

Dream Sampler

FRONT END WIREFRAMES

BUCKET 1 - TYPE X

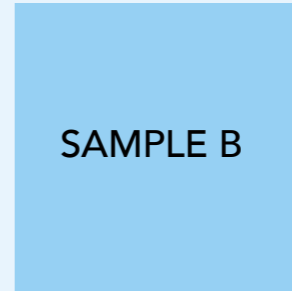


BUTTON 1AX

BUTTON 1BX

BUTTON 1CX

BUCKET 2 - TYPE X



BUTTON 2AX

BUTTON 2BX

BUTTON 2CX

BUCKET 3 - TYPE Y

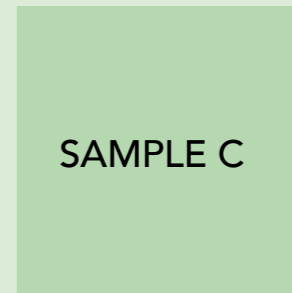


BUTTON 3AY

BUTTON 3BY

BUTTON 3CY

BUCKET 4 - TYPE Y

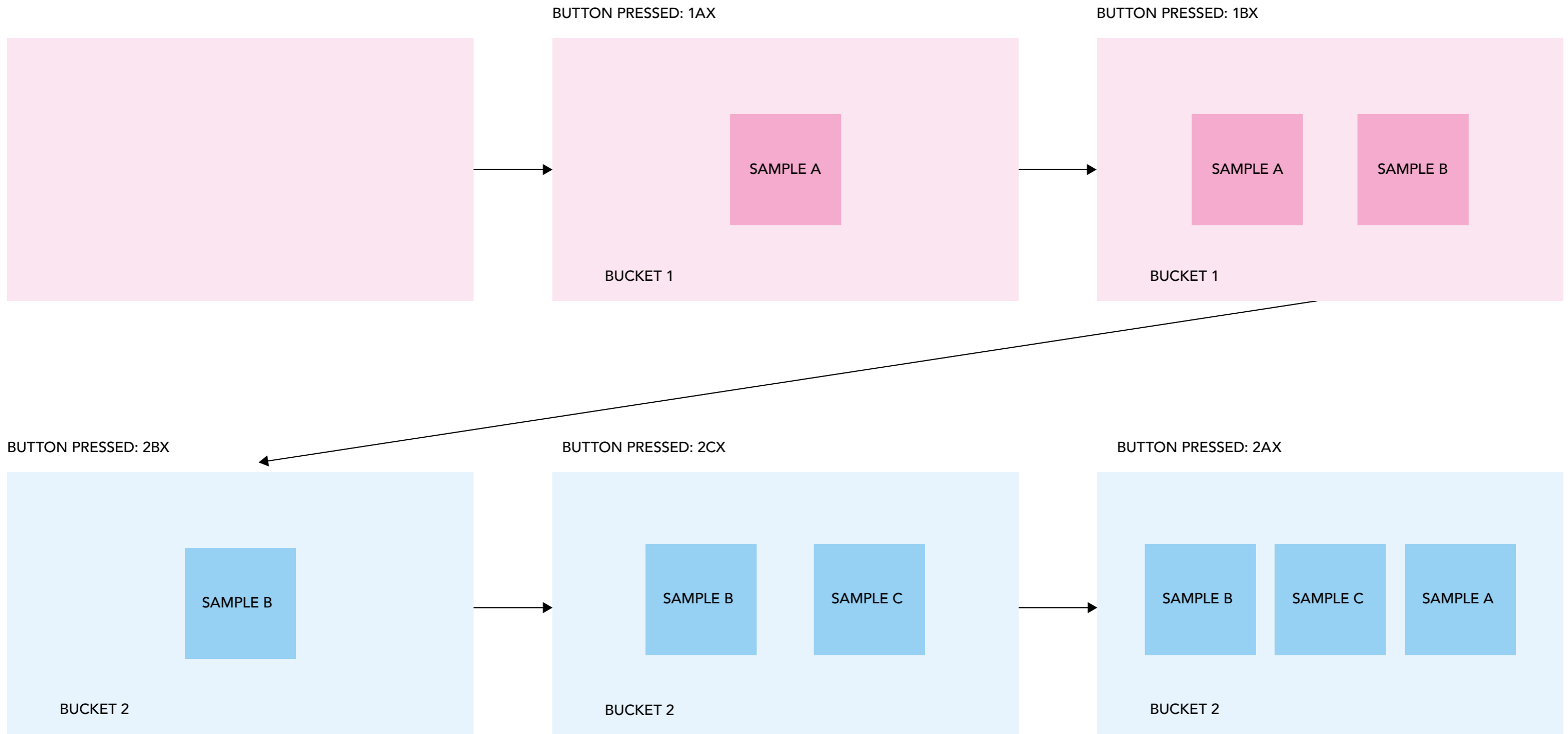


BUTTON 4AY

BUTTON 4BY

BUTTON 4CY

FRONT END WIREFRAME - LIBRARY



FRONT END WIREFRAME - TIMELINE

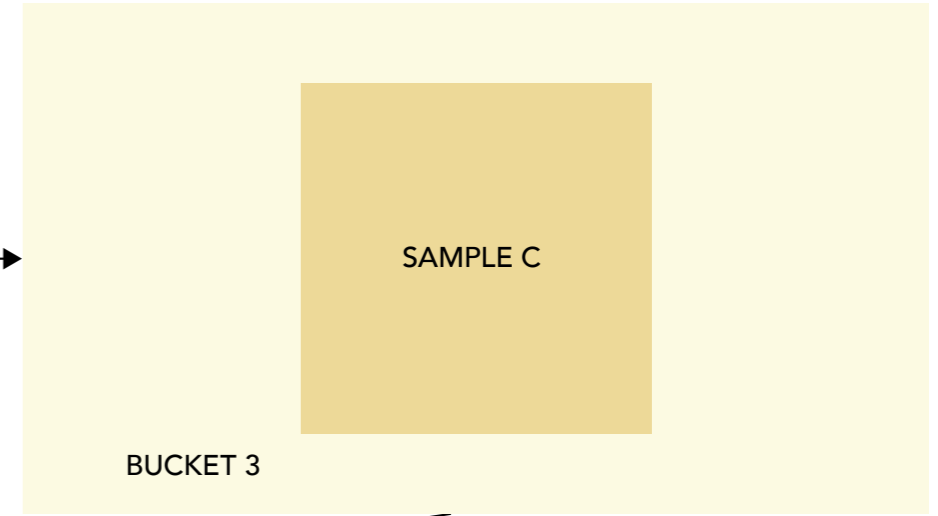
BUTTON PRESSED: 2BX



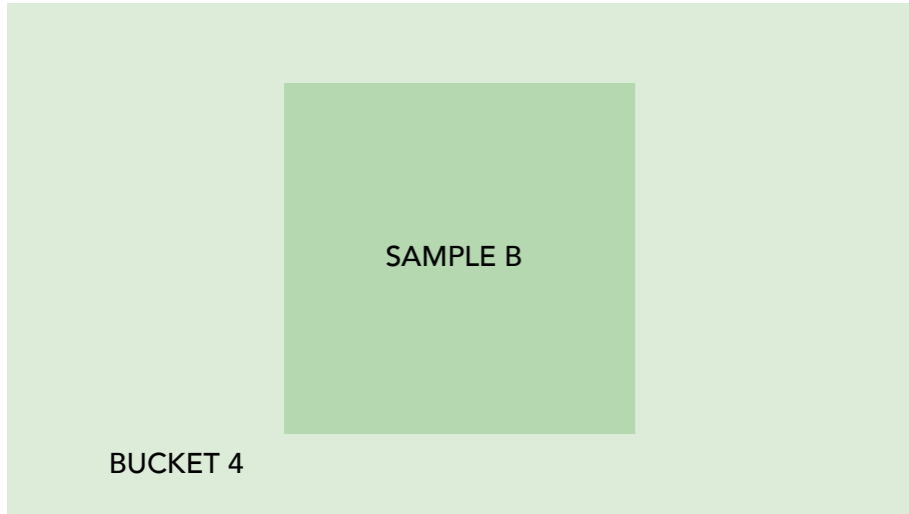
BUTTON PRESSED: 3AY



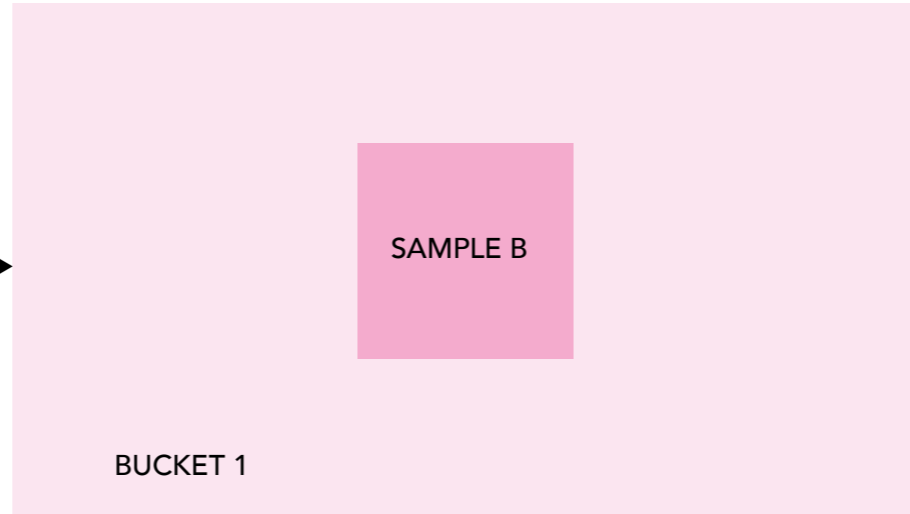
BUTTON PRESSED: 3CY



BUTTON PRESSED: 4AY



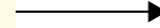
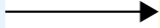
BUTTON PRESSED: 1BX



