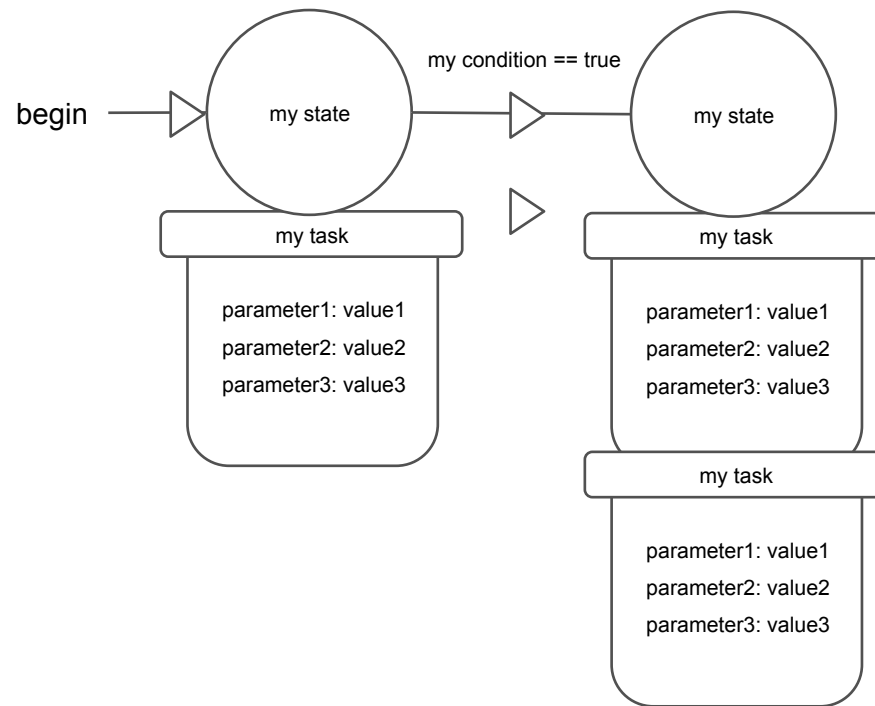


zenstates

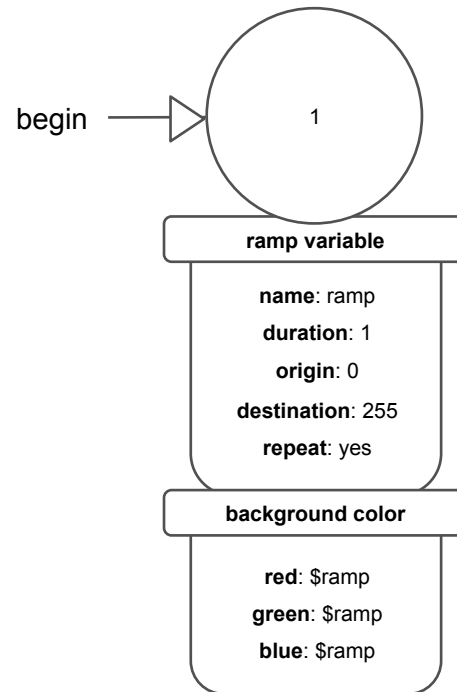


name of the example

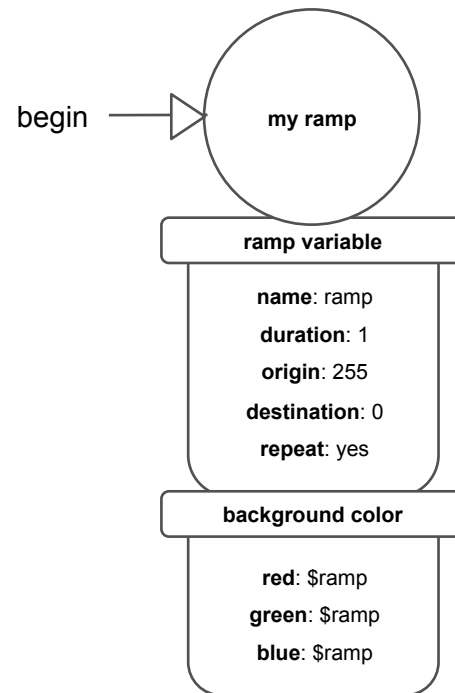
visuals

visuals

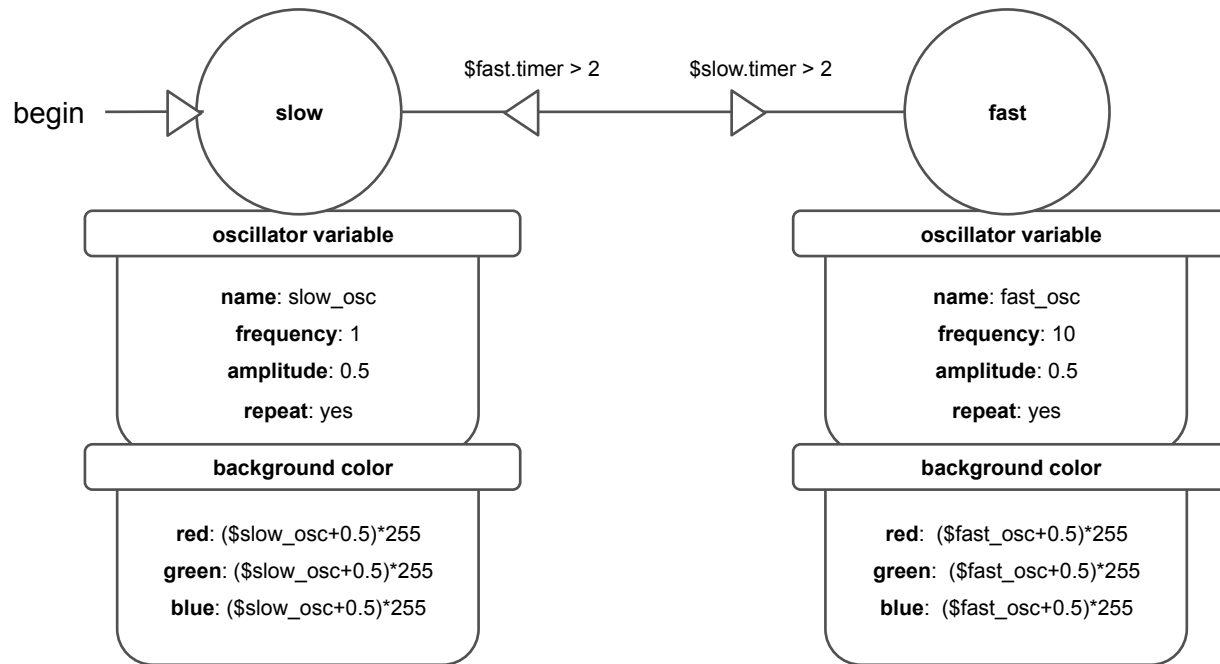
bb tasks



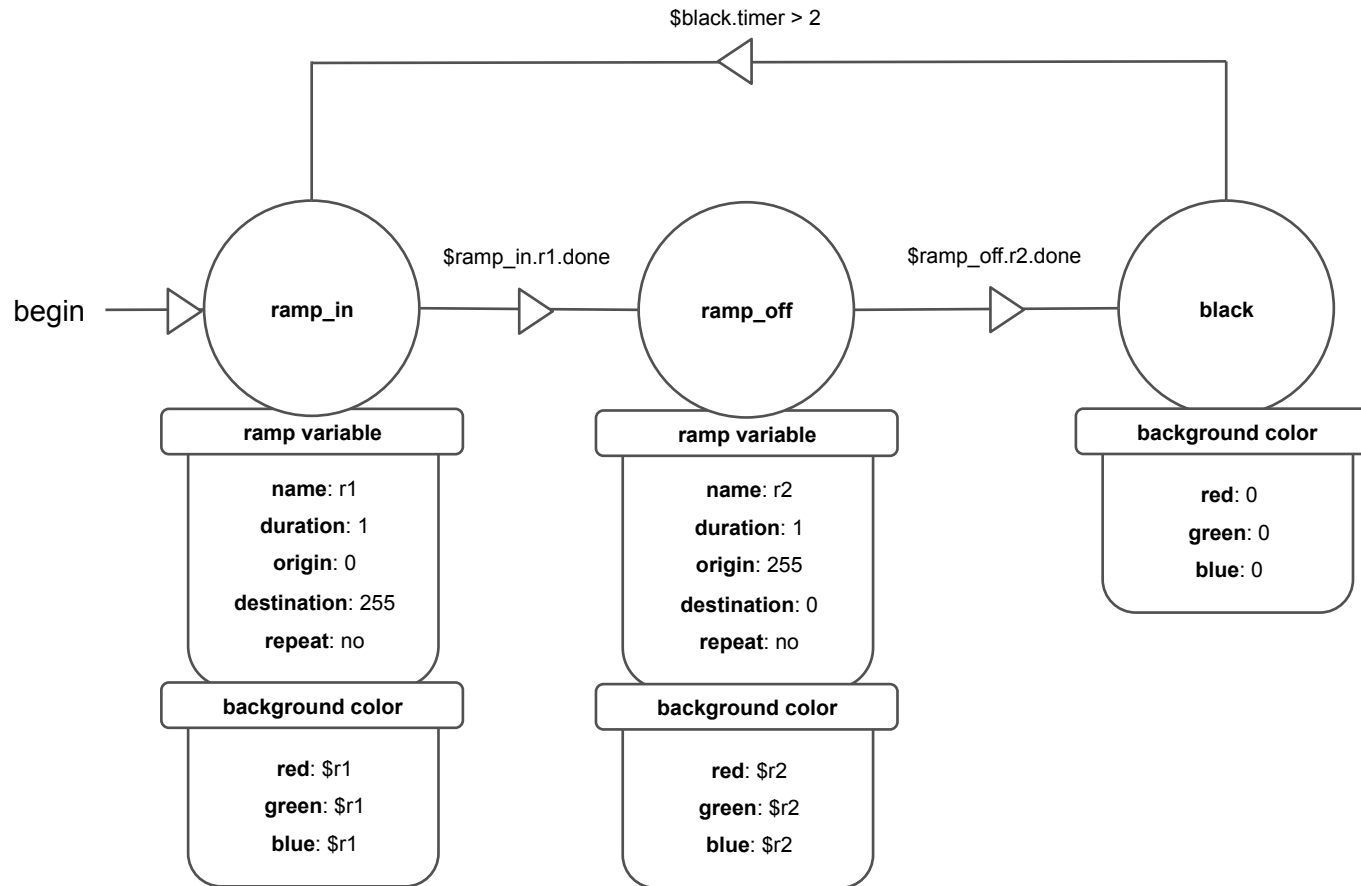
forward ramp



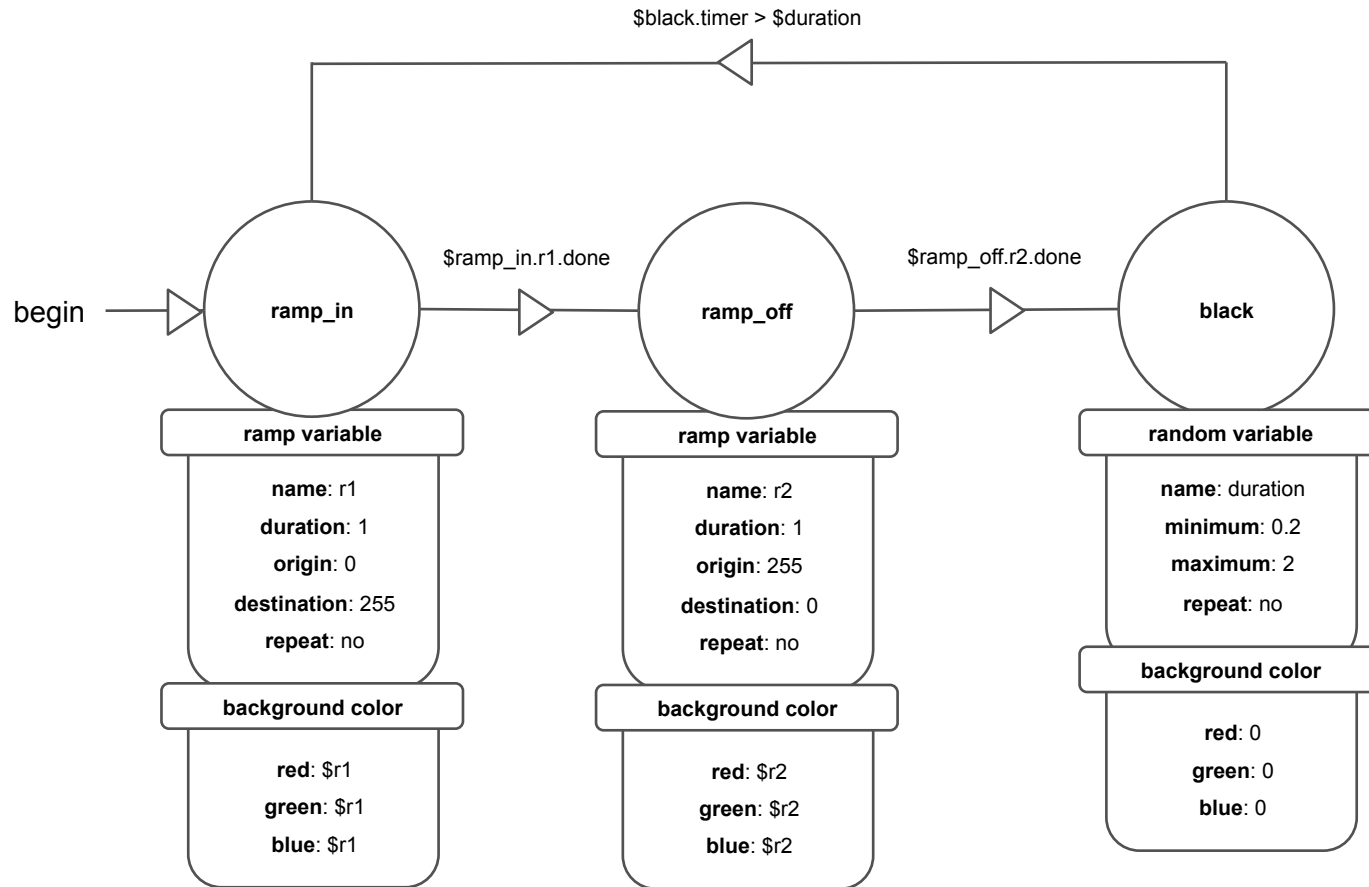
backward ramp



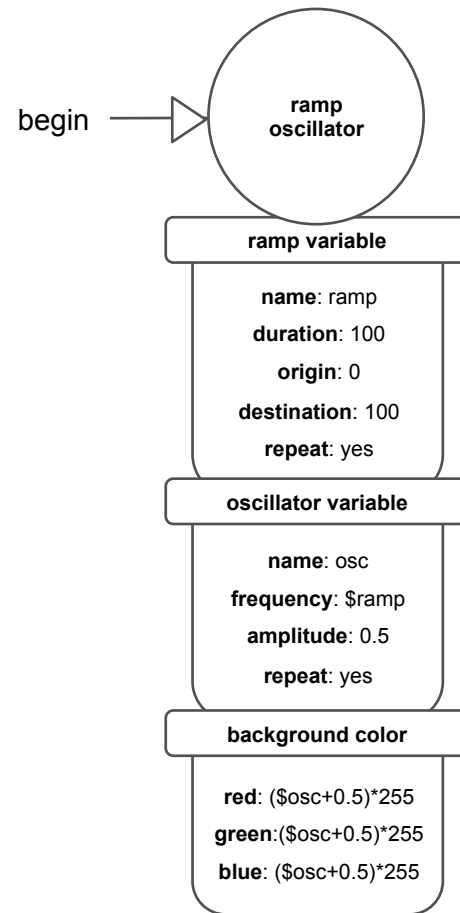
osc_slow_wait_osc_fast



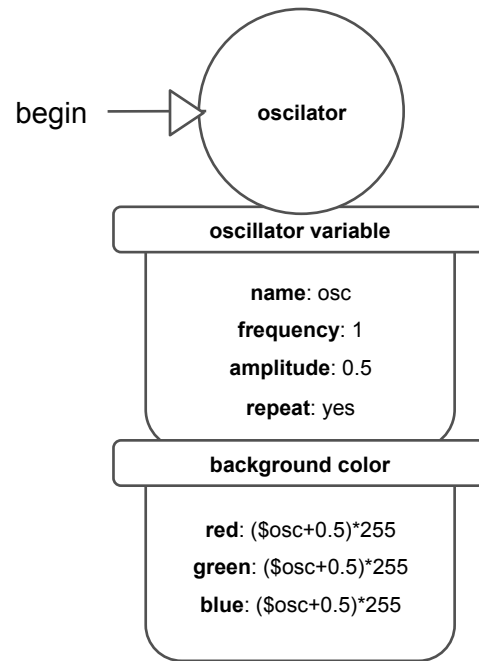
ramp_off_wait_ramp_in



