

ERATO Scenario for Interface

Part	Description	User control	Interface	Action	Elements
1.0 Introduction (sequence)	Audience idle -> senators entering, ...sit -> people stand up and salute -> when sequence is over, go to Part 2.0	> <u>predefined camera anim</u>	= no interface	Script (trigger at the same time): - Senators entering + crowd reacting - synchronized sound (clapping) - synchronized camera path	# <i>scenarioPart1.0.py</i> # <i>Part1.0_intro.wav</i> # <i>eratoVP_intro.path</i> = all synchronized (duration 50sec)
2.0 Selection (interactive loop)	<i>User chooses what he wants to see</i> Audience idle = loop	> <u>control the camera</u> - choose cameras > <u>choose simulation</u> > <u>quit</u>	= 4 buttons (1 per camera) = 3 - theatre play => go to 3.1 - music => go to 3.2 - spray => go to 4.0 = 1 button (x)	- Switch to selected camera & corresp. sound (current time) - Switch to selected scenario&sound (start time), for current camera - quit app.	# <i>scenarioPart2.0.py</i> # 4 loop sound: <i>Part2.0_idle*.wav</i> # 4 cameras: <i>eratoVP_crowd*.path</i>
3.1 Theatre Play (sequence)	<i>User hears actors playing on stage</i> -> Audience is reacting to the play: -> when sequence is over, go back to 2.0	<i>Idem 2.0</i>	<i>Idem 2.0</i>	<i>Idem 2.0</i>	# <i>scenarioPart3.1.py</i> # 4 sounds: <i>Part3.1_CreonCrowd*.wav</i> 4 sounds: <i>Part3.1_CreonStage*.wav</i> = synchronized with script (1min45sec) # 4 cameras: <i>eratoVP_crowd*.path</i>
3.2 Music (sequence)	<i>User hears music played on stage</i> -> audience listening, -> at the end applauds -> when sequence is over, go back to 2.0	<i>Idem 2.0</i>	<i>Idem 2.0</i>	<i>Idem 2.0</i>	# <i>scenarioPart3.2.py</i> # 4 sounds: <i>Part3.2_musicCrowd*.wav</i> 4 sounds: <i>Part3.2_musicStage*.wav</i> = synchronized with script (1min02sec) # 4 cameras: <i>eratoVP_crowd*.path</i>
4.0 Spraying Emotions (interactive)	<i>User "sprays" emotions on the crowd</i> - default crowd status = idle (idem 2.0)	> <u>choose emotion-spray</u> (default = happiness) > <u>spraying emotions</u> > <u>go back</u> > <u>quit</u>	= 2 - spray1: happiness - spray2: sadness = mouse = 1 button (<) => go to 2.0 = 1 button (x)	- Switch to selected emotion for current camera - Spray... - Switch to 2.0 + current camera - quit app.	# 2 spray scripts (emotions) ?? # 3 loop sound files emotions <i>Part4.0_laugh.wav</i> <i>Part4.0_cry.wav</i> <i>Part2.0_idle1.wav</i> = loops (to mix according to percentage sprayed...) # 1 camera: <i>eratoVP_crowd1.path</i>



Interface for Part 2.0 & 3.1 and 3.2

upper-right corner (window 800x600):

4 cameras buttons
 content = "camera1" "camera2" "camera3" "camera4"
 button size 65 x 23 pixels – Vdistance = 25 pixels
 button background color RGB = 161 39 39 - transparency 38%
 button border = 1 pixel – color RGB = 0 0 0
 button text = Arial 12 pt – FontColor RGB = 255 255 255

lower menu:

intro text (not clickable)
 content = "Choose Simulation"
 Font Arial Italic 14 pt – FontColor RGB = 124 251 255

4 buttons (3 for scenario + 1 for quit)
 content = "Theatre Play" "Concert" "Spraying Emotions" "X"
 button size 130 x 23 pixels - Hdistance = 160 pixels
 button background color RGB = 39 152 161 - transparency 32%
 button border = 1 pixel – color RGB = 0 0 0
 button text = Arial 14 pt – FontColor RGB = 255 255 255

Notes:

