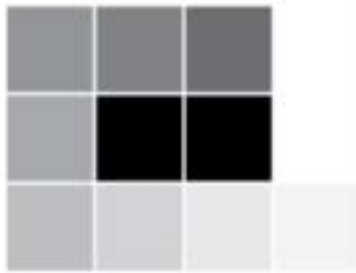
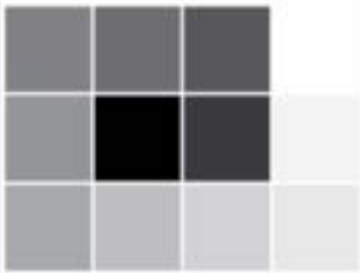
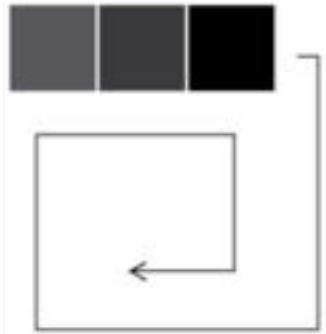
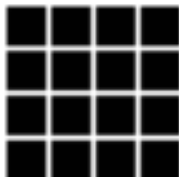
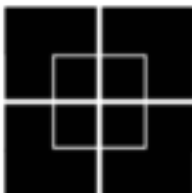
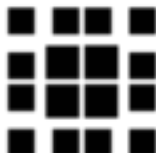
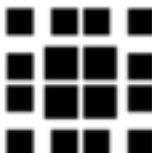
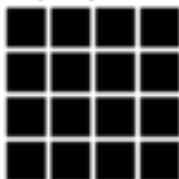


Transparency

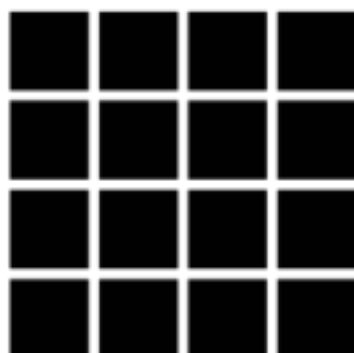
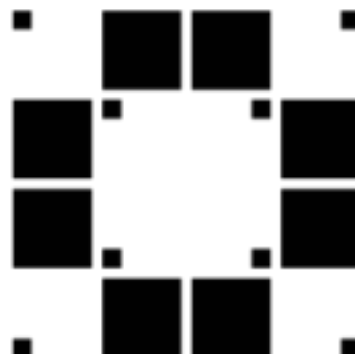
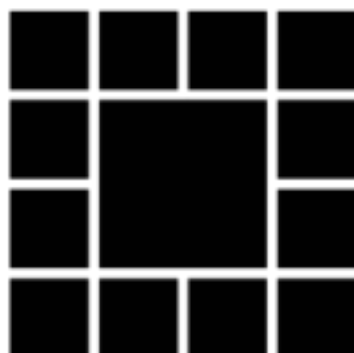
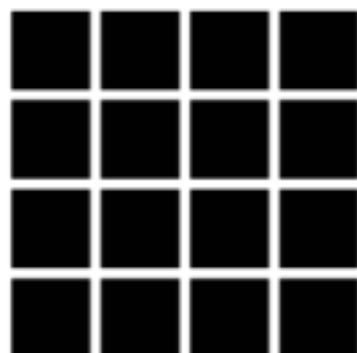


blink x2

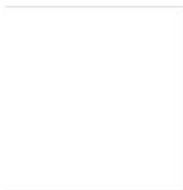
Shape (Squares will be simultaneously distorted)