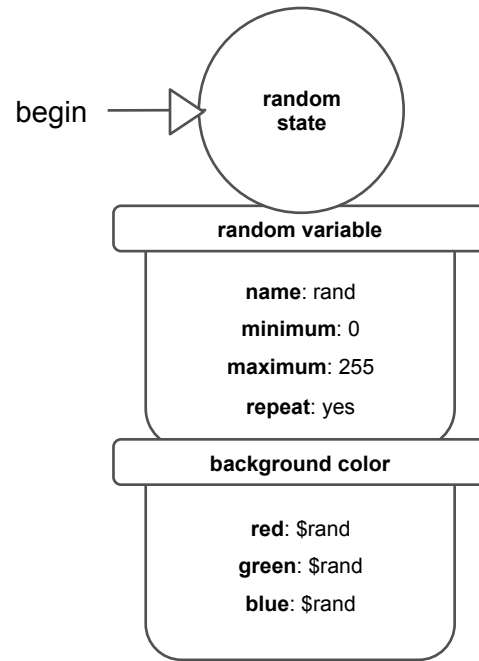
ramp_off_random_wait_ramp_in



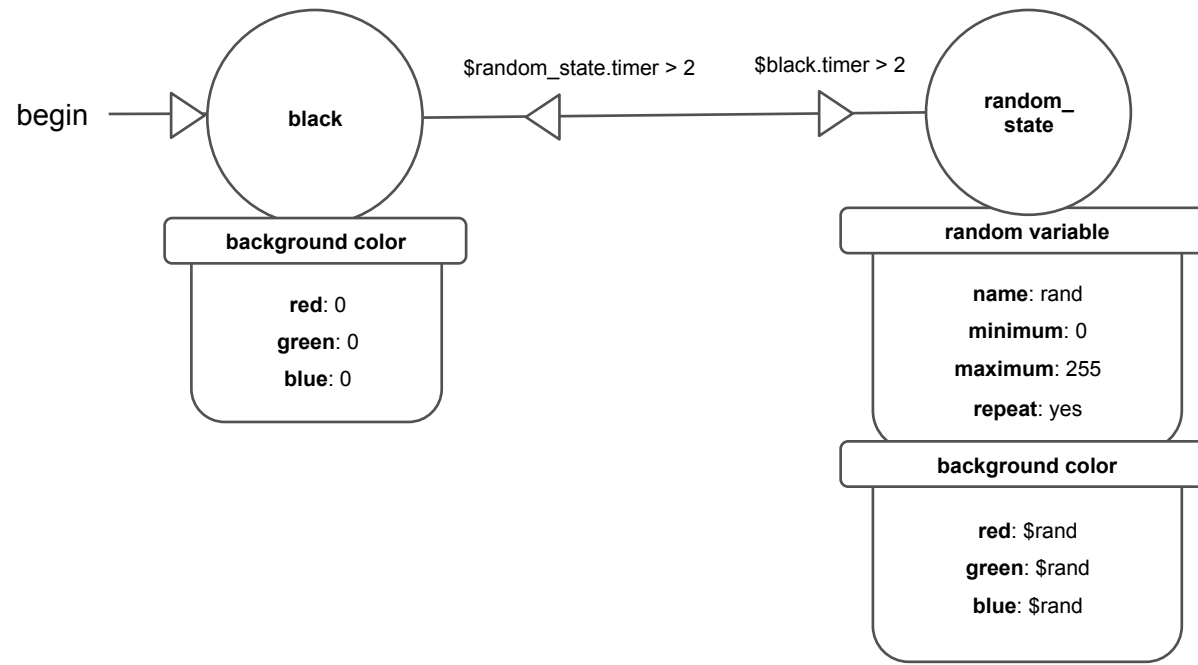
ramp_oscillator



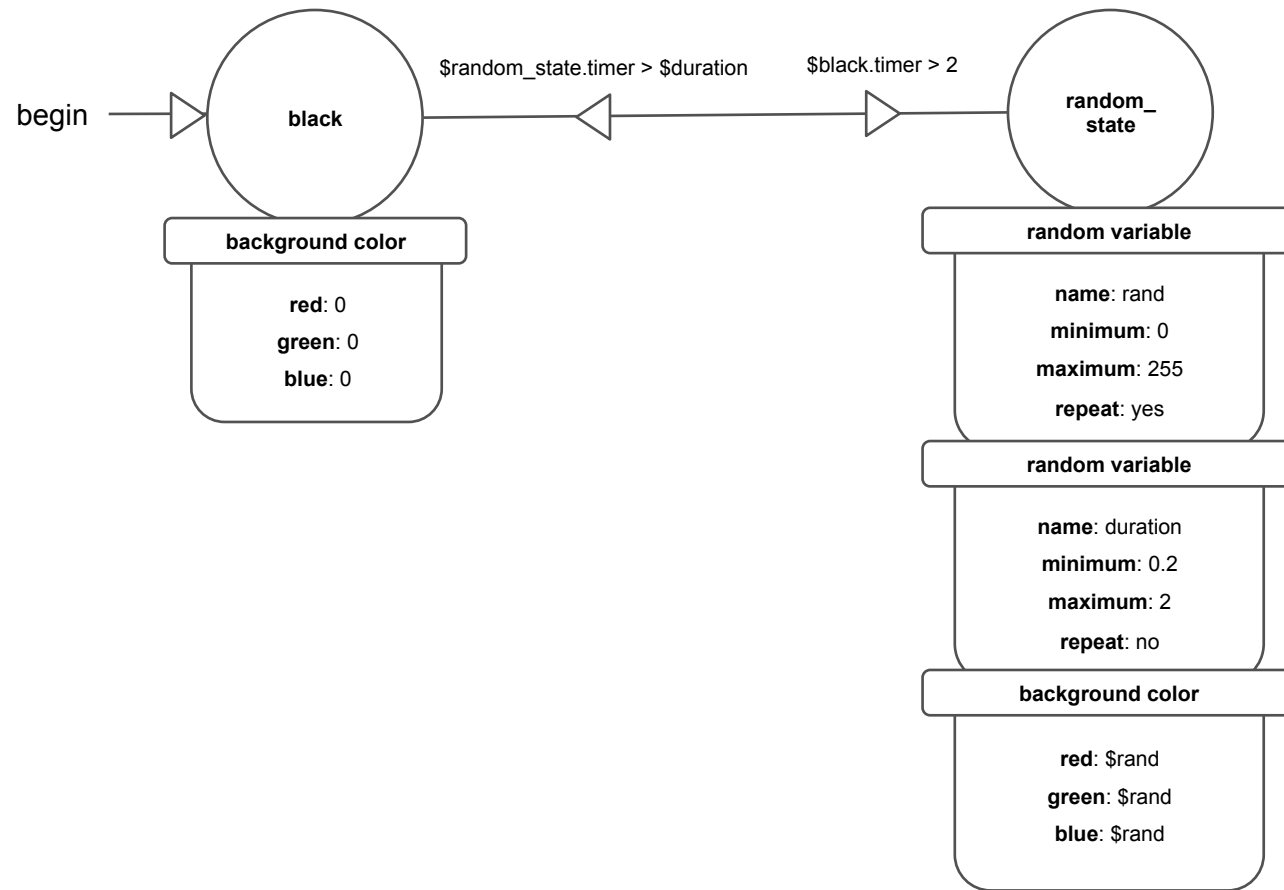
simple oscillator



simple random



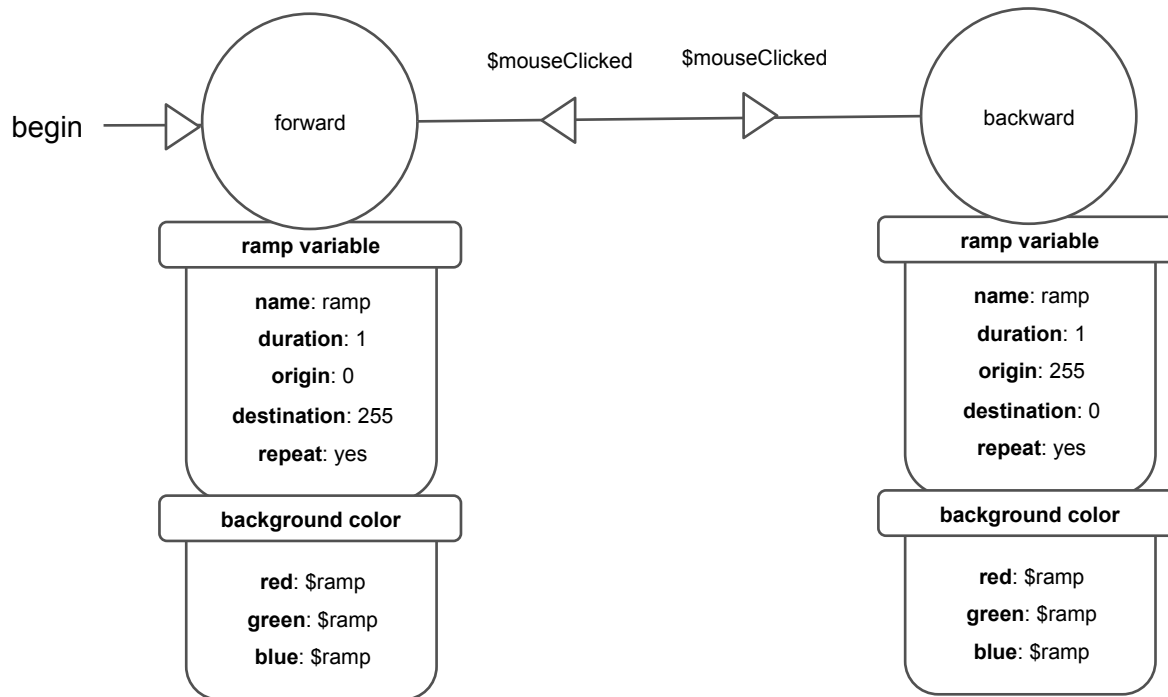
random_flickering_wait_silence



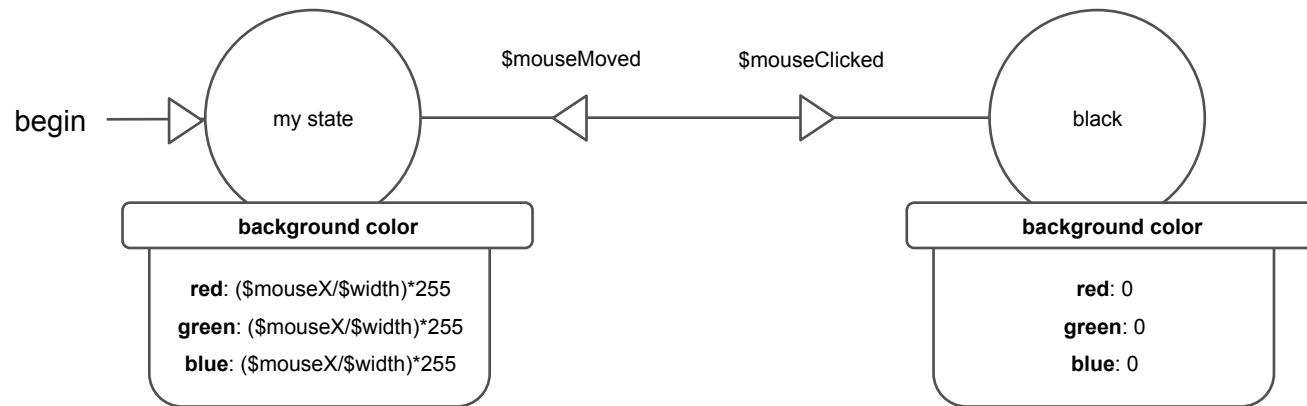
random_flickering_random_wait_silence

visuals

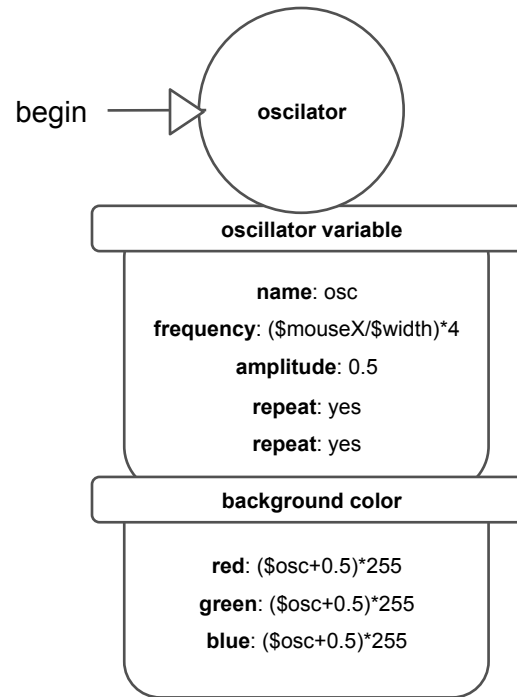
one input



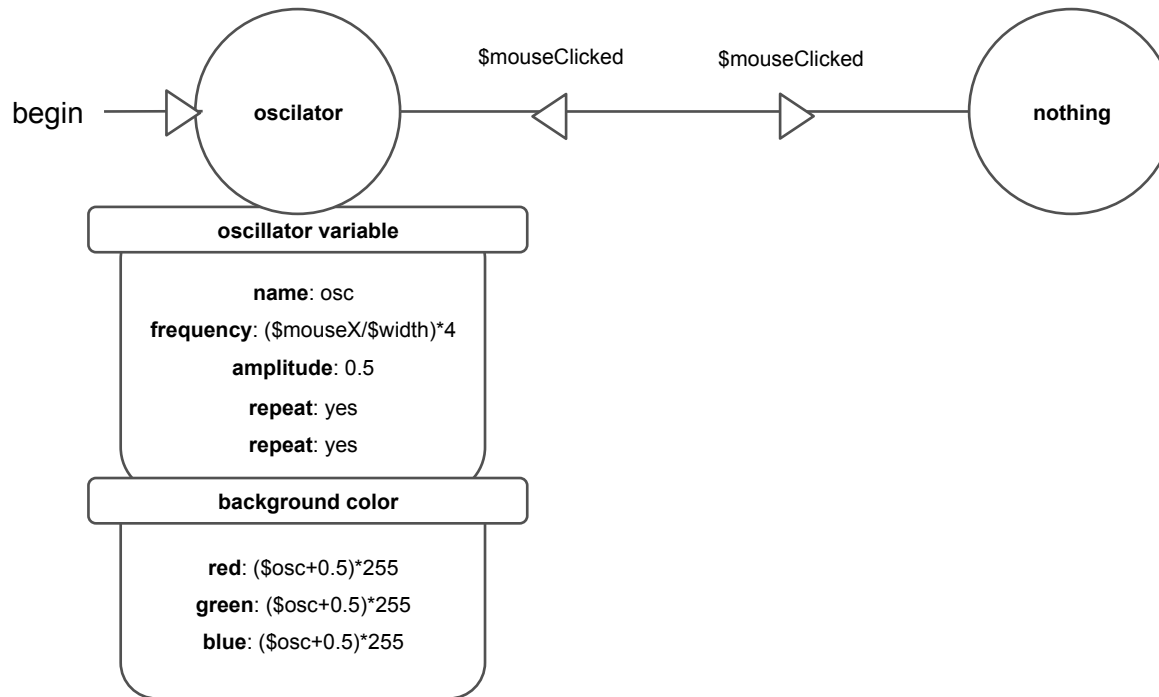