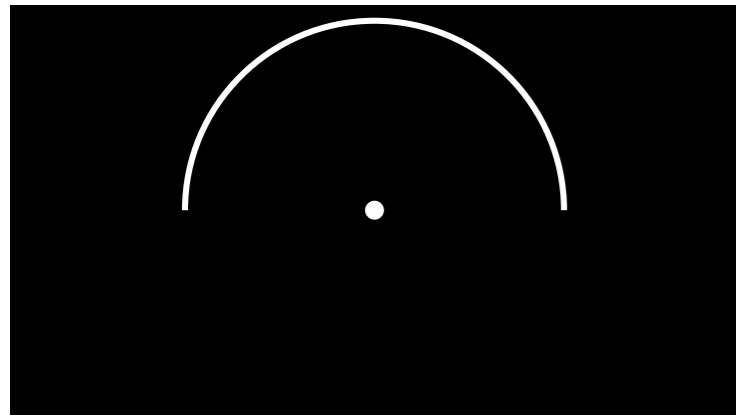
BUTTON PRESSED: 1BX



FRONT END WIREFRAME - TIMELINE



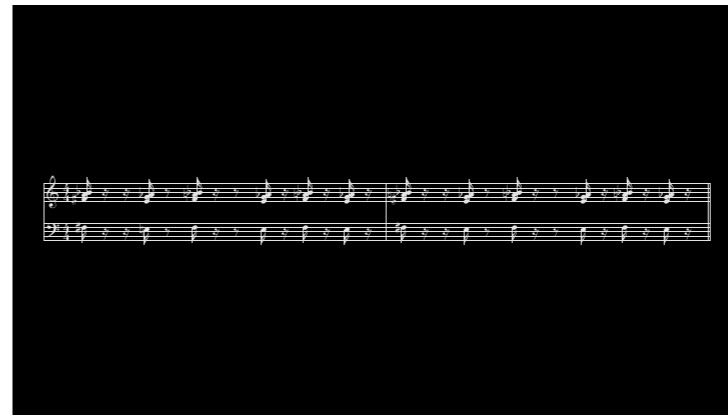
FLOW CHART



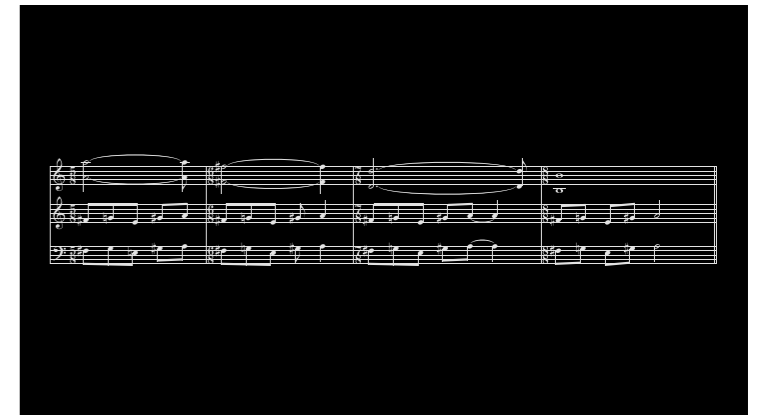
RED 1