- NO TRANSITIONS for camera switching & sound switching (no fadeIn/fadeOut; raw cut is better)
- **Part 2.0** (idle) sound is a repeated loop (duration 10 or 20 sec)
- **Part 3.1 et 3.2** : sound has the same length as the behavior-script (duration between 60 and 90 sec)– at the end of script, go back to **Part 2.0** (idle)



Interface for Part 4.0

top info:

info text (not clickable)
content = "To spray emotions, click and drag your mouse over the crowd"
Font Arial Italic 14 pt – FontColor RGB = 124 251 255

lower menu:

intro text (not clickable)
content = "Choose Spray"
Font Arial Italic 14 pt – FontColor RGB = 124 251 255

4 buttons (2 for spray + 1 back + 1 for quit) (maybe more emotions...)
content = "Sadness" "Happiness" "<" "X"
button size 130 x 23 pixels - Hdistance = 160 pixels
button background color RGB = 39 152 161 - transparency 32%
button border = 1 pixel – color RGB = 0 0 0
button text = Arial 14 pt – FontColor RGB = 255 255 255

Notes: for **part 4.0** (spray).

- one single camera

Description de l'action des boutons:

Au début de la simulation, il n'y a pas d'interaction.

-> script *initErato.py* - pendant que vhd load la scène et place les humains, on peut peut-être afficher une séquence vidéo montrant l'extérieur de l'Odéon ?

-> script *scenarioPart1.0.py* avec les son *Part1.0_intro.wav*

-> quand il est fini (après 50 sec) script *scenarioPart2.0.py* + caméra *datat/cameras/eratoVP_crowd1.path* (= *playCameraCrowd1.py*) + son *Part2.0_idle1.wav* en boucle + apparition de l'interface (décrite en page 2) et ça devient interactif :

Nom du bouton	Action
Camera* (* = de 1 à 4)	-> affiche <i>datat/cameras/eratoVP_crowd*.path</i> (= <i>playCameraCrowd*.py</i>) et change le(s) fichier(s) son de la séquence courante – <u>au temps courant</u> : - si Part2.0 (séquence intro) => joue <i>Part2.0_idle*.wav</i> - si Part3.1 (séquence Théâtre) => joue <i>Part3.1_CreonCrowd*.wav</i> + <i>Part3.1_CreonStage*.wav</i> - si Part3.2 (séquence Concert) => joue <i>Part3.2_musicCrowd*.wav</i> + <i>Part3.2_musicStage*.wav</i>
Theatre Play	-> <i>scenarioPart3.1.py</i> synchro avec les deux sons <i>Part3.1_CreonCrowd*.wav</i> + <i>Part3.1_CreonStage*.wav</i> *= caméra courante -> à la fin du script (après 1min45sec) retour à Part2.0 : <i>scenarioPart2.0.py</i> et joue le son <i>Part2.0_idle*.wav</i> en boucle
Concert	-> <i>scenarioPart3.2.py</i> synchro avec les deux sons <i>Part3.2_musicCrowd*.wav</i> + <i>Part3.2_musicStage*.wav</i> *= caméra courante -> à la fin du script (après 1min02sec) retour à Part2.0 : <i>scenarioPart2.0.py</i> et joue le son <i>Part2.0_idle*.wav</i> en boucle
SprayingEmotions	-> par défaut, la foule est idle (idem Part2.0) : <i>scenarioPart2.0.py</i> + le son <i>Part2.0_idle1.wav</i> en boucle + la caméra (unique) <i>datat/cameras/eratoVP_crowd1.path</i> (= <i>playCameraCrowd1.py</i>) + <u>l'interface change</u> (voir page 3)
Happiness	-> spray émotion Laugh + son <i>Part4.0_laugh.wav</i> en boucle et volume +/- proportionnel à la quantité de spray
Sadness	-> spray émotion Desperate + son <i>Part4.0_cry.wav</i> en boucle et volume +/- proportionnel à la quantité de spray
<	-> <i>scenarioPart2.0.py</i> + le son <i>Part2.0_idle1.wav</i> en boucle + <u>l'interface redevient comme Part2.0 (page2)</u>
X	-> quit app.