click_backward_forwards_ramp



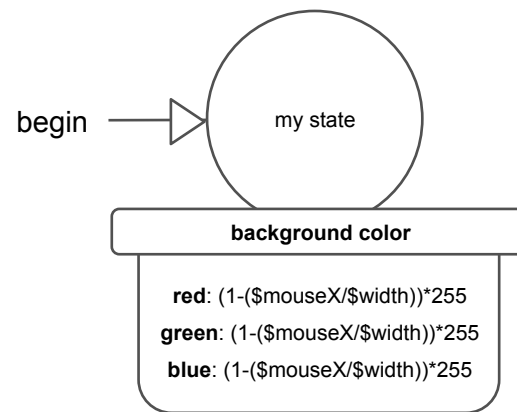
mouse_click_erase_background



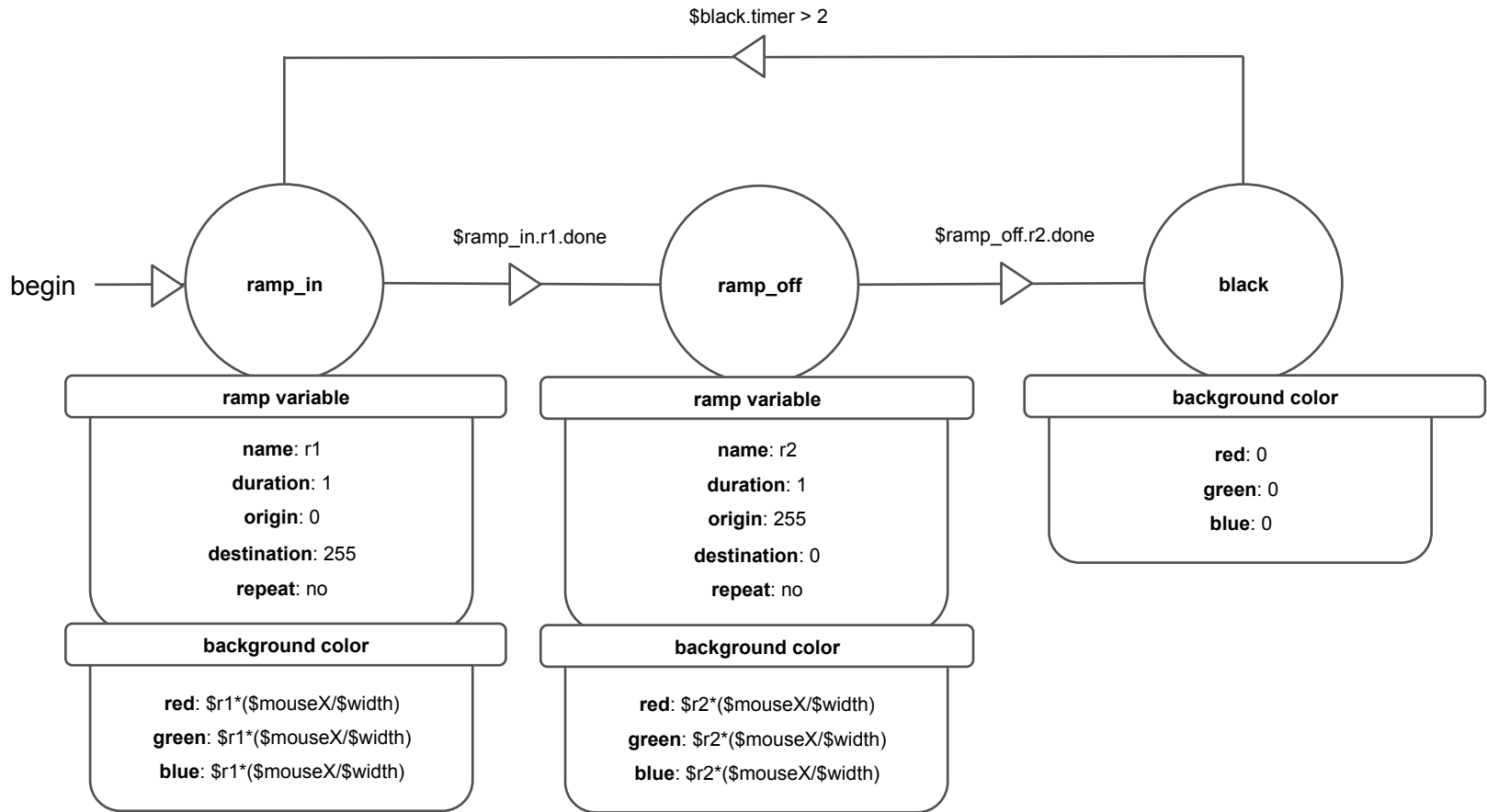
mouse oscillator



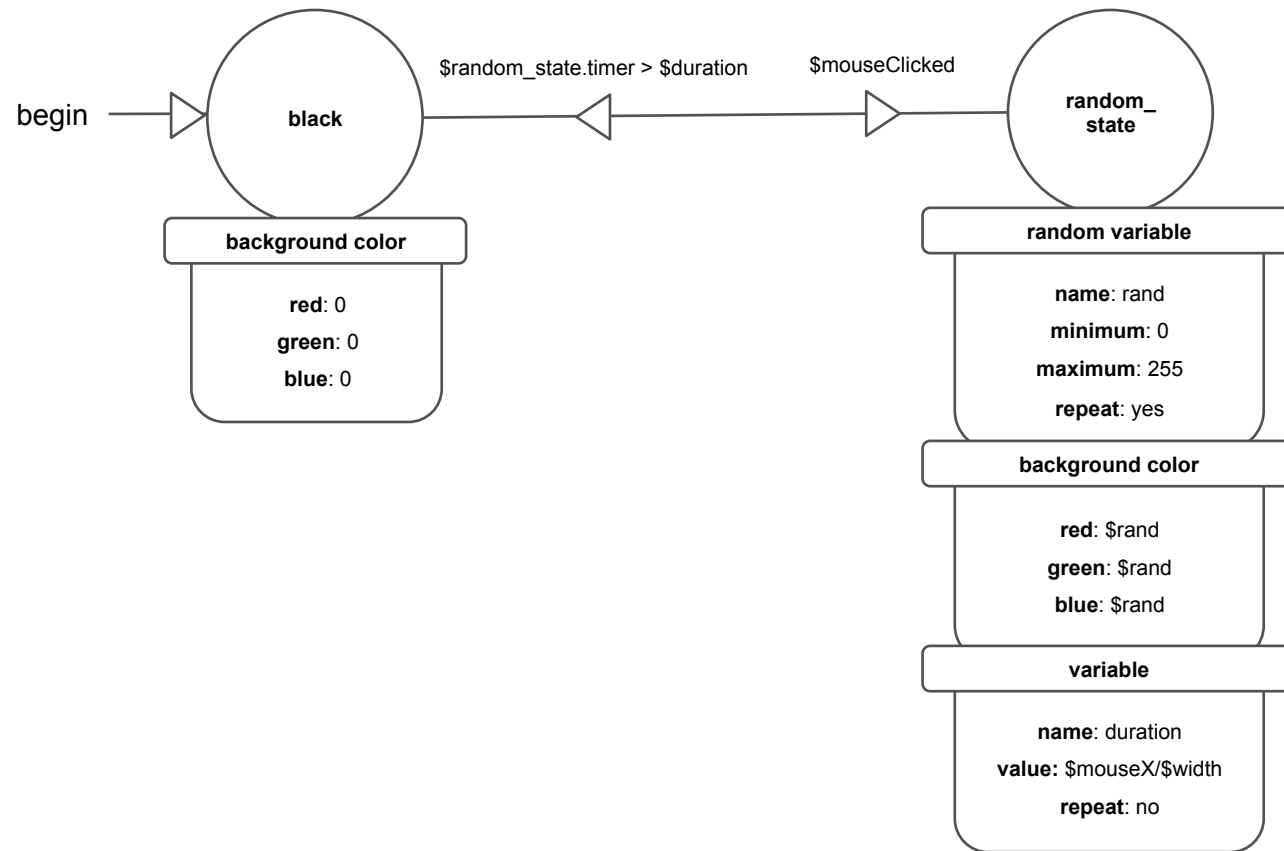
mouse_osc_click_stop



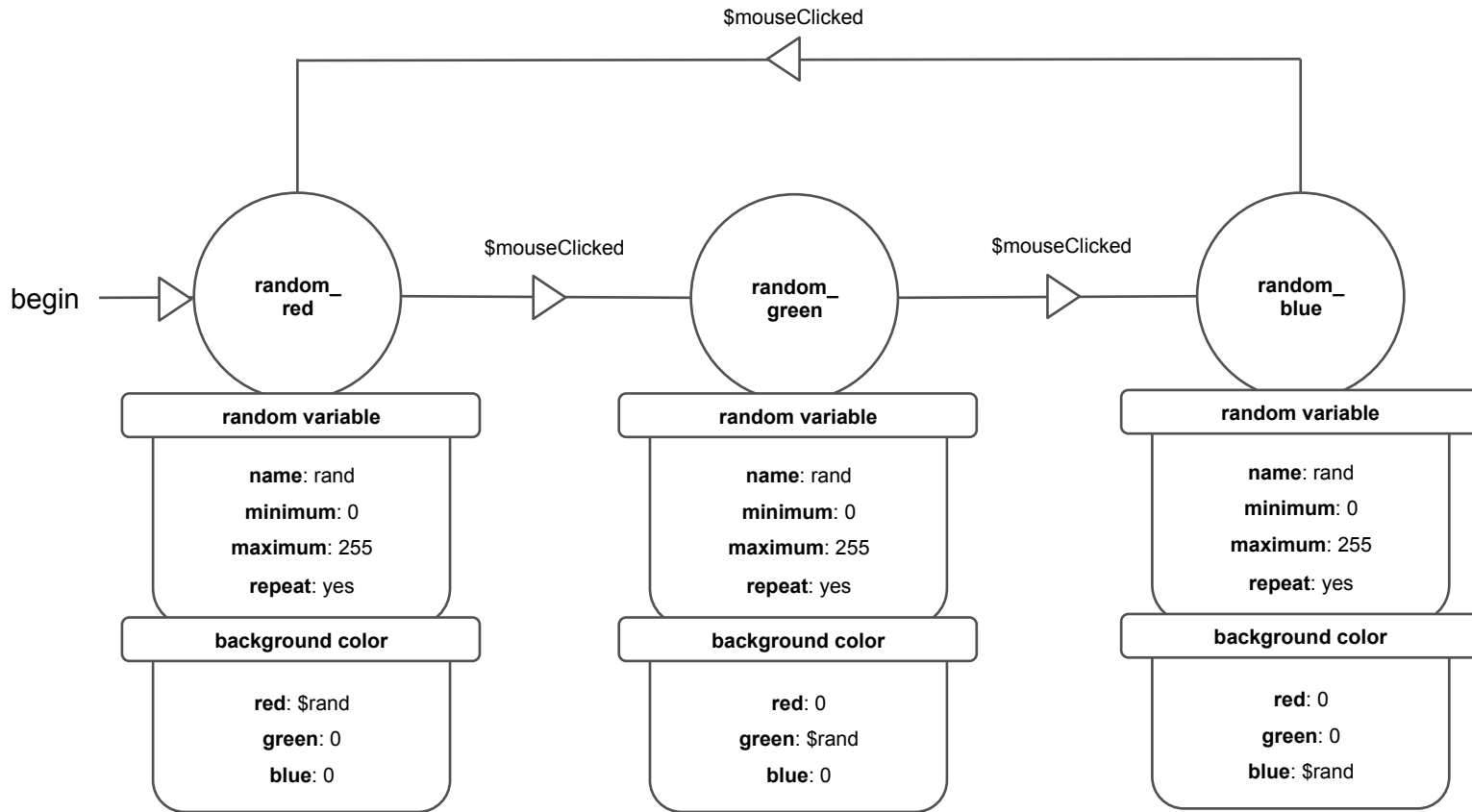
inverse_mouseX_to_bright



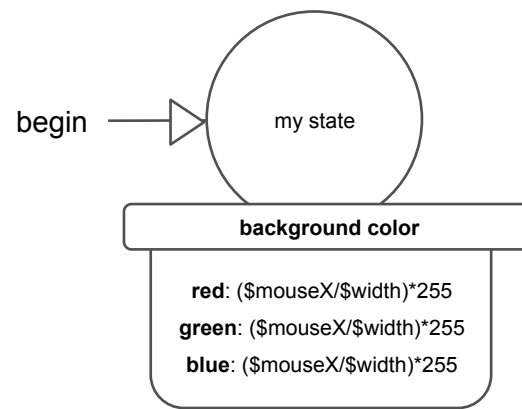
mouse_ramp_off_waitRGB_ramp_in



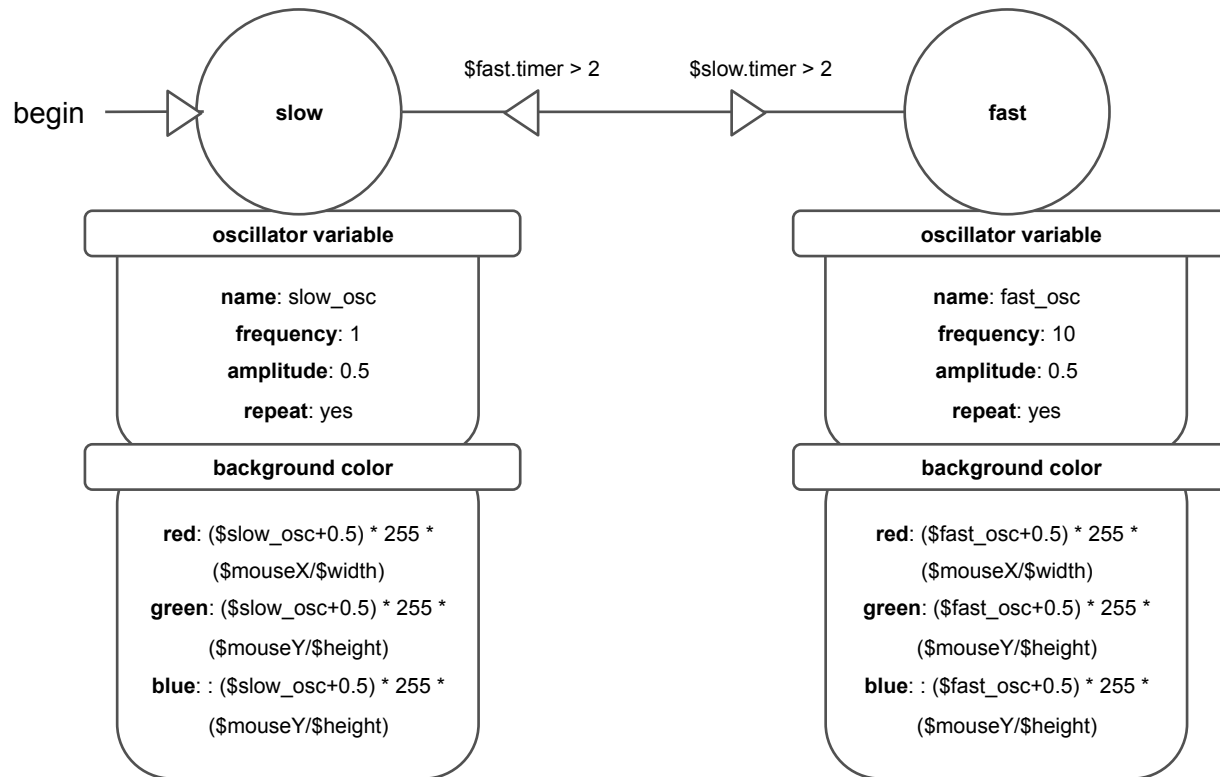
mouseclick_flickering_mouseX_flickering_time