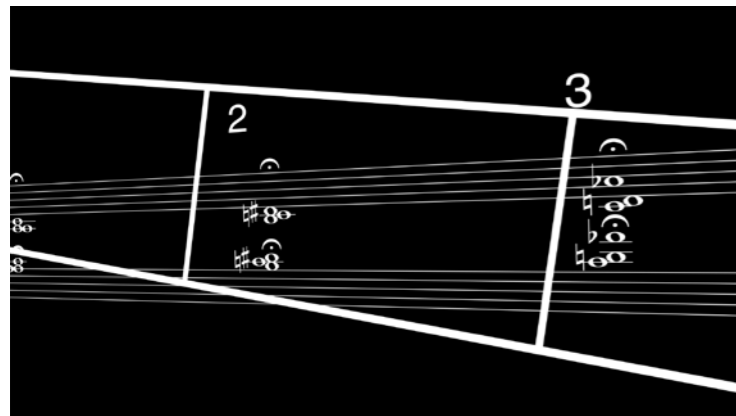
RED 2



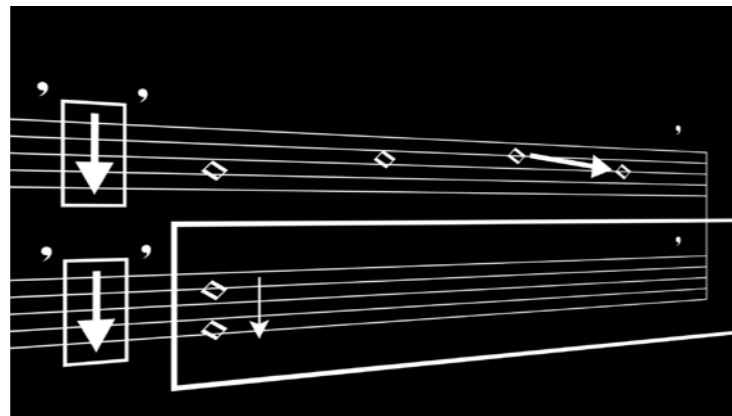
RED 3



RED 4



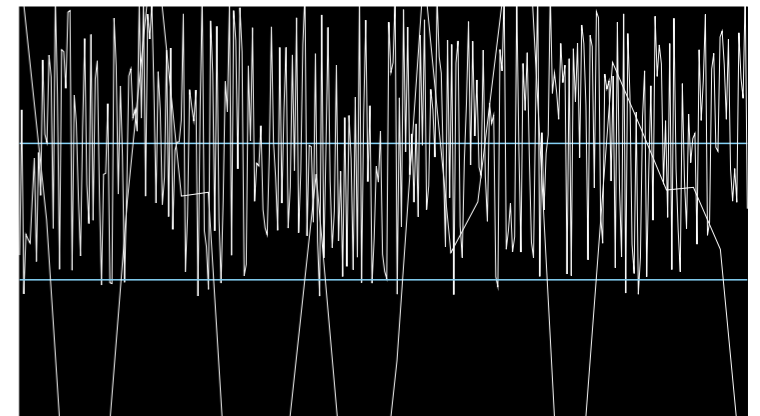
RED 5



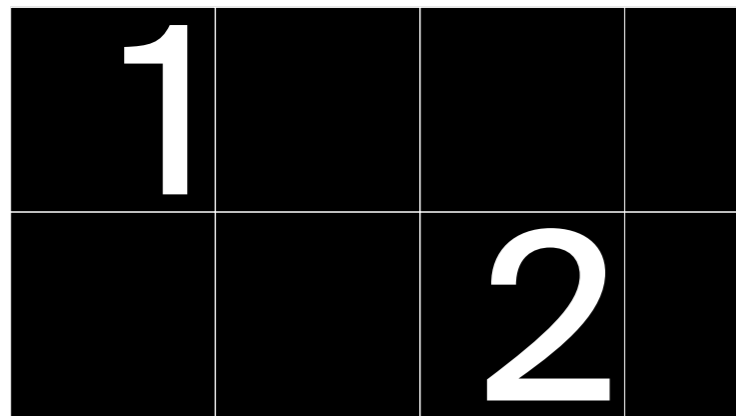
BLUE 1



