

<u>IMAGE</u>	<u>IMAGE/OPERATOR INTERACTION</u>	<u>AUDIO</u>	<u>AUDIO/OPERATOR INTERACTION</u>
PREDETERMINED VISUAL WORLD - static - part or wholly animated	OPERATOR MOVES IN ALL DIRECTIONS (+ speed) OPERATOR LOOKS IN ALL DIRECTIONS (+ lens angle)	SOUNDTRACKS PREASSIGNED to specific areas and/or objects to position of operator to viewing angle of operator	
PREDETERMINED VISUAL MODULES - static and/or animated	OPERATOR MANIPULATES VISUAL MODULES - places them - moves them - animates them - deforms them - colours them - edits them	as above or	OPERATOR ASSIGNS SOUNDTRACKS TO VISUAL MODULES
PARTLY PREDETERMINED OR EMPTY VISUAL SPACE	OPERATOR CREATES VISUAL WORLD AND/OR VISUAL MODULES	as above or	OPERATOR CREATES/EDITS/ADDS-TO SOUNDTRACKS or as above

Visual interactive tools

- a/ compound movement in three axes (+ velocity)
 b/ compound direction of view in ~~three~~ ^{two} axes (+ angle)

- buttons
- joysticks
- trackballs
- mouse pads
- touch screens
- voice/eye/finger recognition

NB important that operator is able to know what his/her status is in the picture at any time - this can be expressed by the interactive tools themselves OR by visual indication on secondary monitor screens.

c/ identification and manipulation of visual modules

d/ visual creation

- as above
- 2D/3D graphics tablet

Audio equipment and interactive tools

- basic hardware options: - synchronous multiple tape loops (chance editing)
 - random access from disc players (specified editing)

- interface to visuals: - via hardware configuration of the interactive tools
 - via software from the graphics program

note possibility for a spatial presence of the sound tracks - via a quadraphonic system the sound could be located at specific places on the projection screen (i.e. they could spatially relate to the positions and movements of specific images).

interactive modulation possibilities: - of volume, timbre, timing, etc., as related to specific visual operations.

direct audience and/or operator audio input: - via personal microphones (with possibility to assign one's audio input to specific visuals, from which they will reoccur).