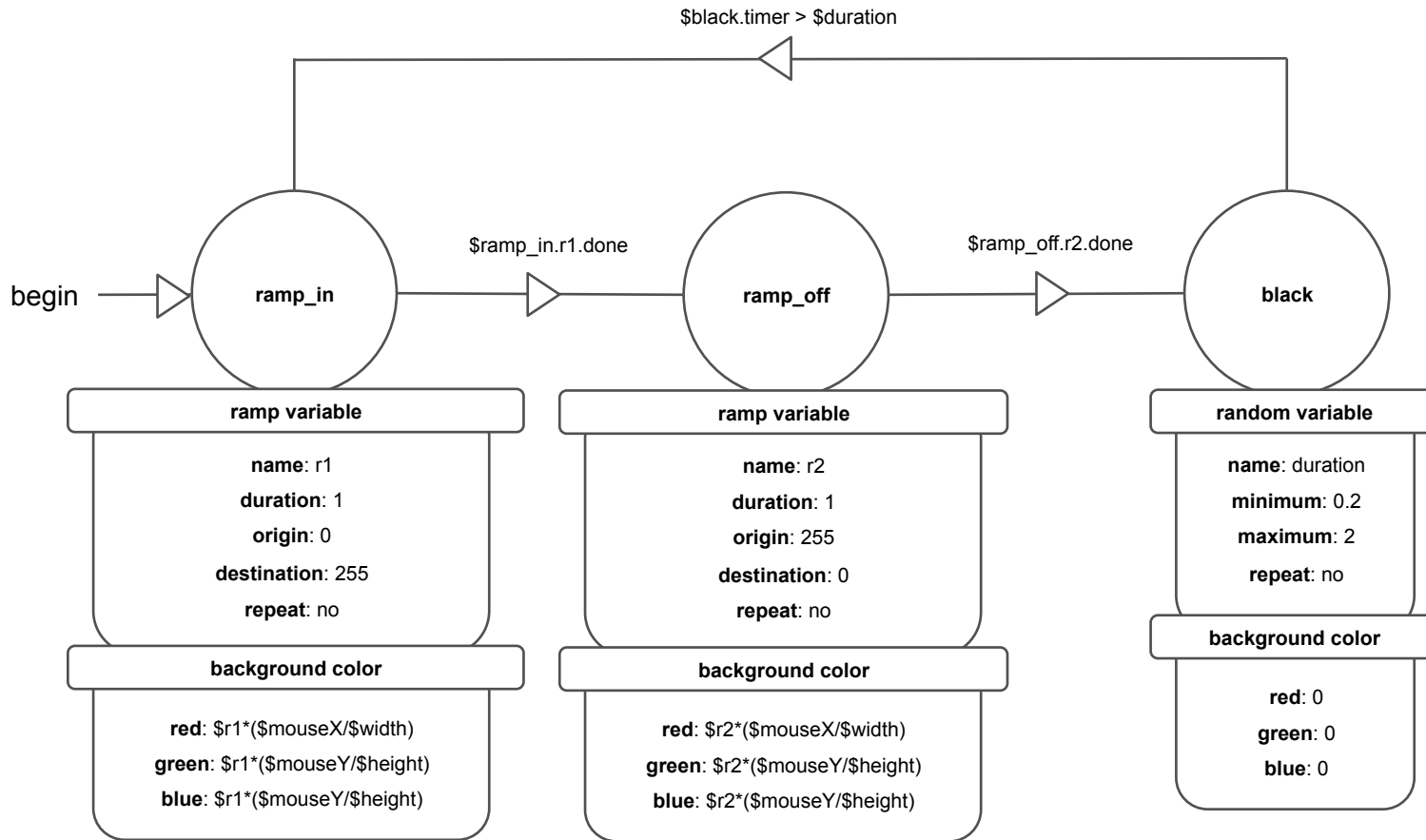
mouseclick_random



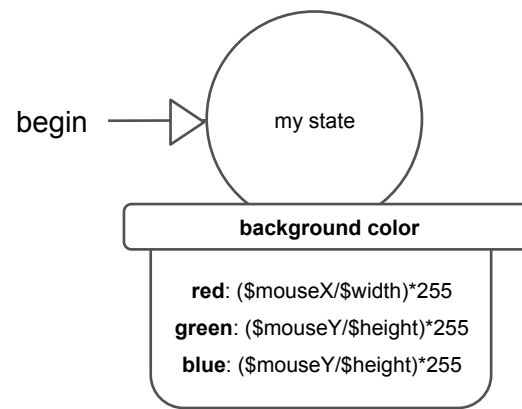
mouseX_to_bright



mouseXY_osc_slow_waitRGB_osc_fast



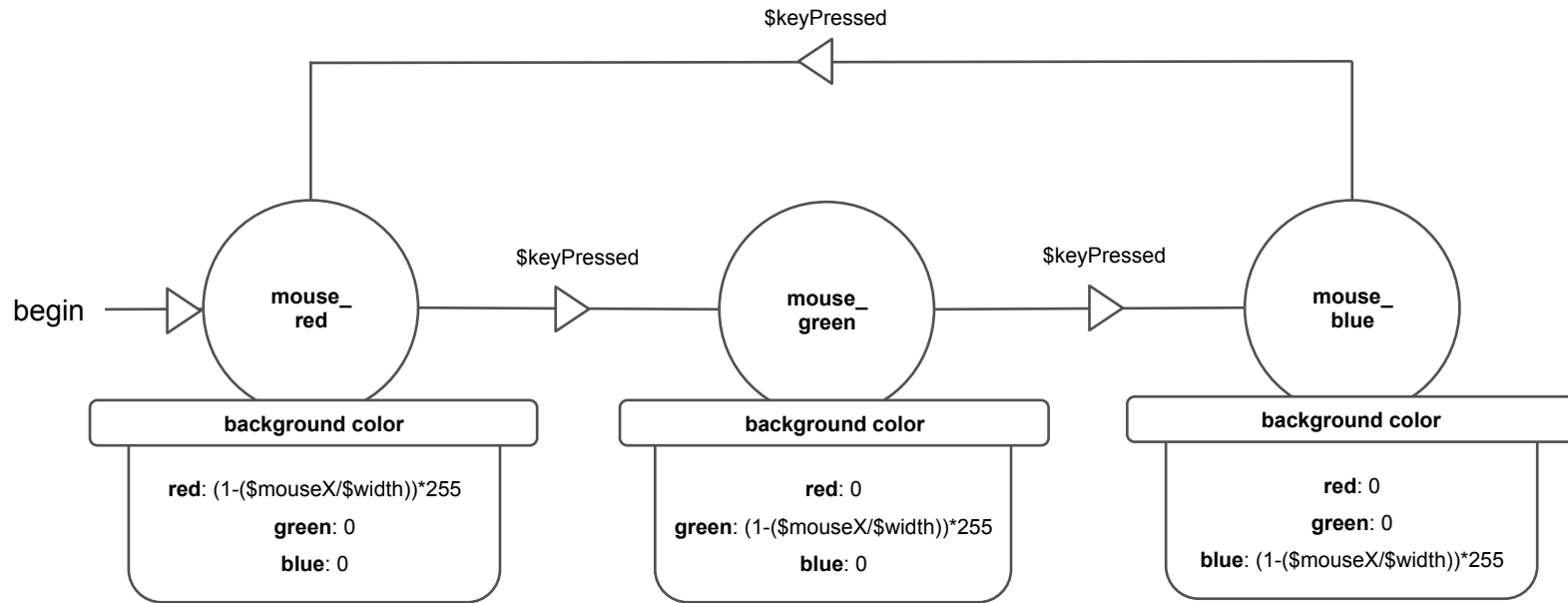
mouseXY_ramp_off_random_waitRGB_ramp_in



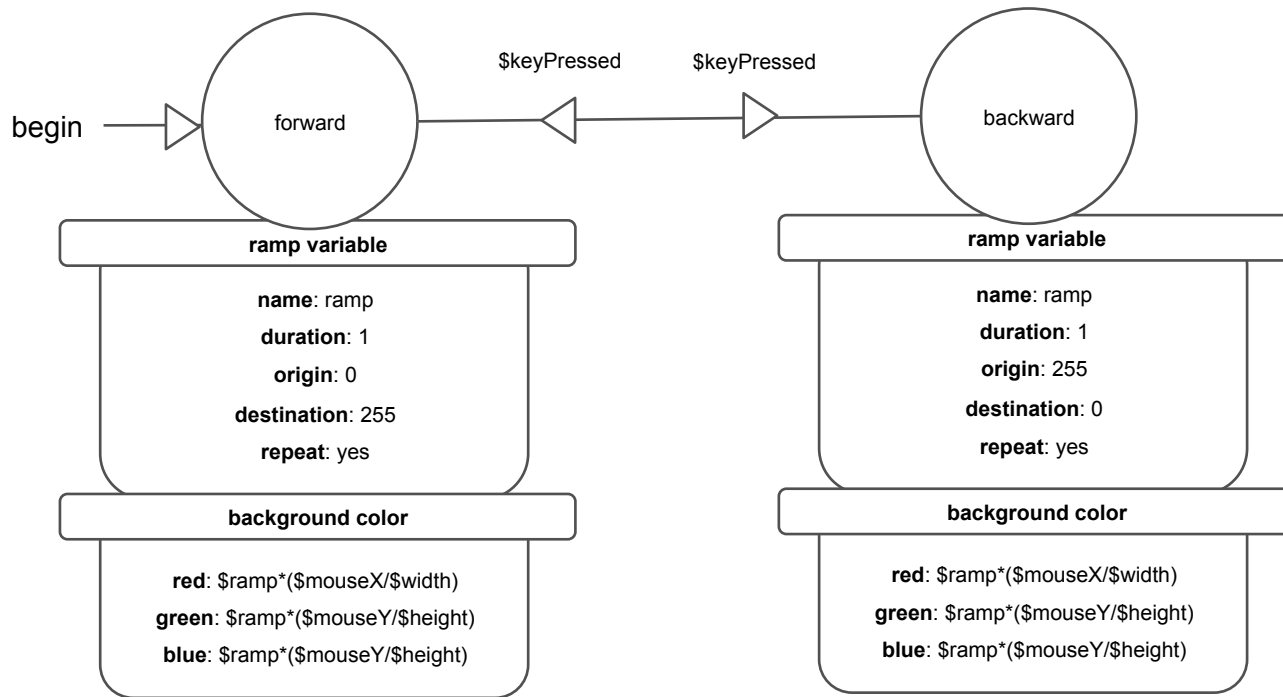
mouseXY_to_RGB

visuals

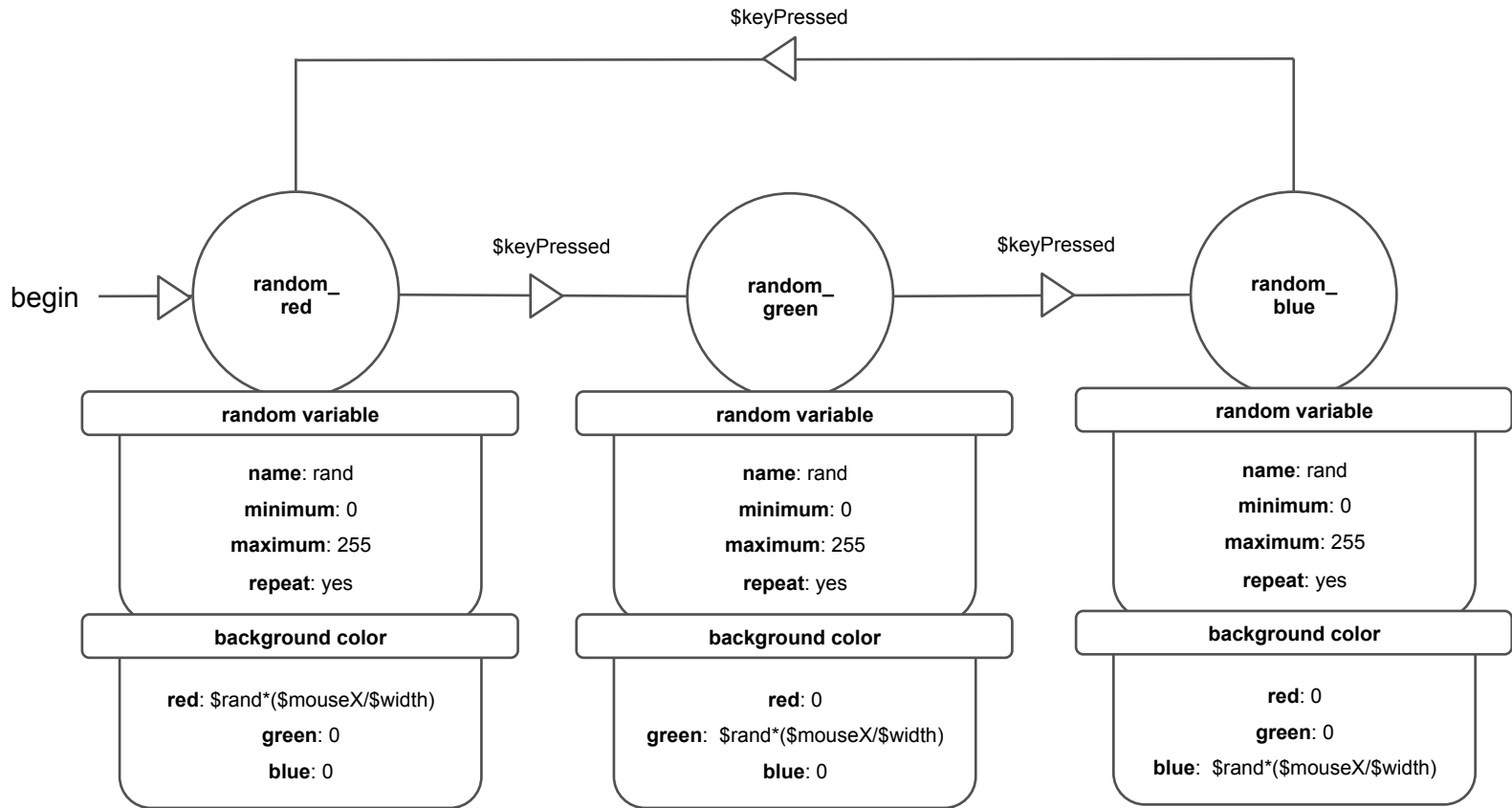
multimodal input



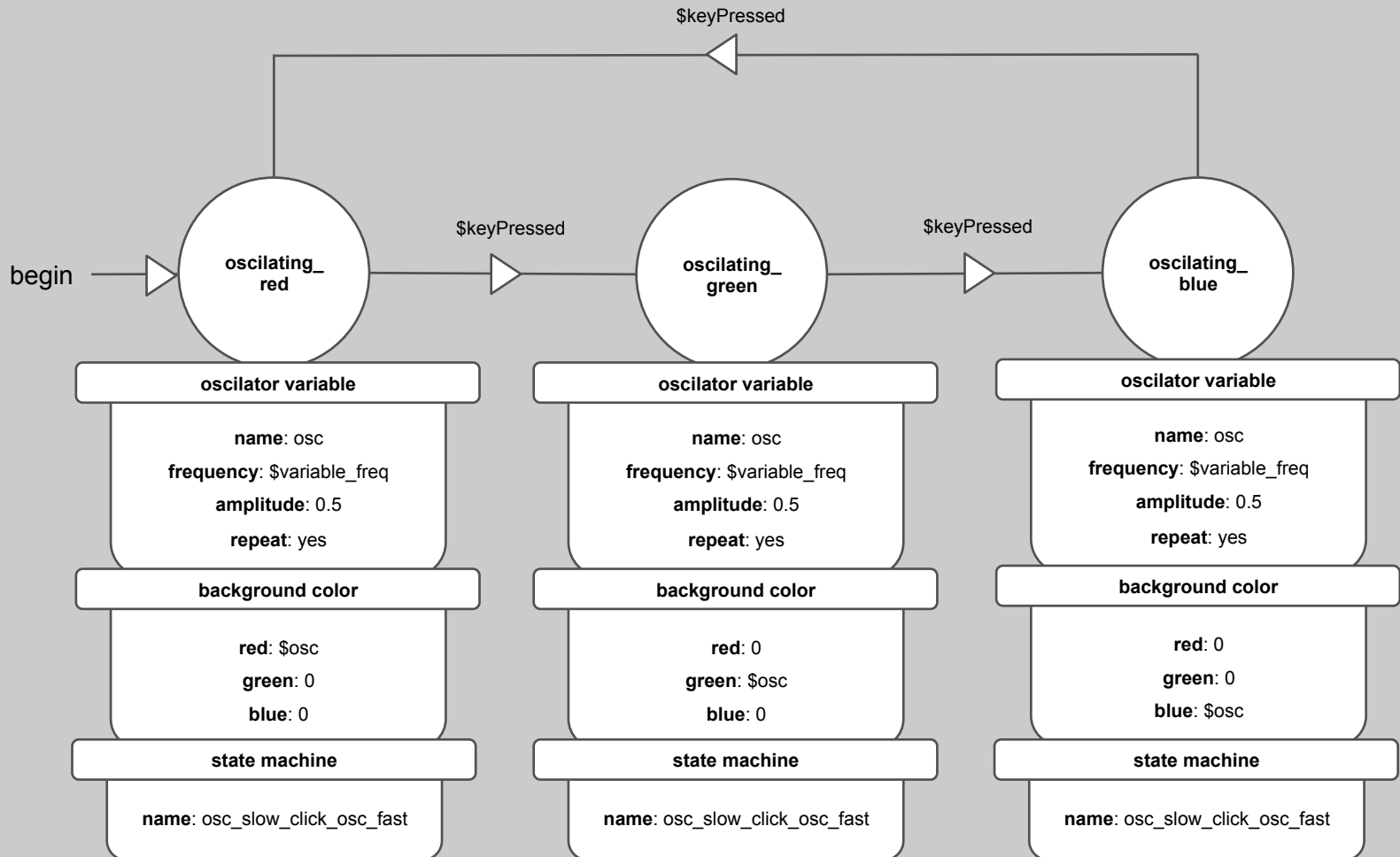
inverse_mouseX_to_bright_keypress_random_rgb