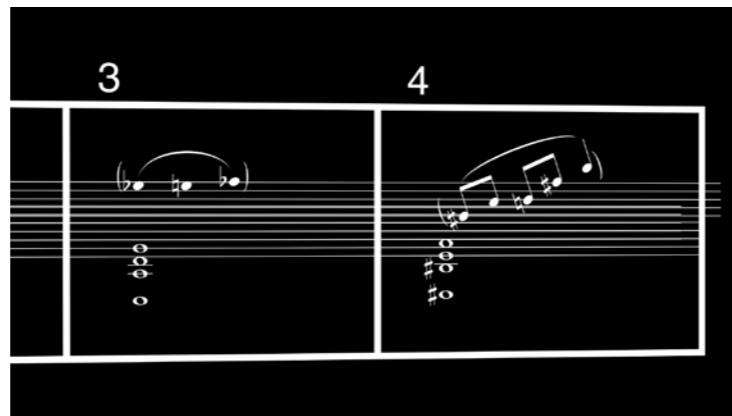
BLUE 2



BLUE 3



BLUE 4

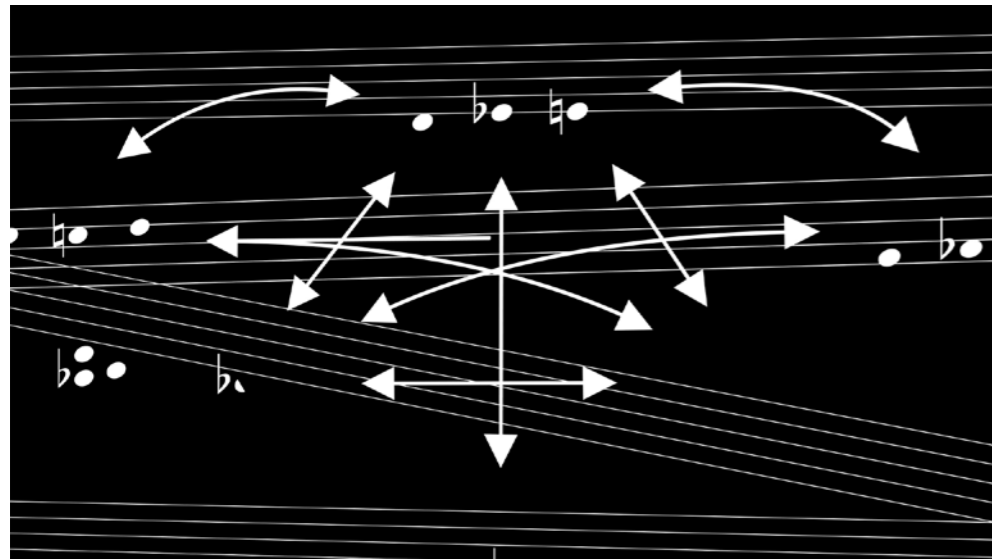


GREEN 6

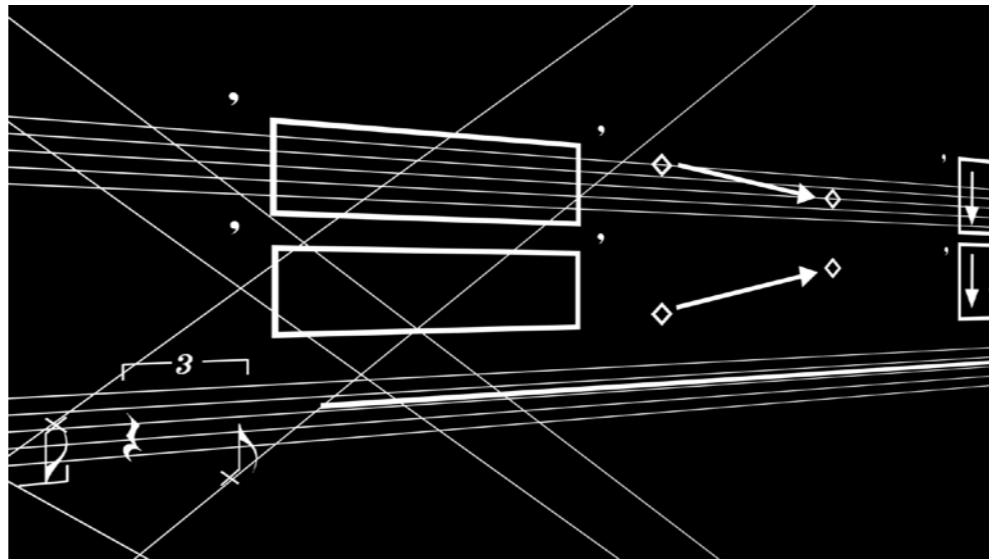


GREEN 6B

DREAM 1