Scale



Color



16 SQUARES: RHYTHM & SPACE

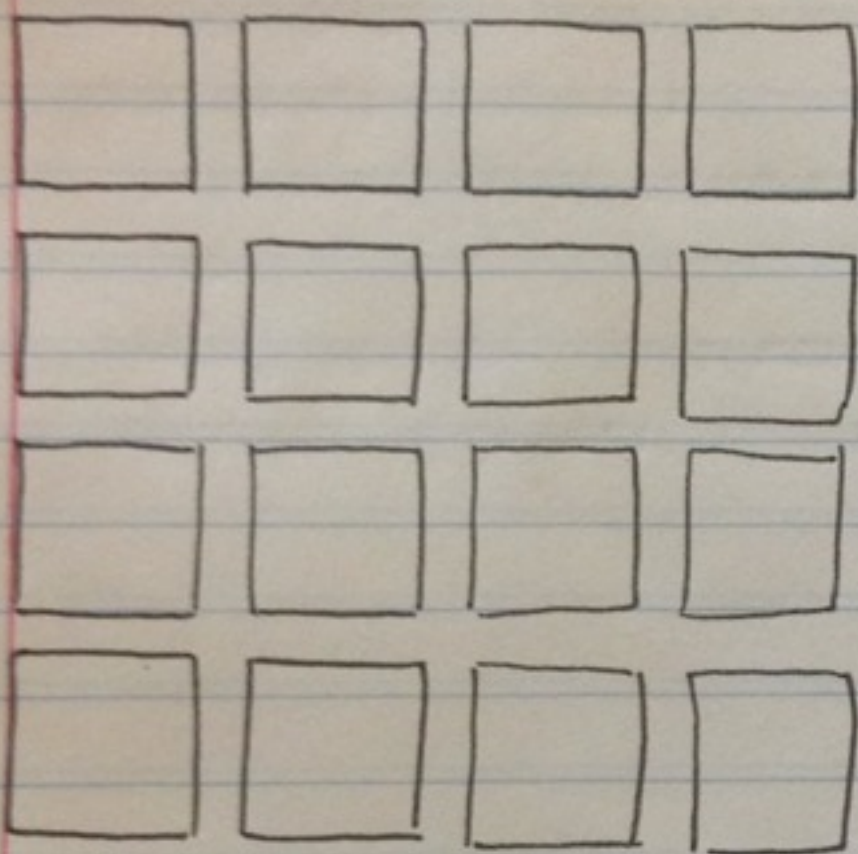
1000 x 1000 pixels

size · shape · color · transparency

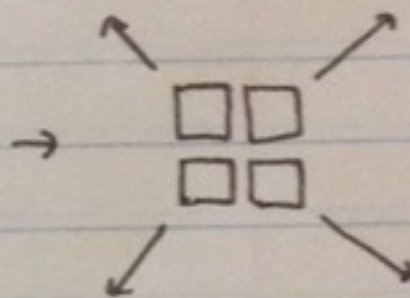
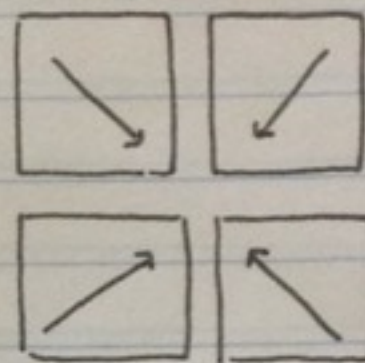
· continuous loops

· @ music/audio

STORYBOARDS



SIZE



· 4 groups of 4 squares (2x2) within the group of 16x16

· all 4 squares shrink towards "center" of group of 4, then expands back out

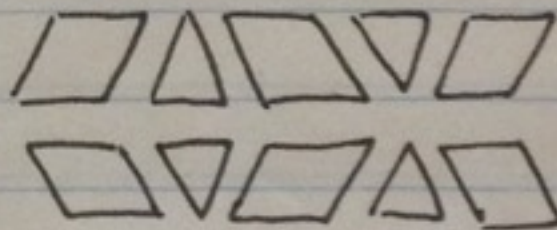
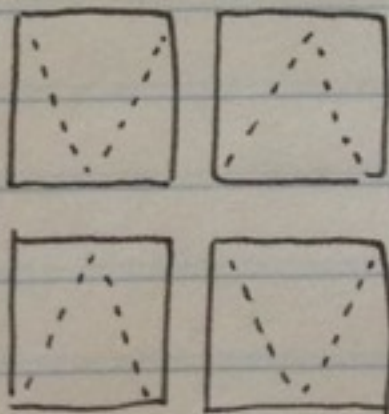
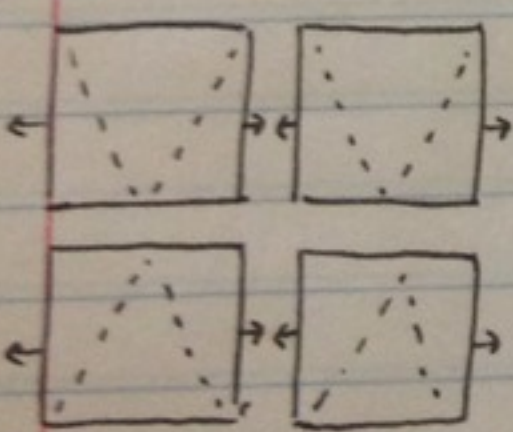
COLOR