keypress_backward_forwards_ramp_mousexy_rgb

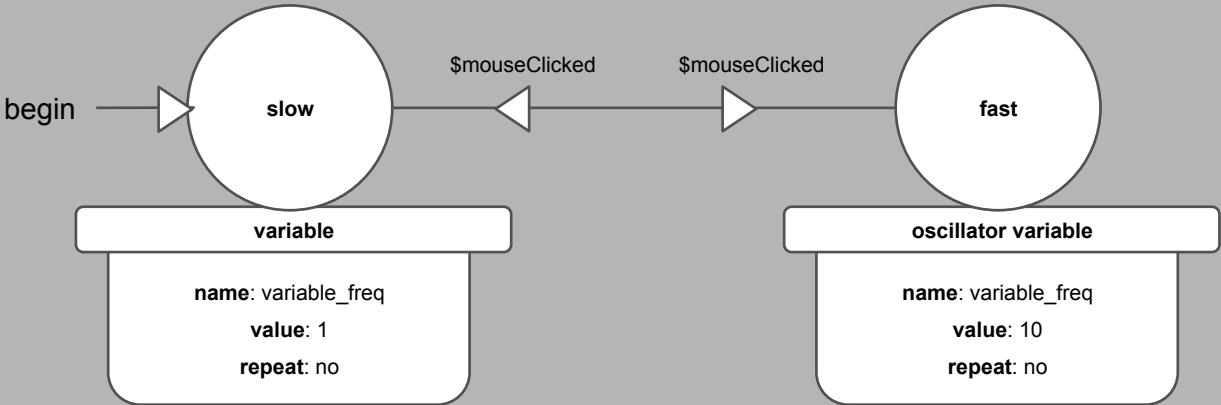


keypress_chageRGB_mouseX_flickering_opacity

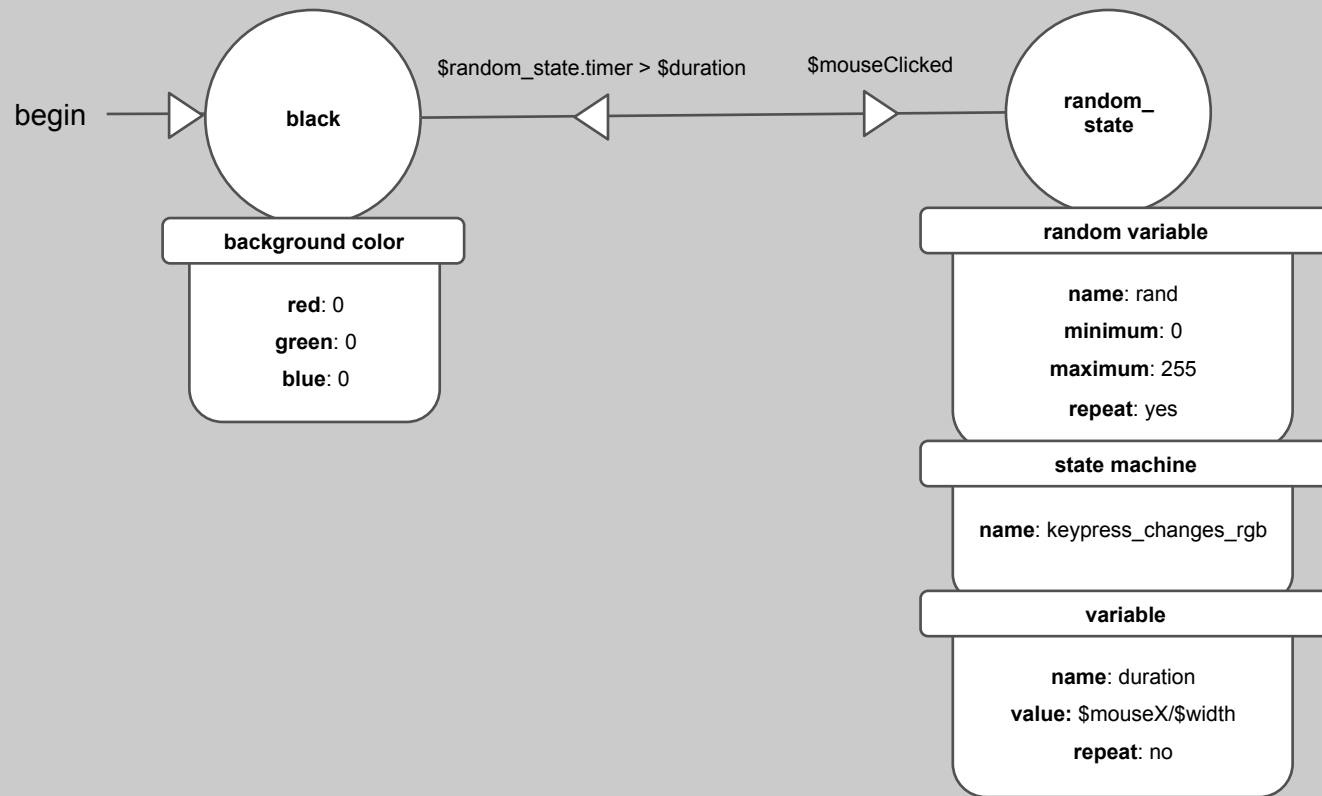


keyPress_RGB_mouseclick_osc_fast

nested: osc_slow_click_osc_fast

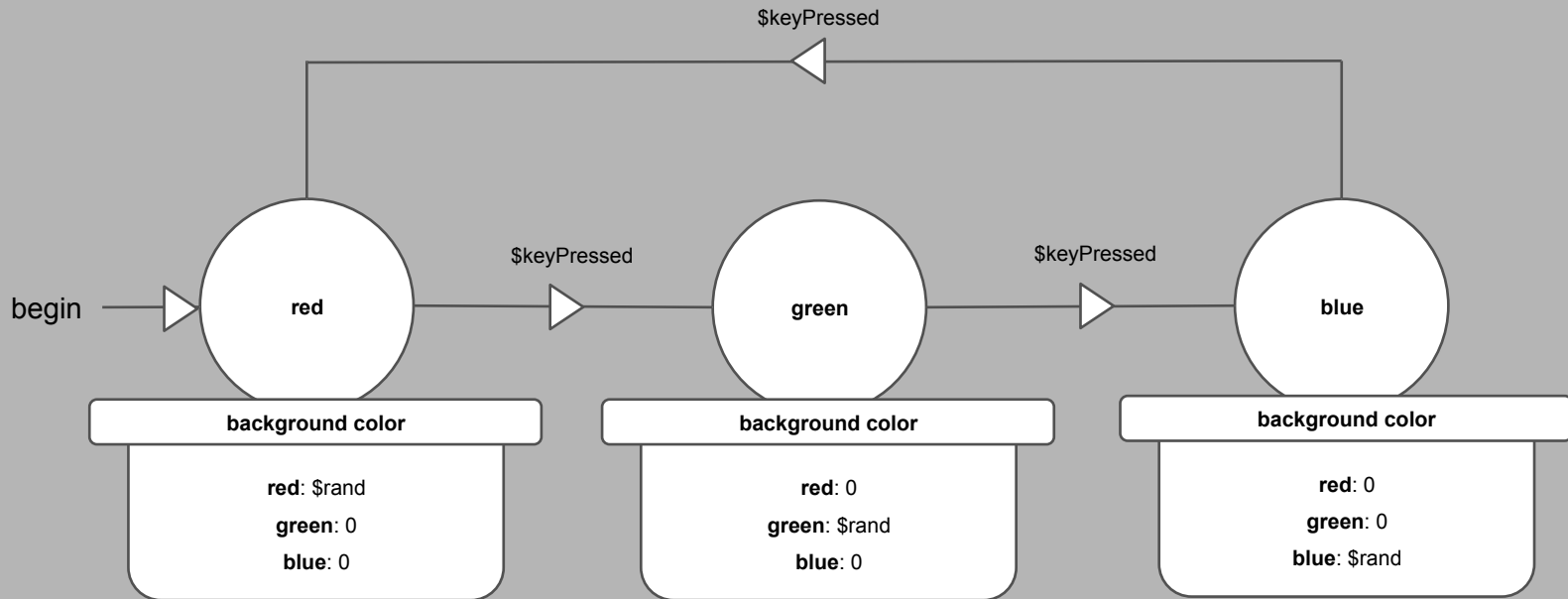


keyPress_RGB_mouseclick_osc_fast

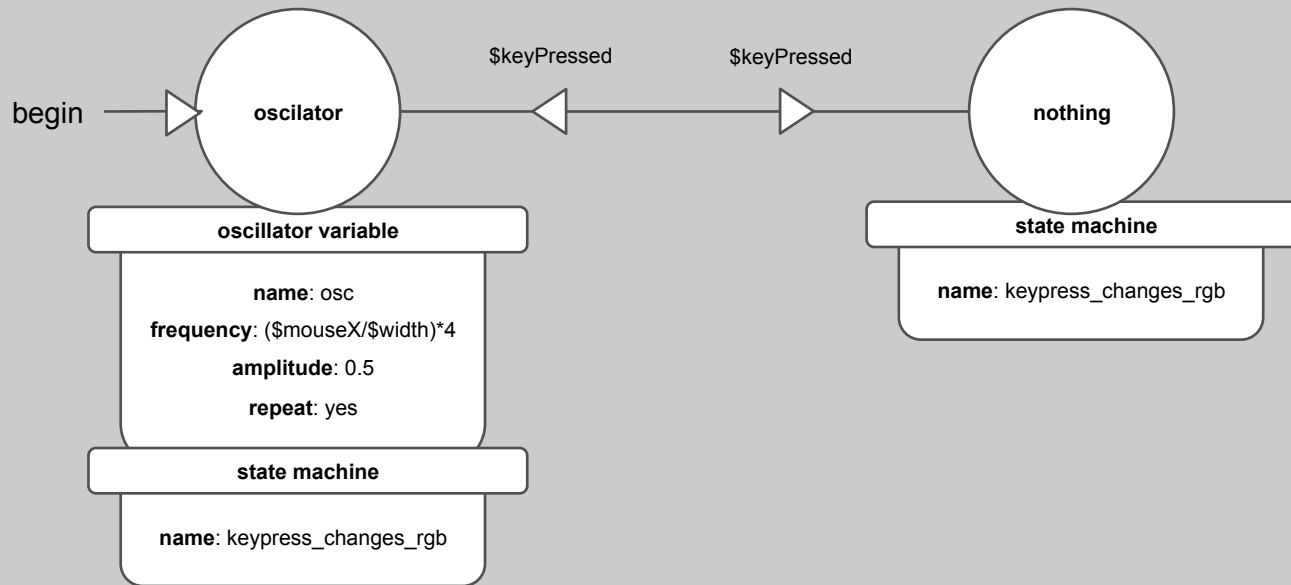


mouseclick_flickering_mouseX_flickering_time_keypress_rgb

nested: keypress_changes_rgb

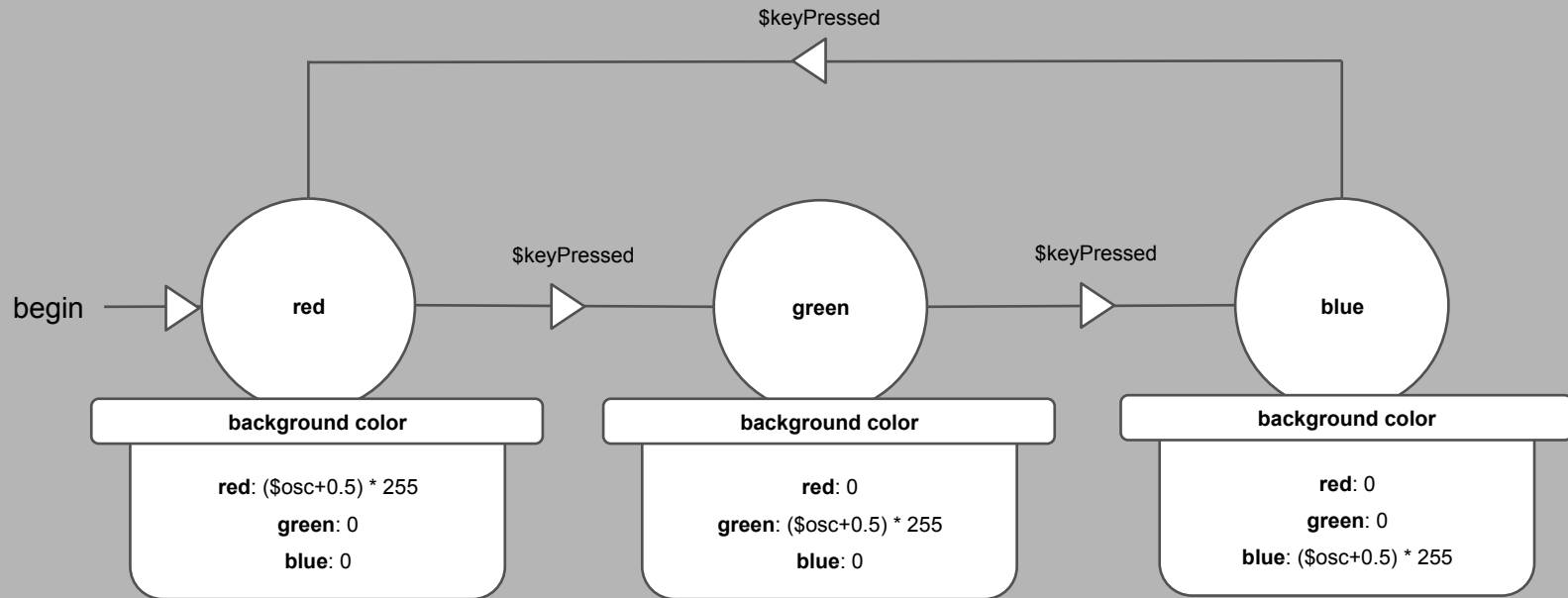