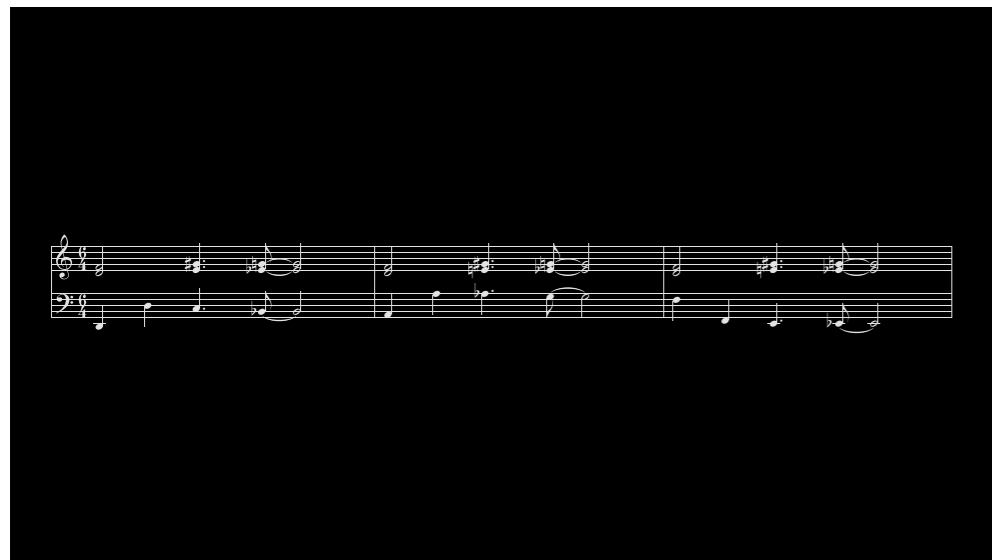
I



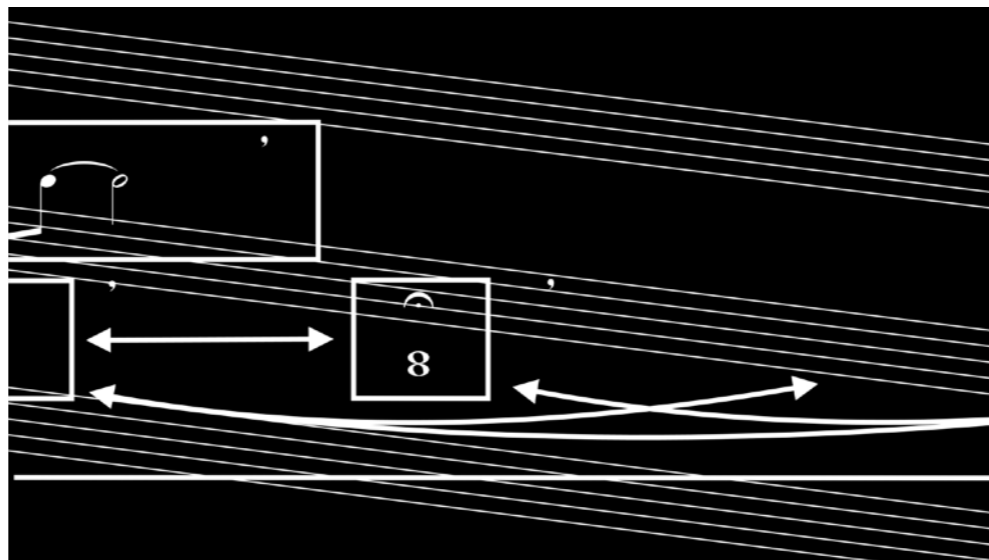
II



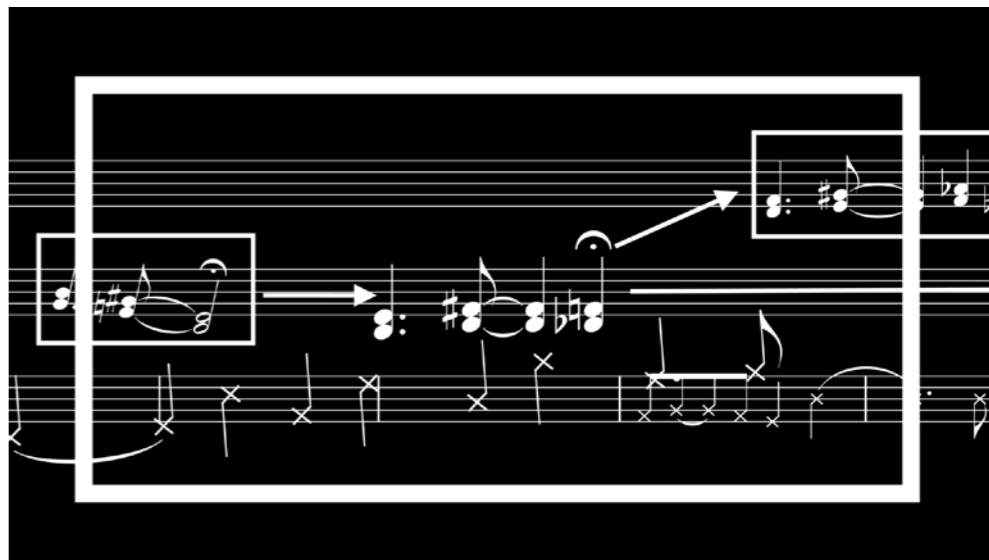
III



IV



V

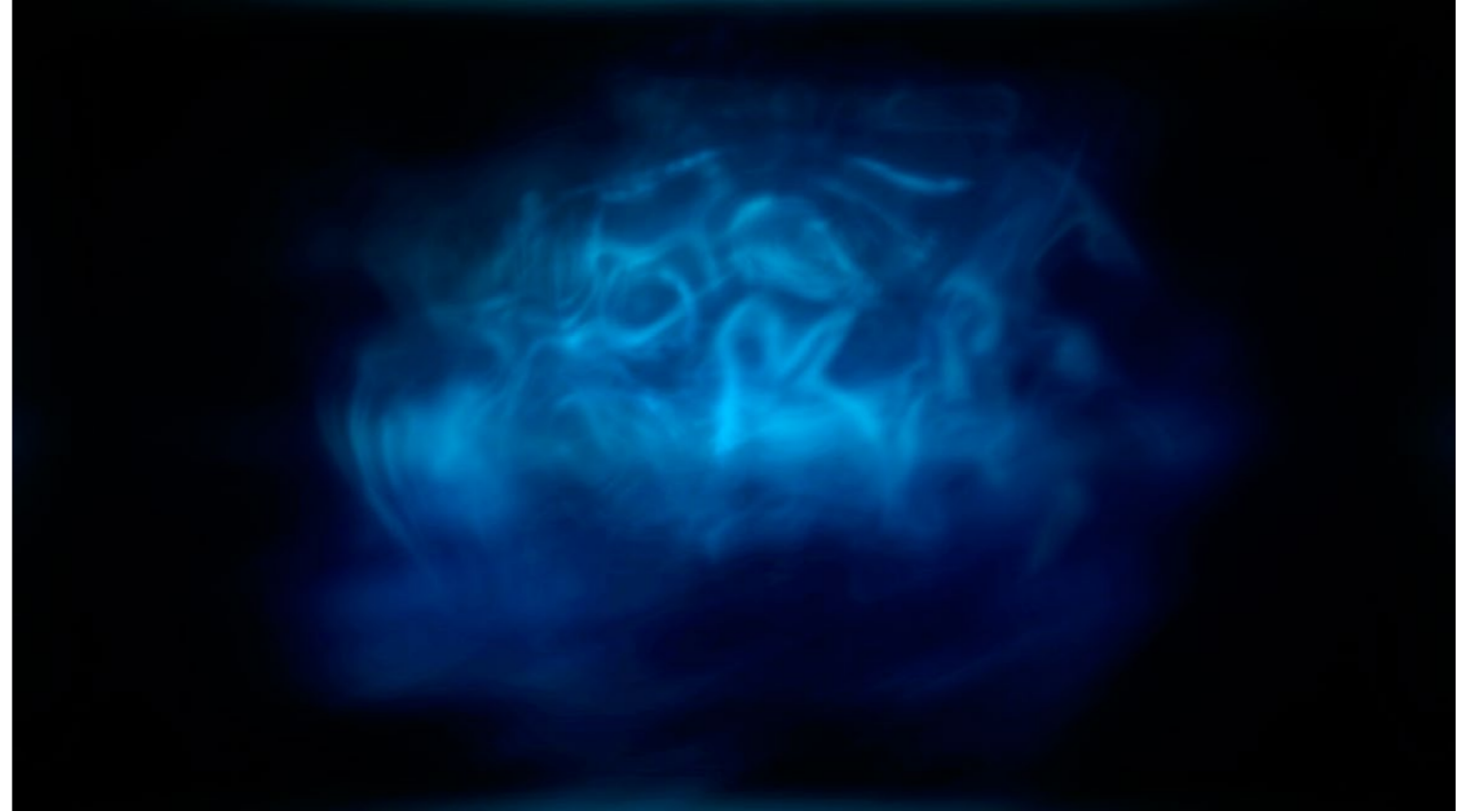


VI

DREAM 2



I



II