cherry/coral red & teal blue (3D)

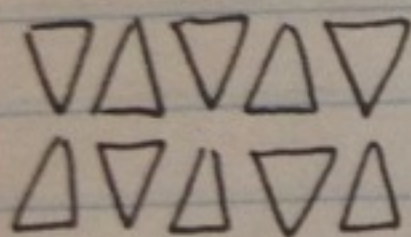
yellow & blue

dark blue & reddish pink

SHAPE

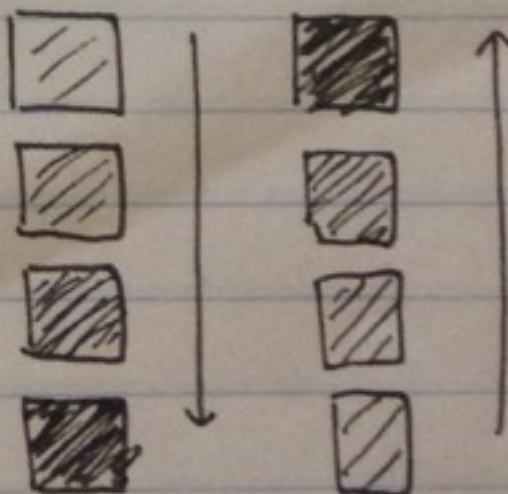


get more opaque as you move down

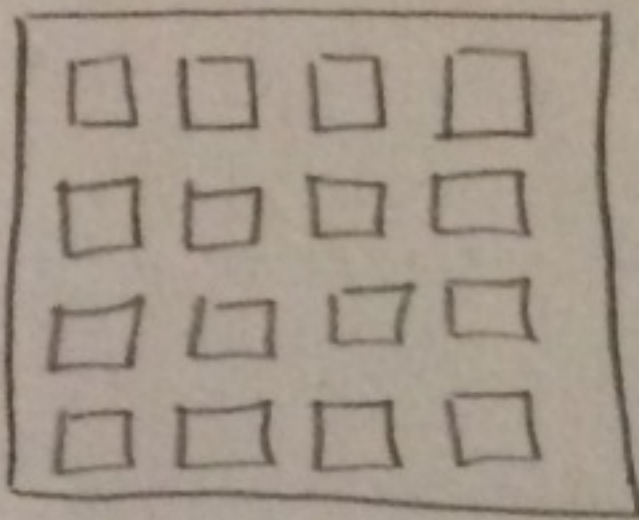


TRANSPARENCY

fading / dissolving in & out



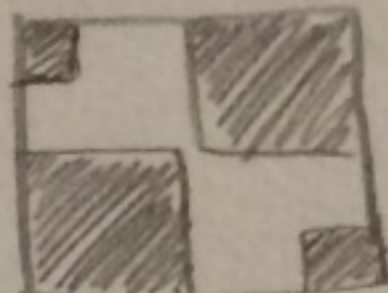
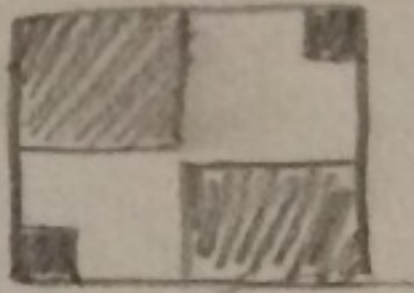
Size