mousedown_flickering_mouseX_flickering_time_keypress_rgb

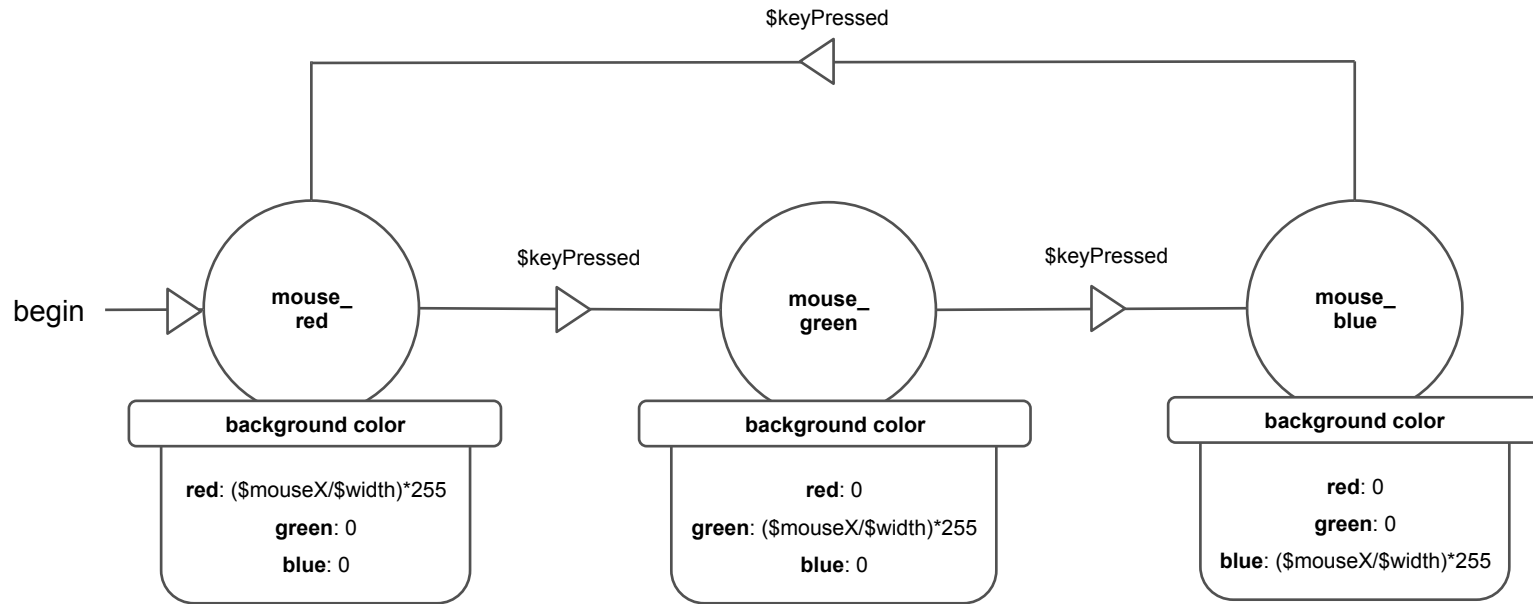


mouseclick_rgb_mouseX_flickering_time_keypress_flickering

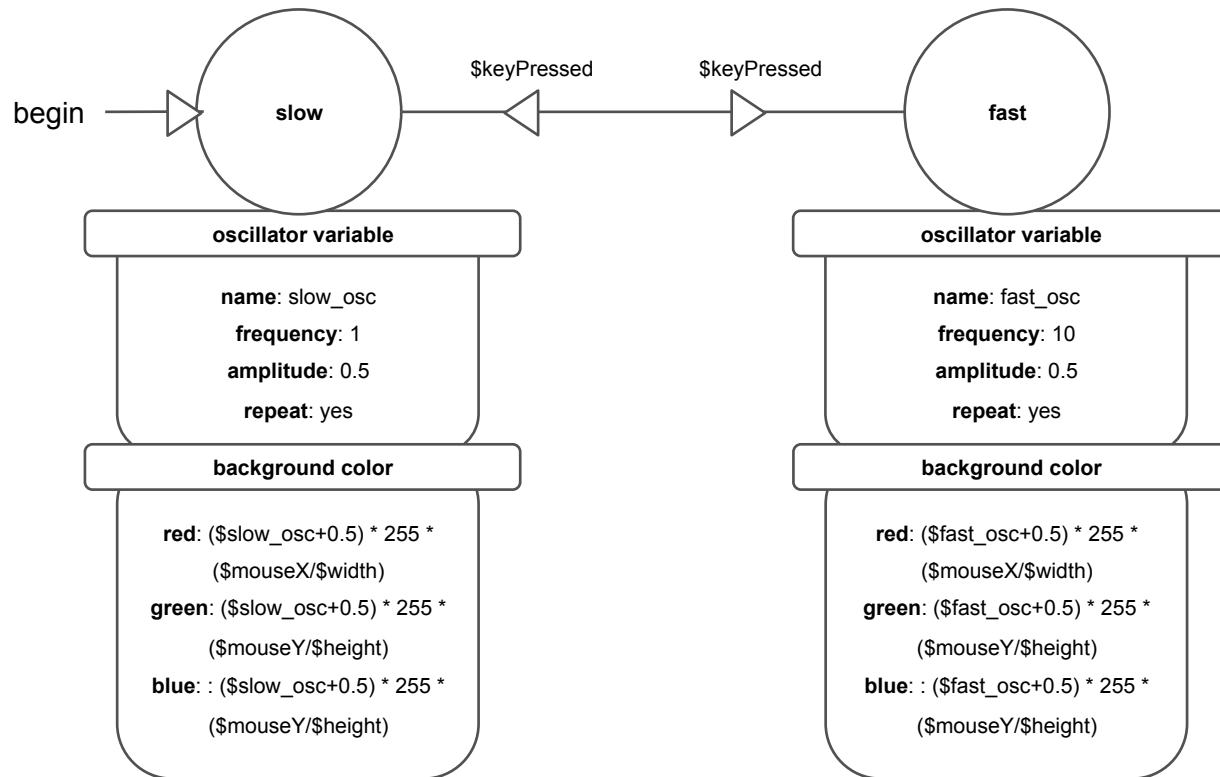
nested: keypress_changes_rgb



mouseclick_rgb_mouseX_flickering_time_keypress_flickering



mouseX_to_bright_keypress_random_rgb

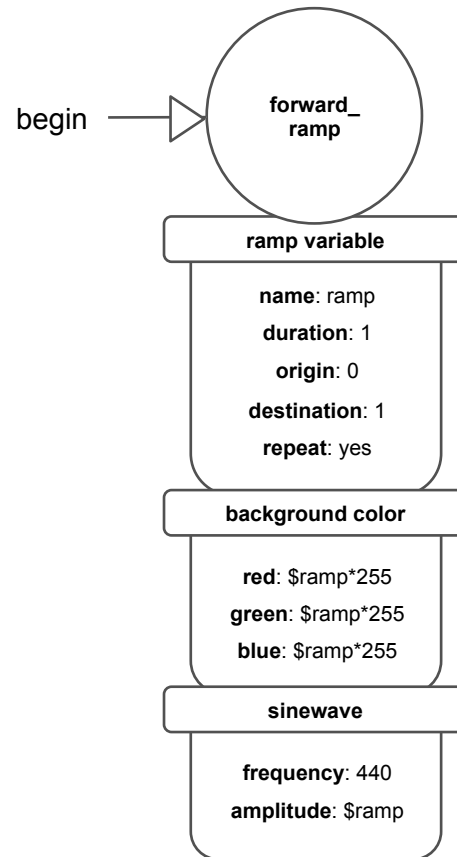


mouseXY_RGB_keypress_osc_slow_fast

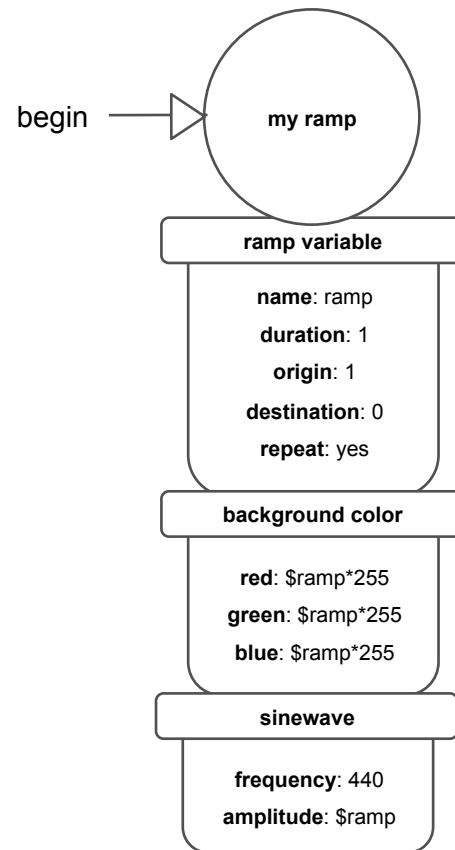
multimedia