DREAM 3



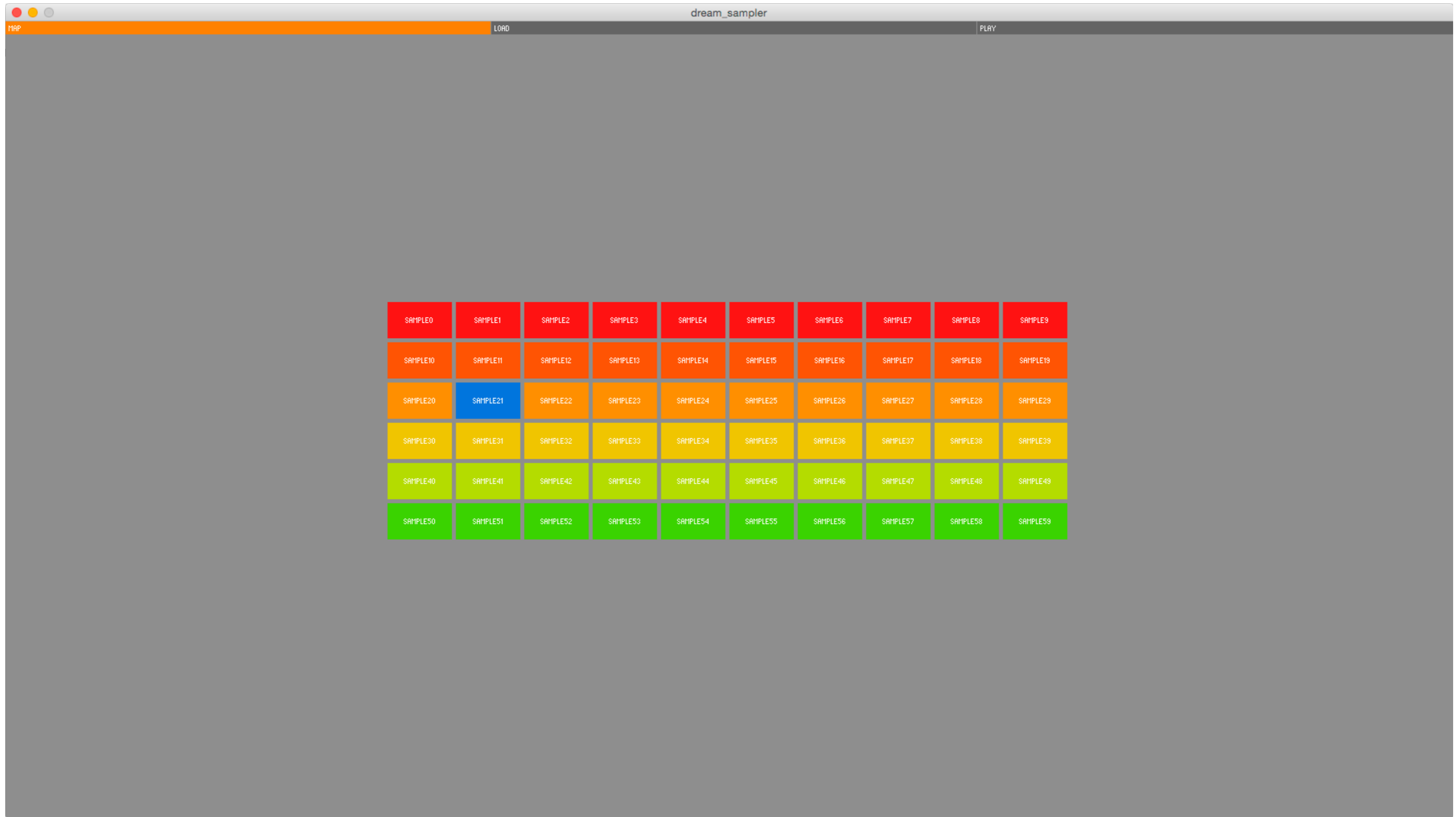
I



II

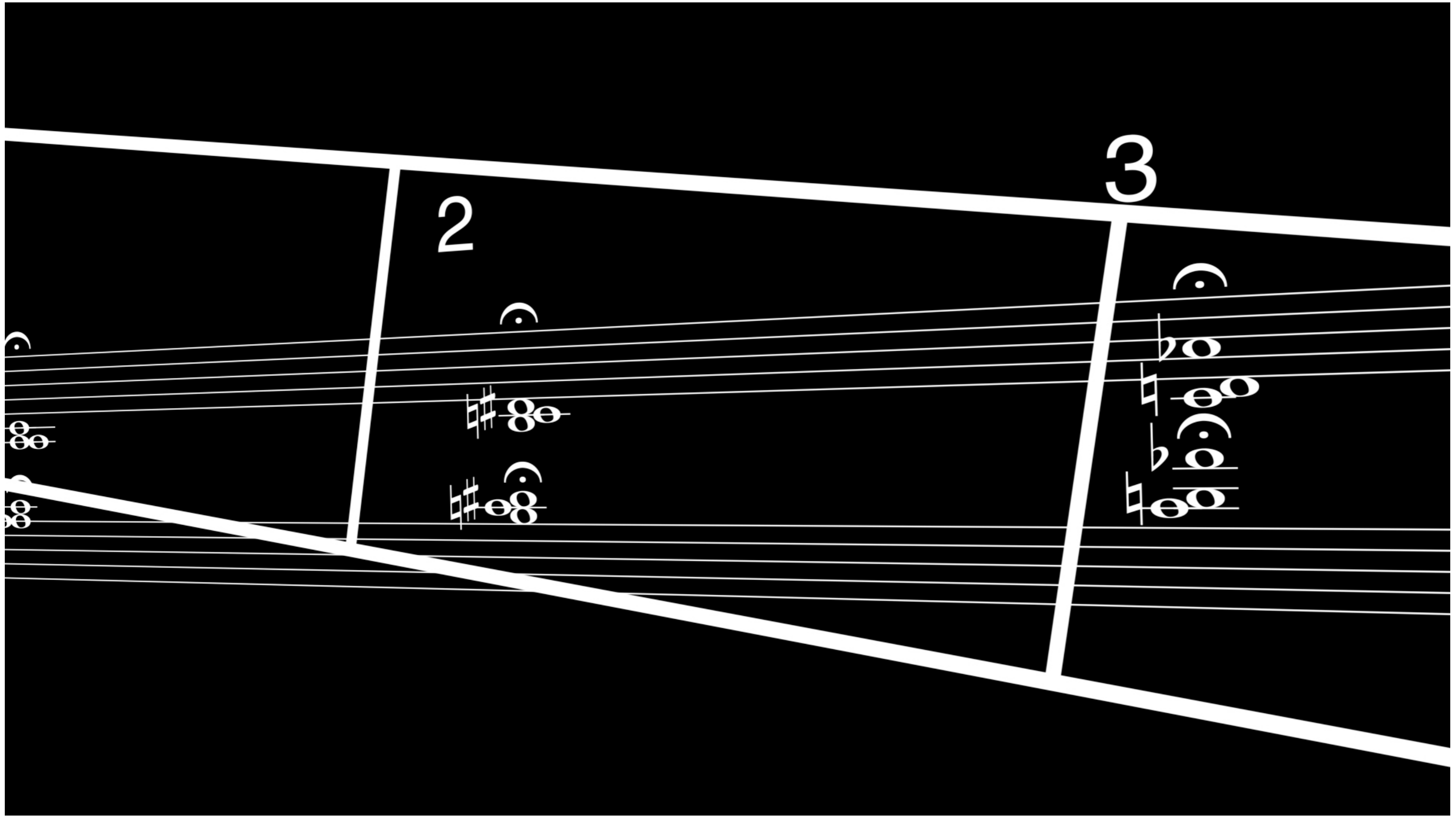
DREAM 4

INTERFACE

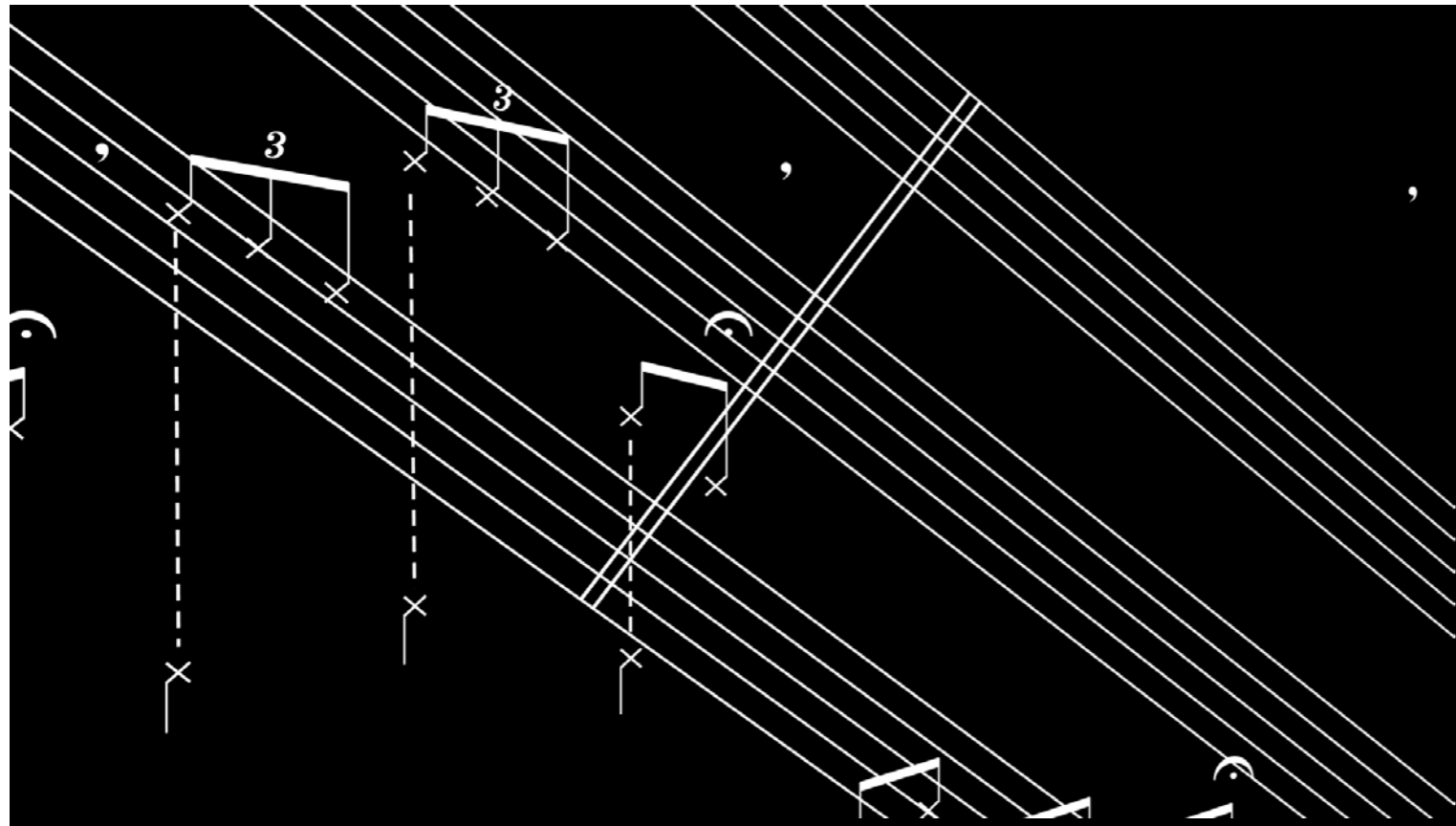


SAMPLER BACK END INTERFACE