Divide into 4

Q1 = #1

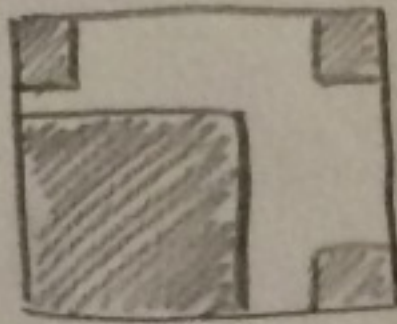
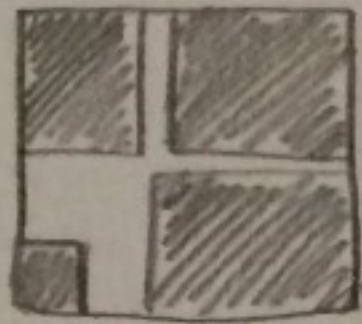
#2



revert back to #1

Q2 = #1

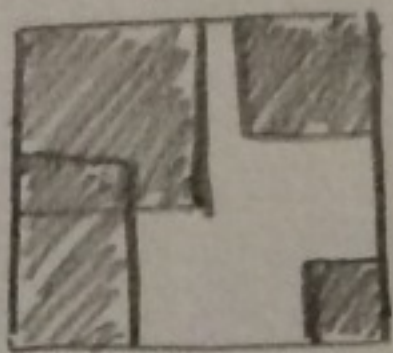
#2



R

Q3 = #1

#2

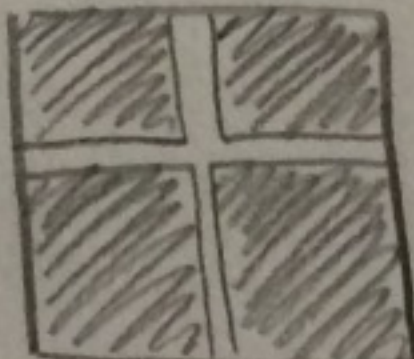
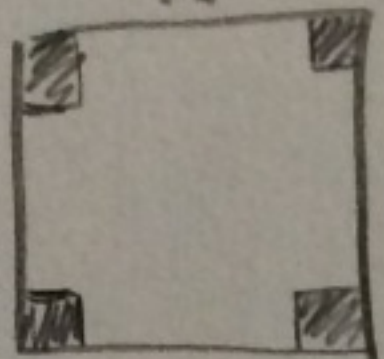


R

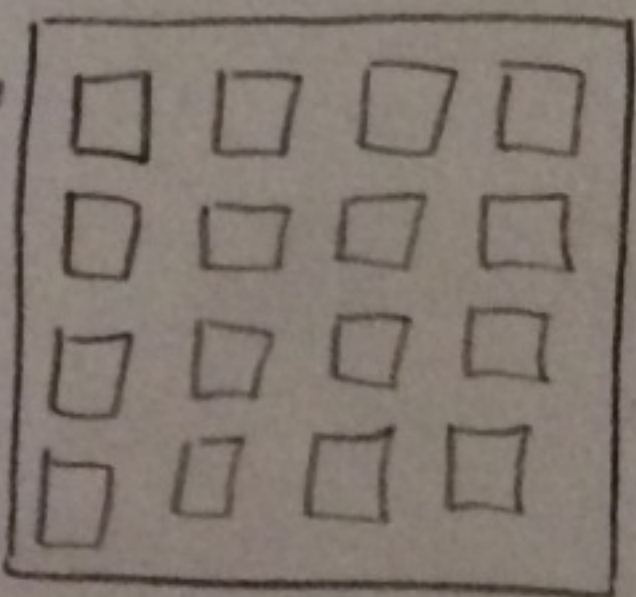
Q4 =

#1

#2



Color



- * earth tones
- * burnt orange
- * moss green
- * deep dull blue

warm

↓
cool? → warm

wave form



Shape