multimedia

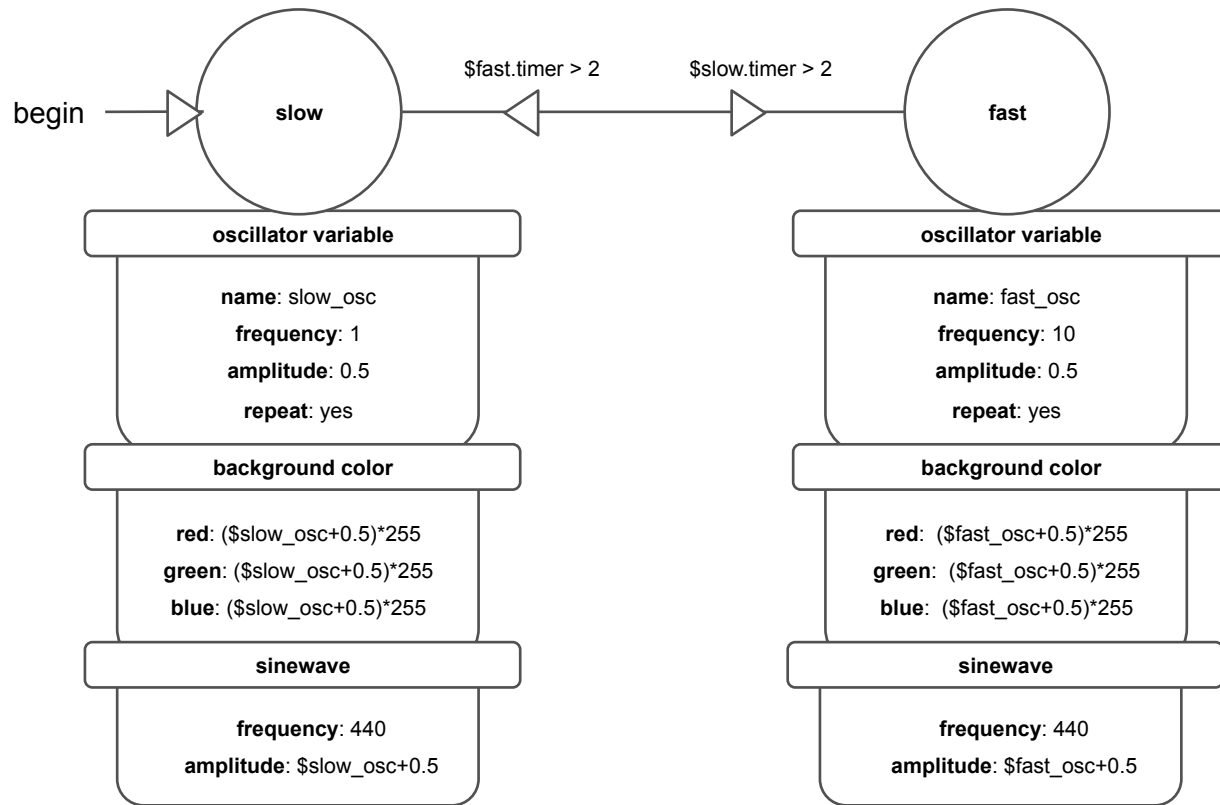
bb tasks



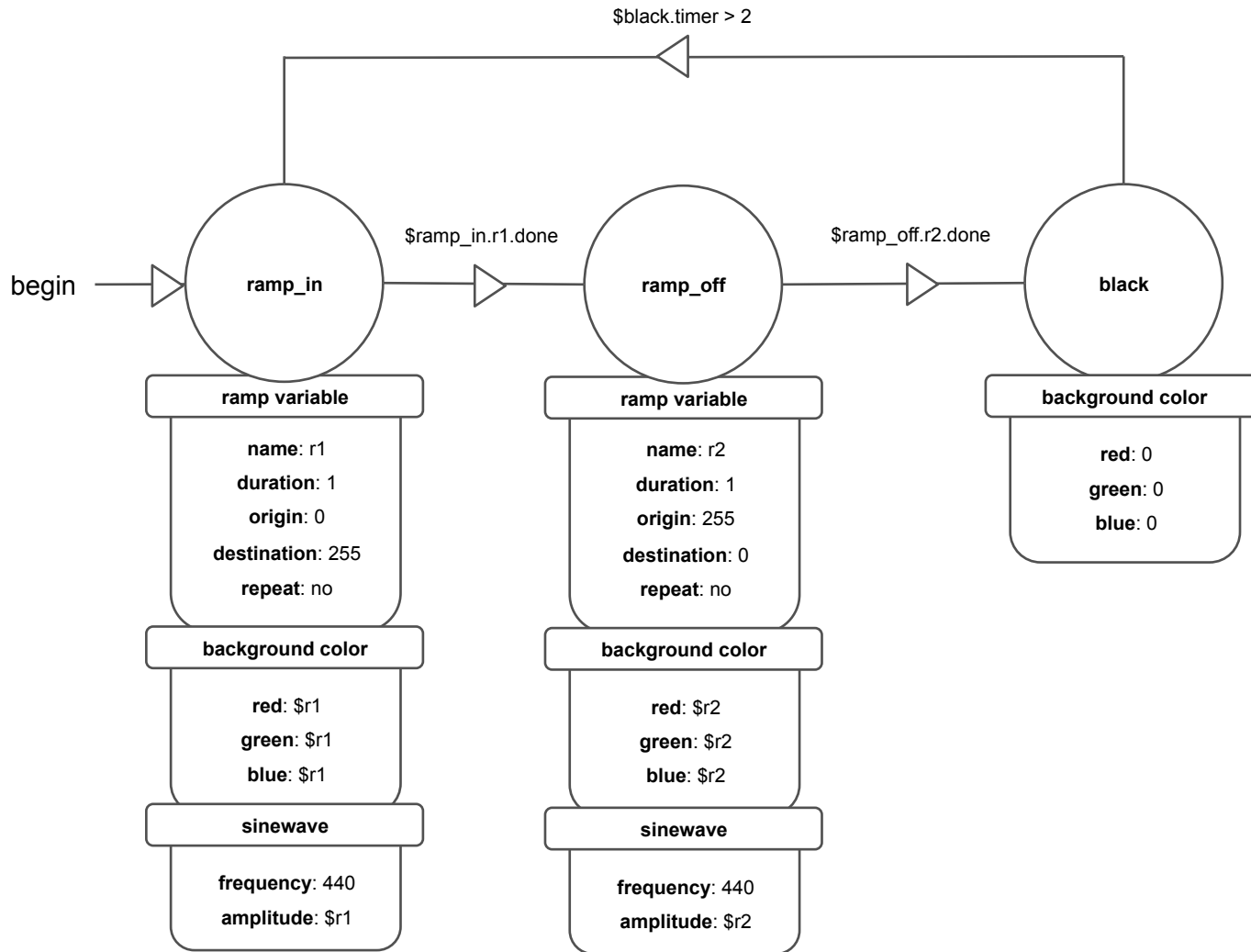
forward ramp



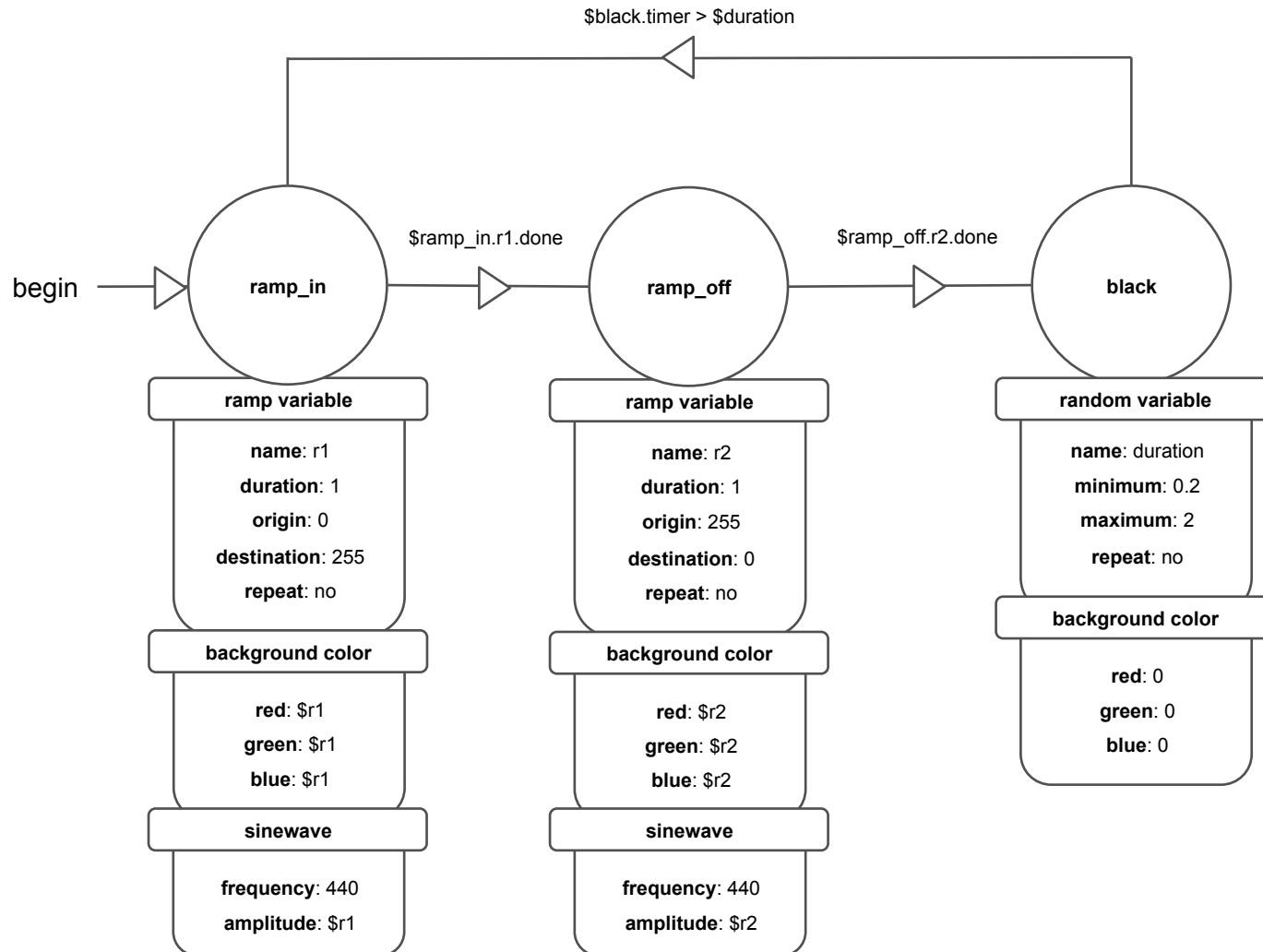
backward ramp



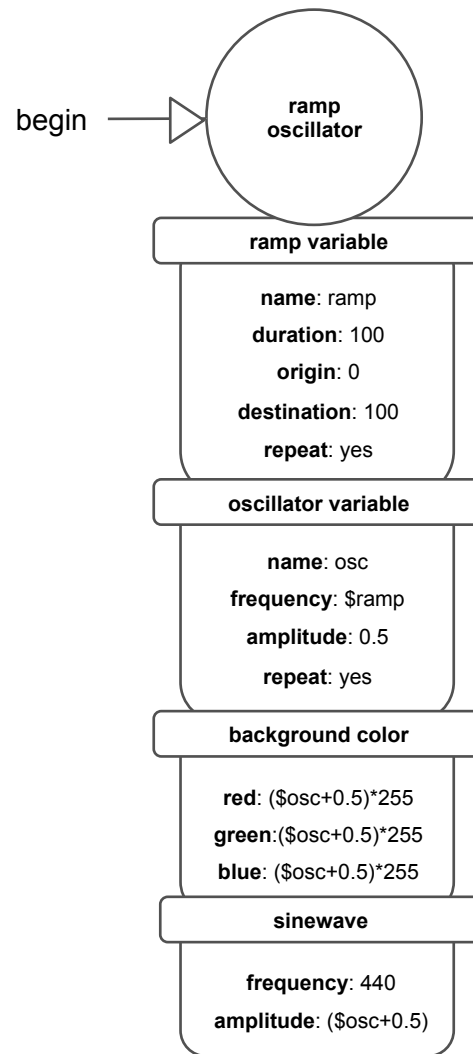
osc_slow_wait_osc_fast



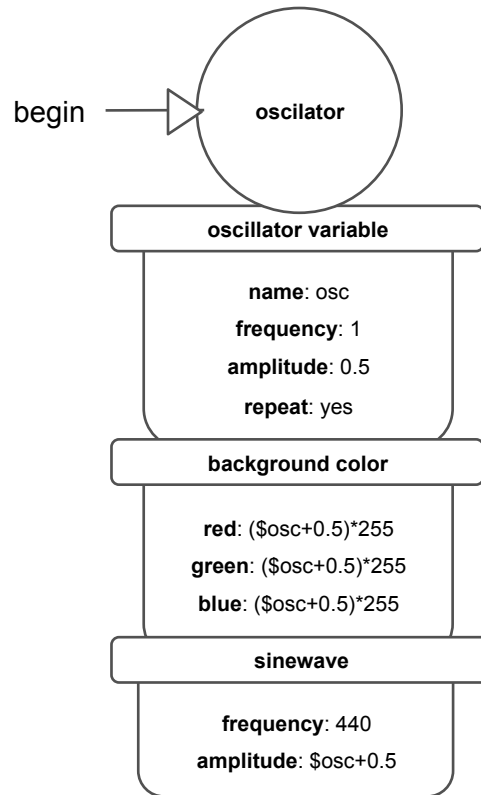
ramp_off_wait_ramp_in



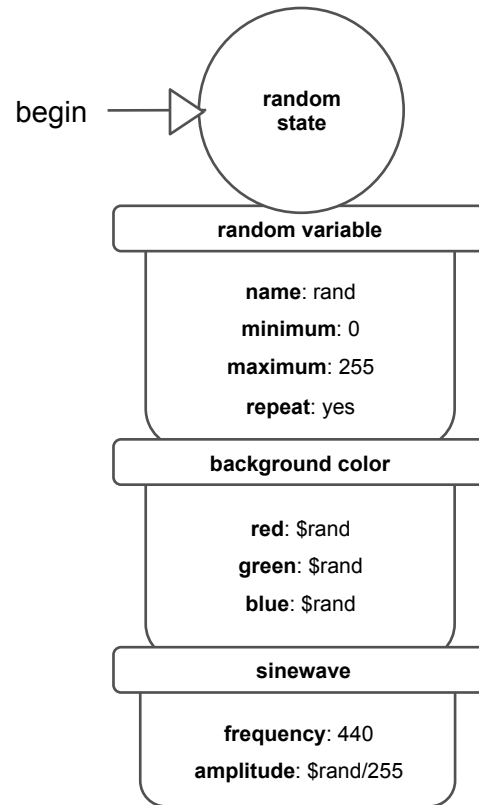
ramp_off_random_wait_ramp_in



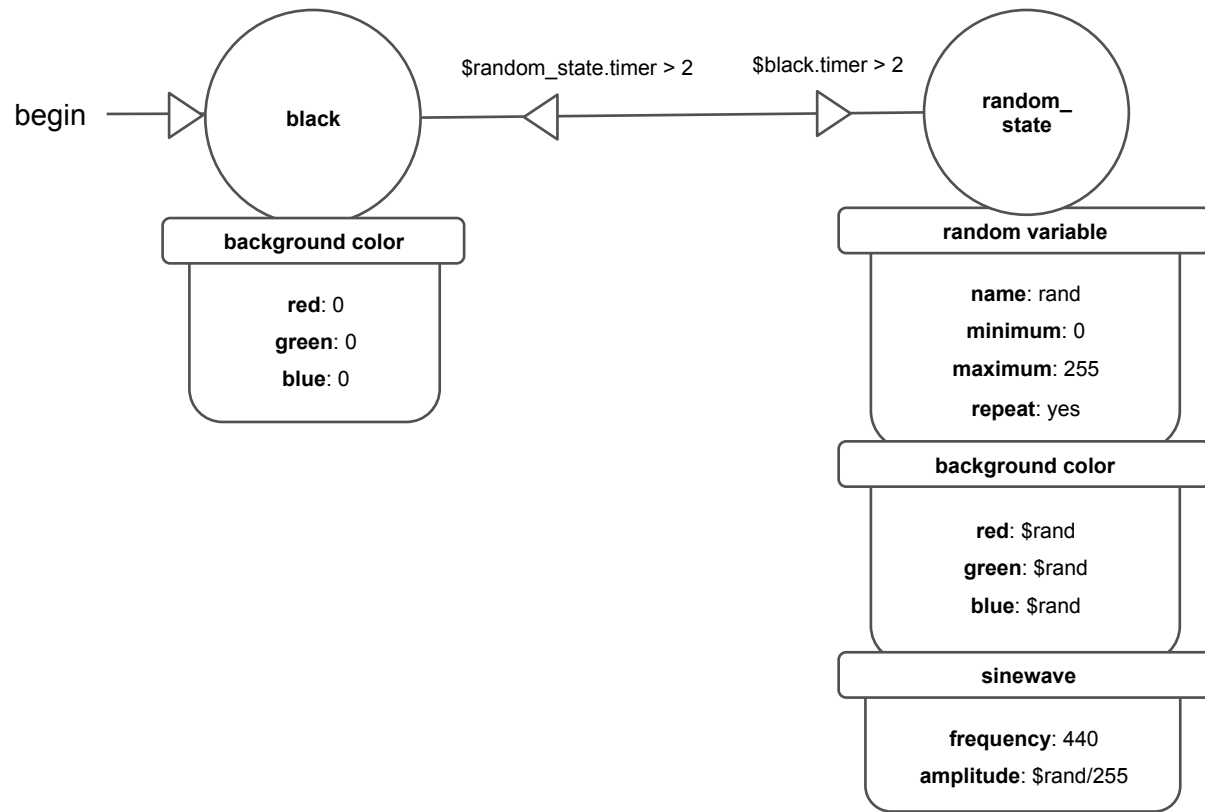
ramp_oscillator



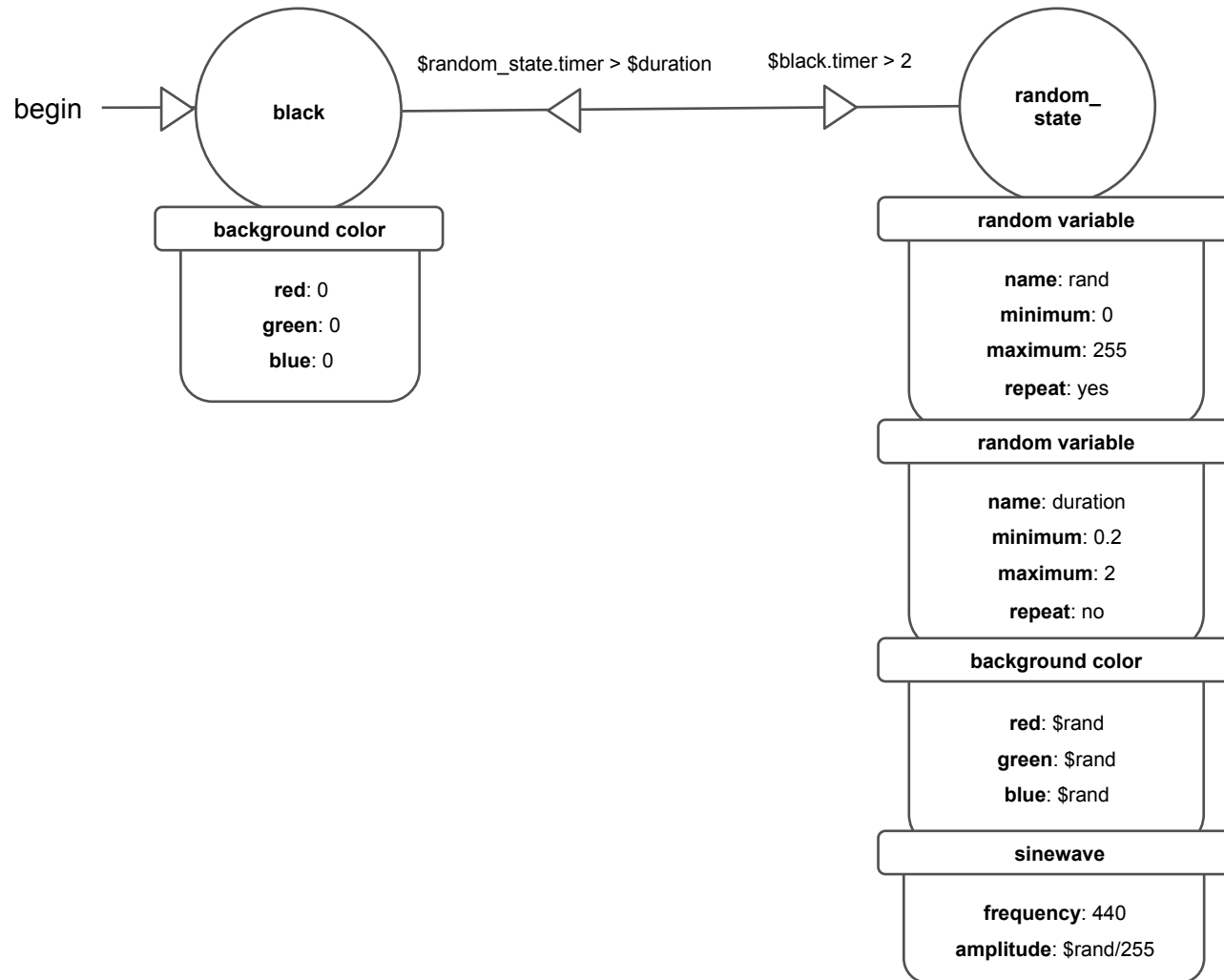