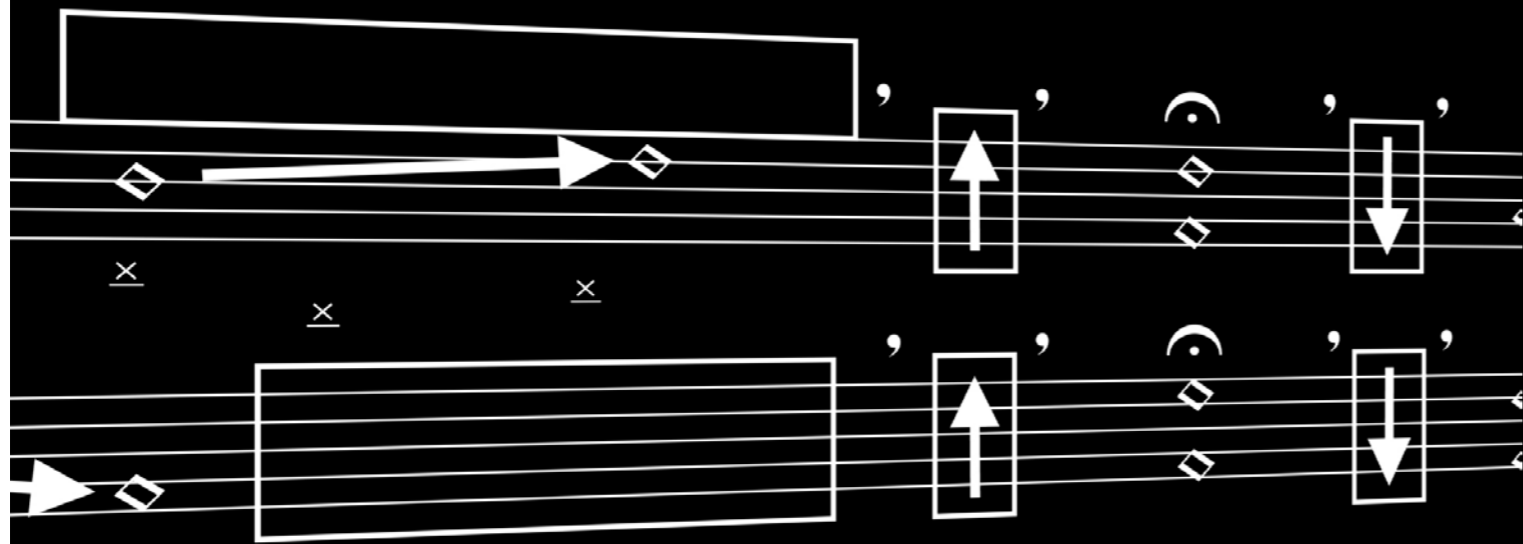
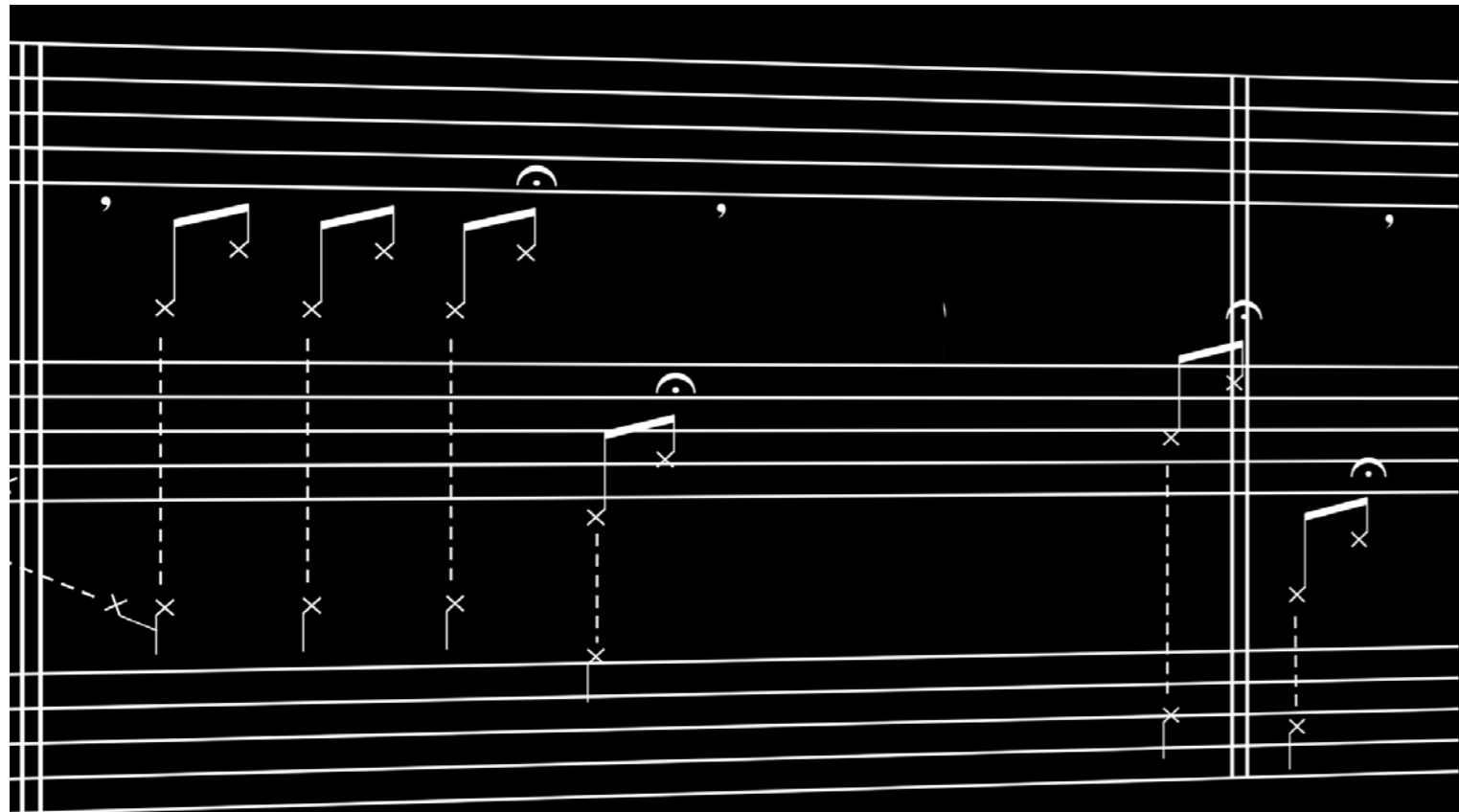
PROJECTIONS



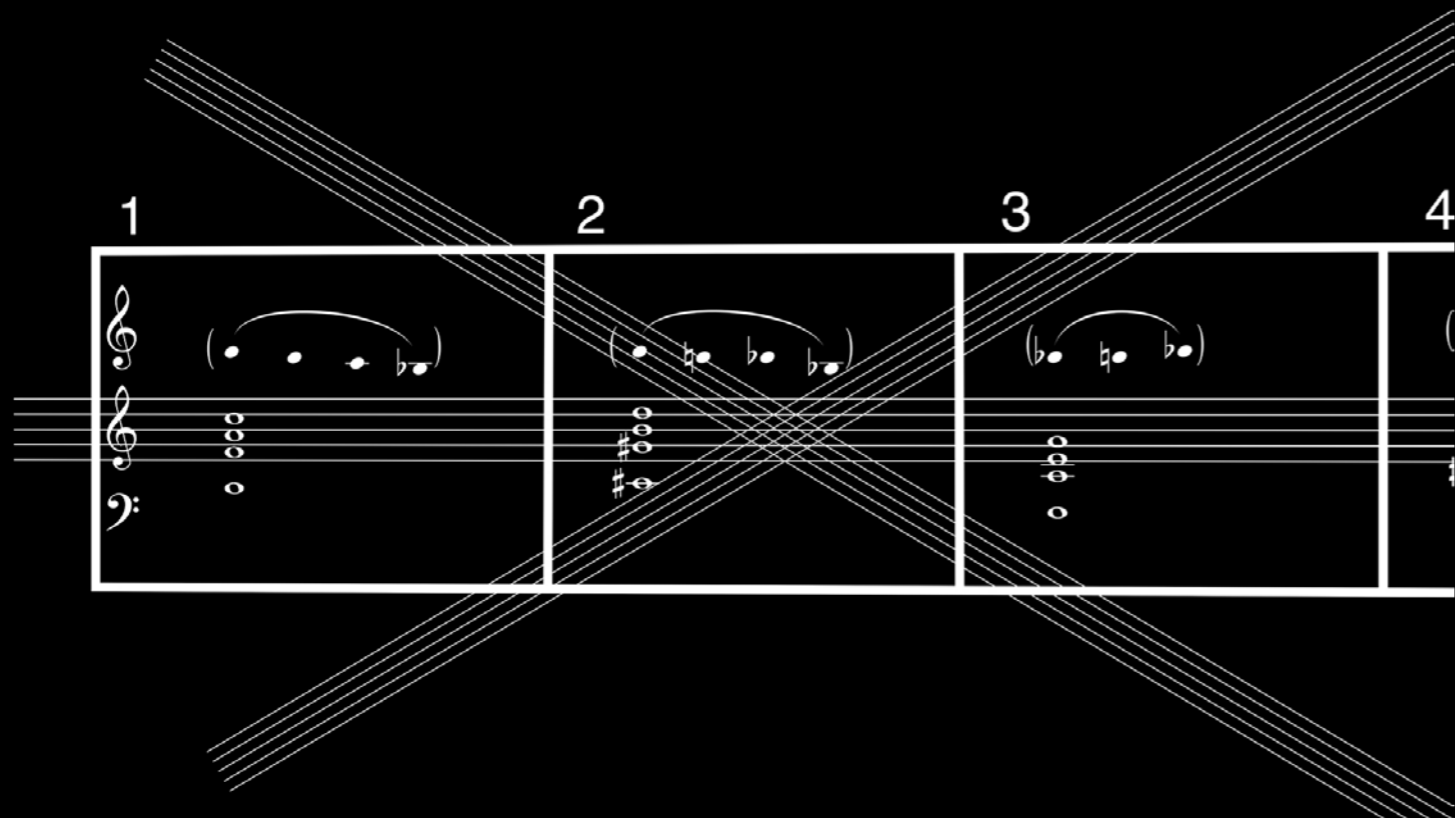
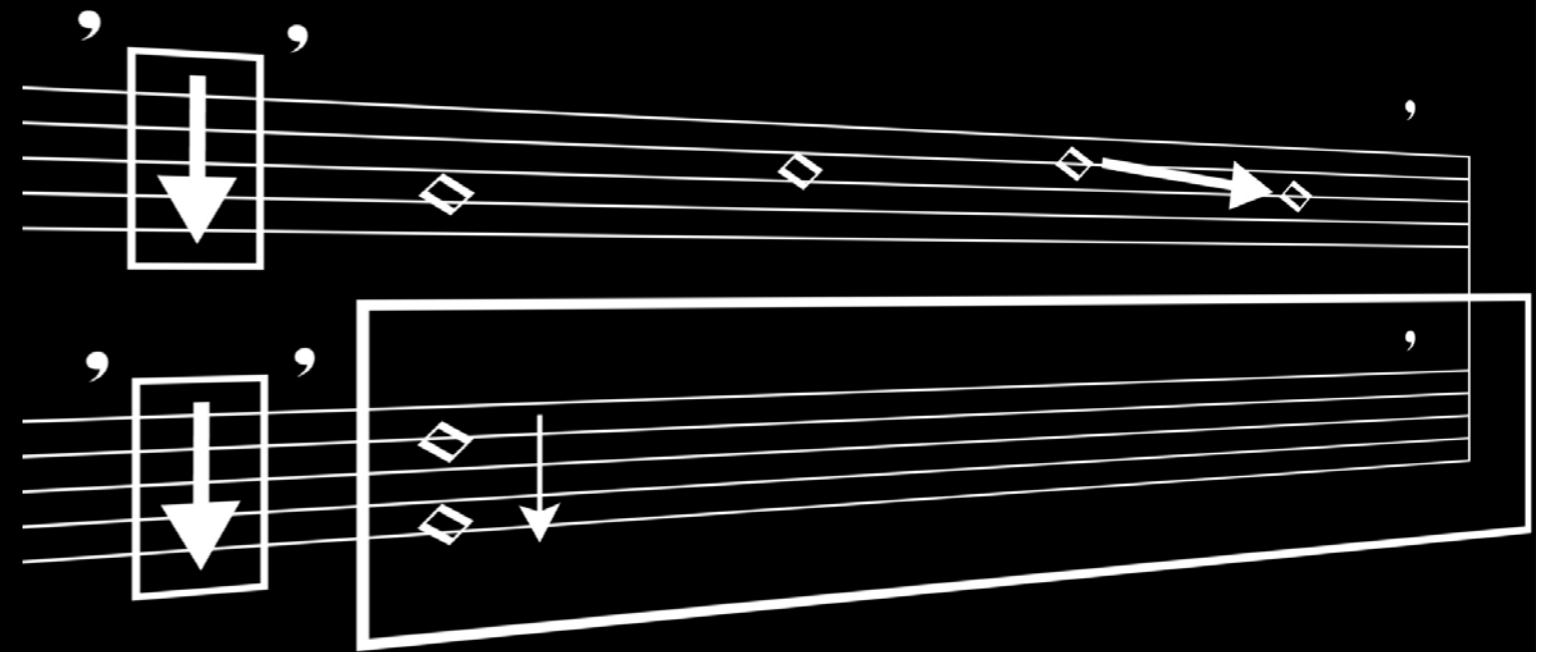
SAMPLER FRONT END INTERFACE - ONE UP



SAMPLER FRONT END INTERFACE - TWO UP



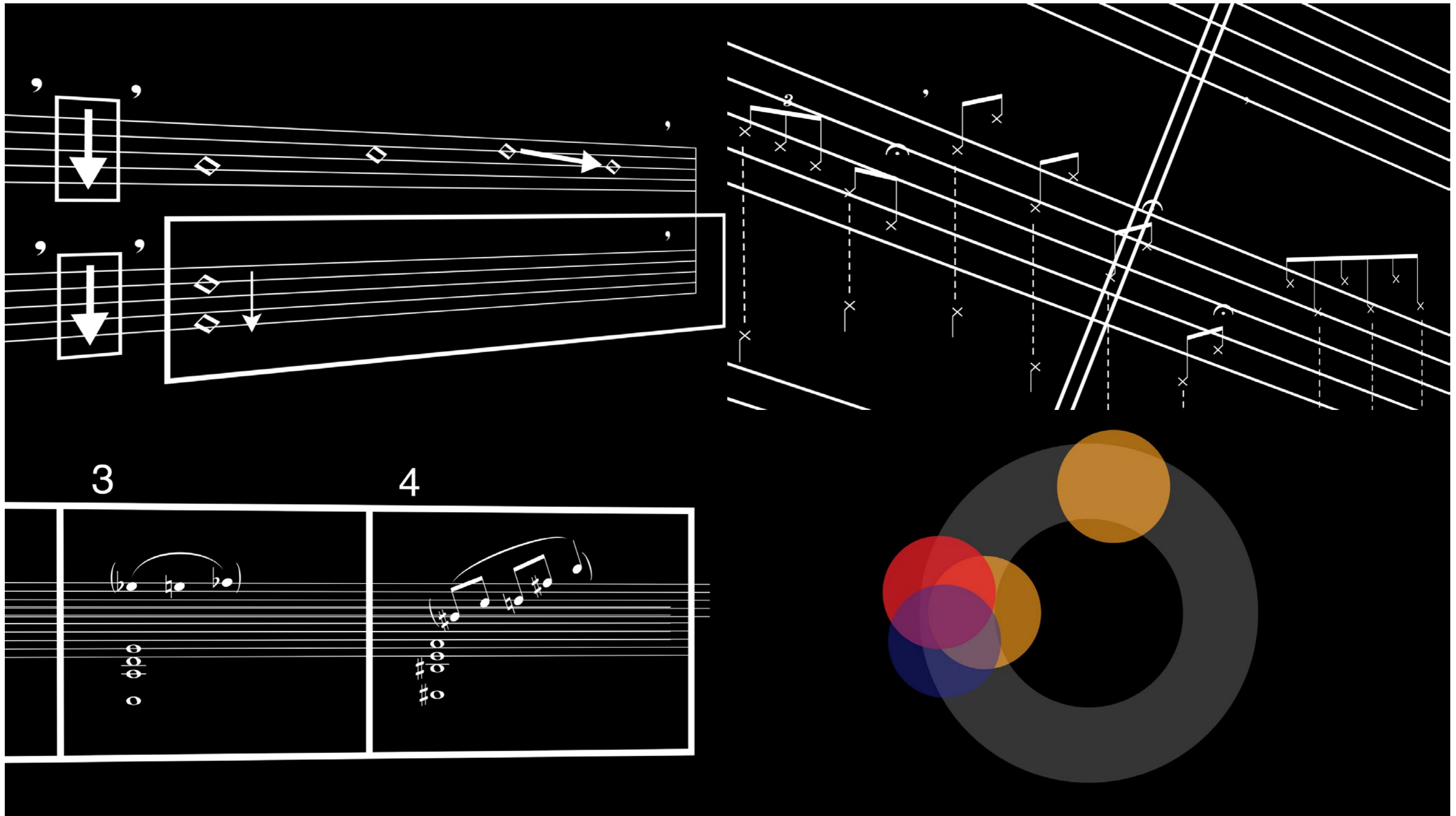
SAMPLER FRONT END INTERFACE - THREE UP



SAMPLER FRONT END INTERFACE - FOUR UP



DREAM CIRCLES - INTERACTIVE ASSET
FULL SCREEN



DREAM CIRCLES - INTERACTIVE ASSET
FOUR UP