simple oscillator



simple random



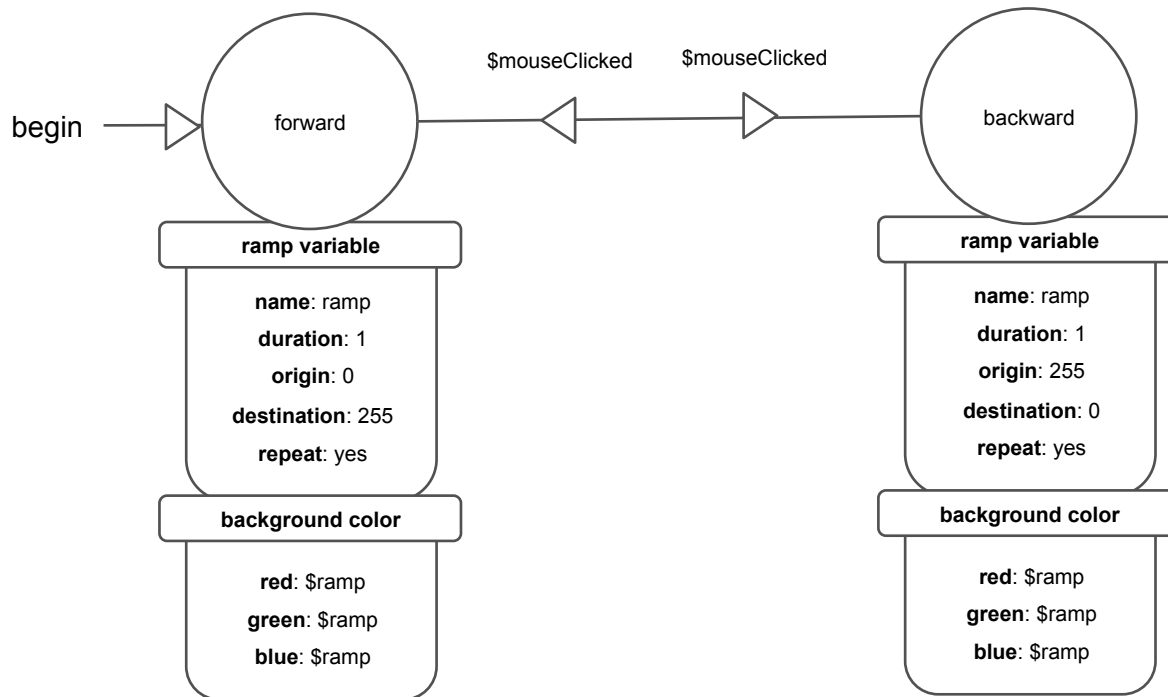
random_flickering_wait_silence



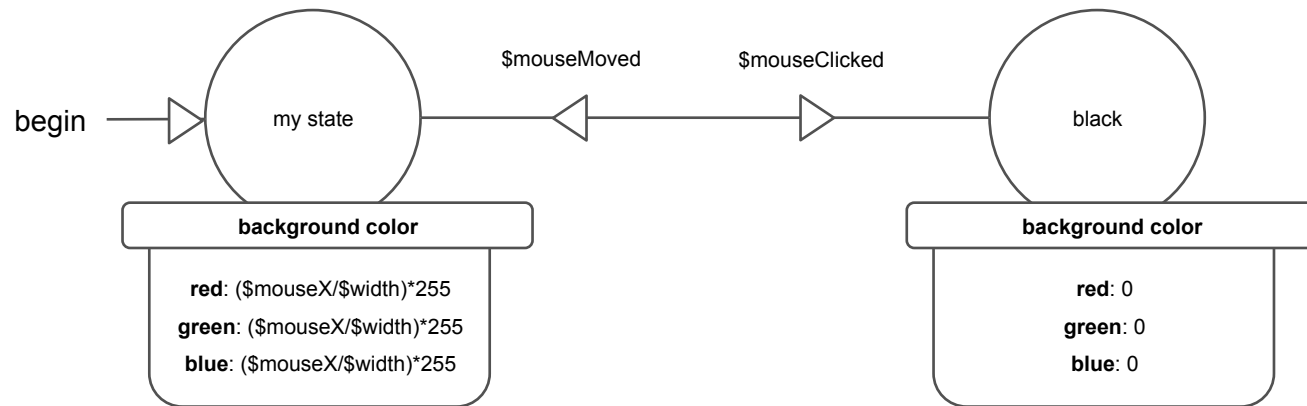
random_flickering_random_wait_silence

multimedia

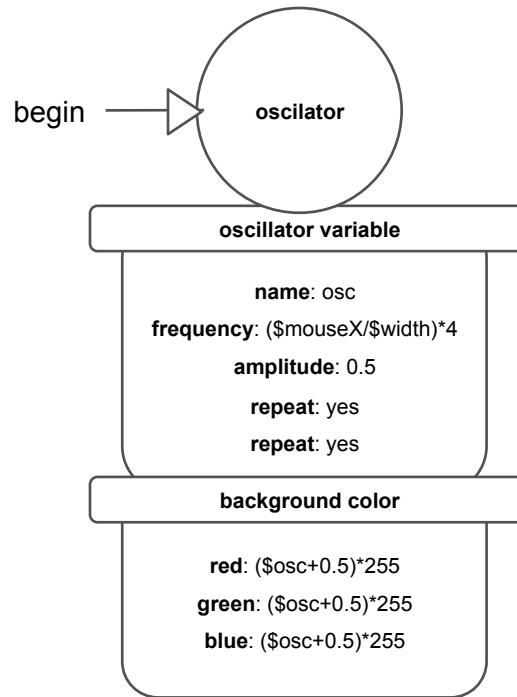
one input



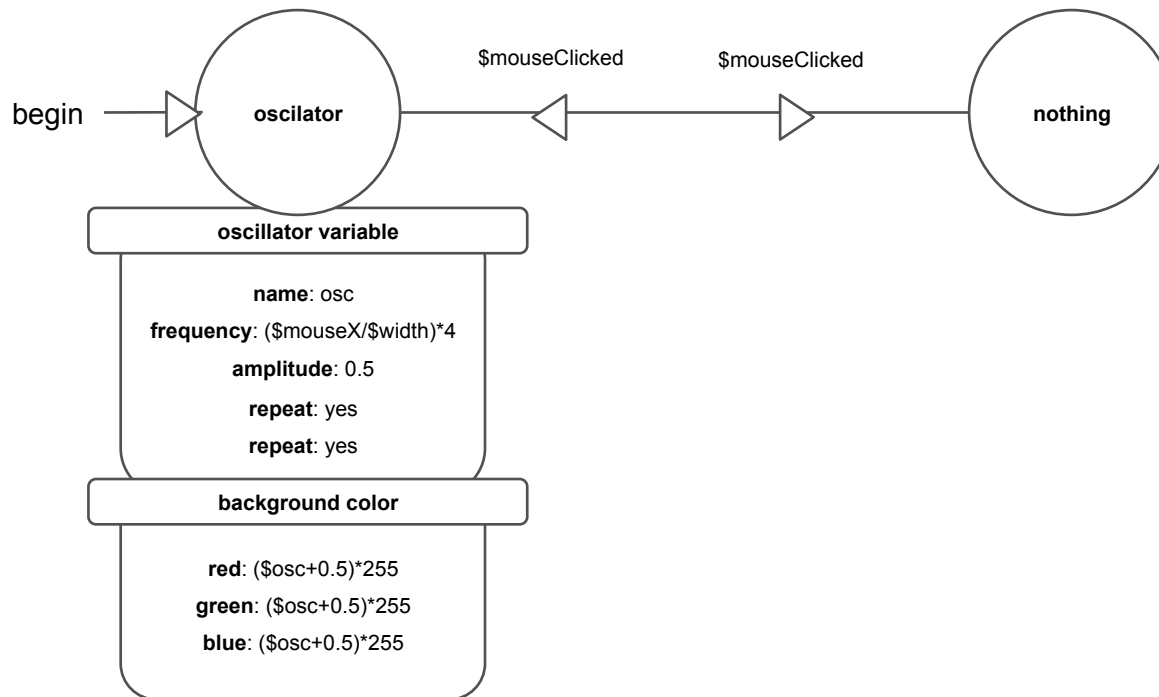
click_backward_forwards_ramp



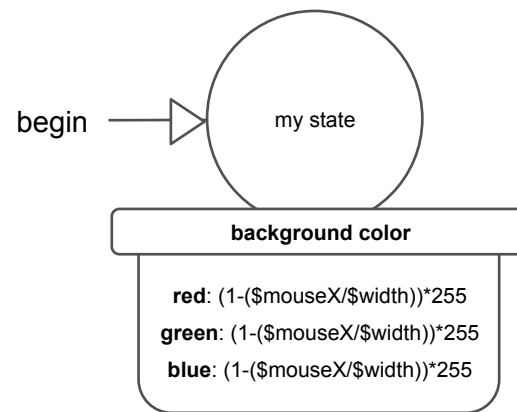
mouse_click_erase_background



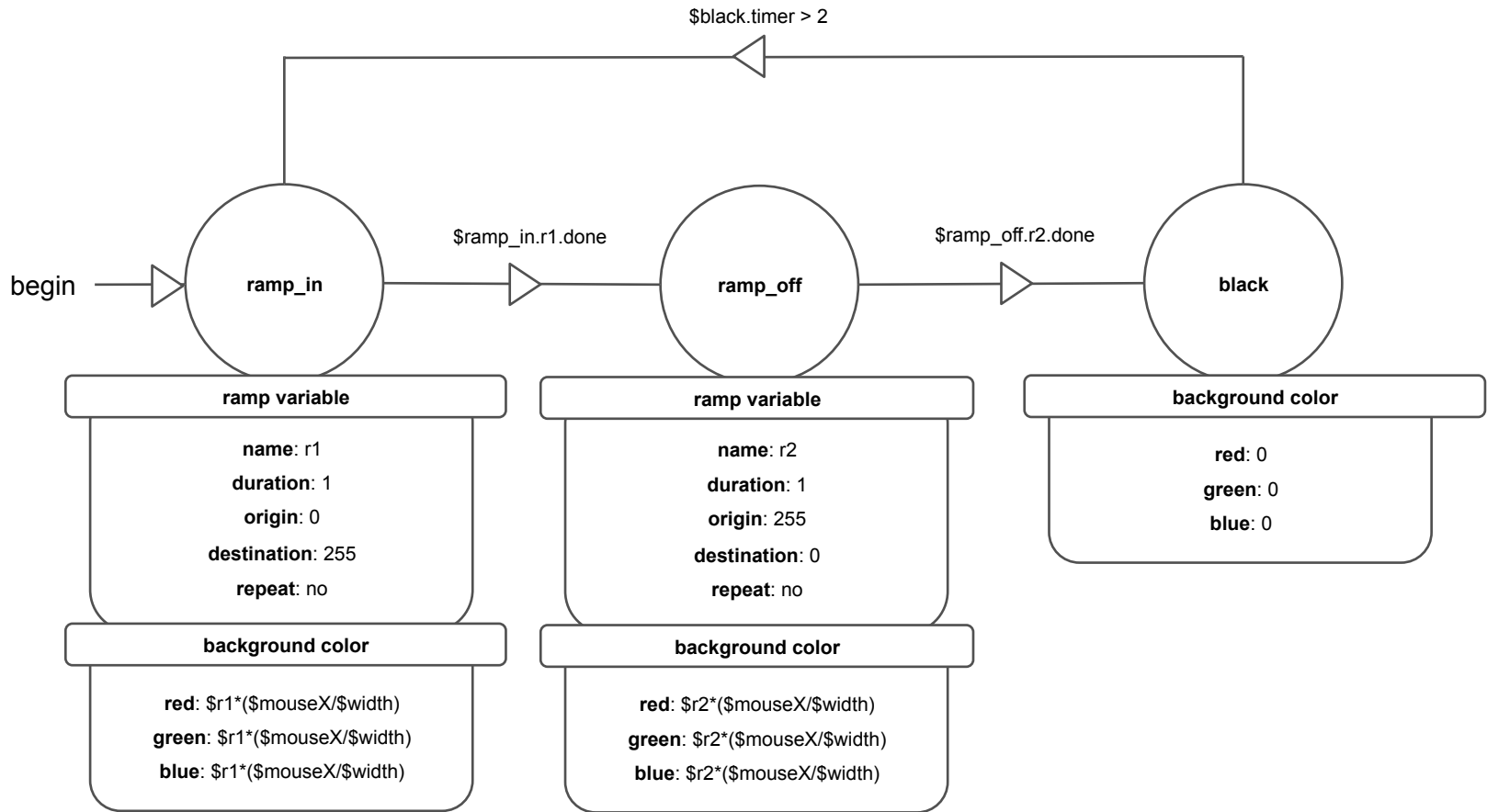
mouse oscillator



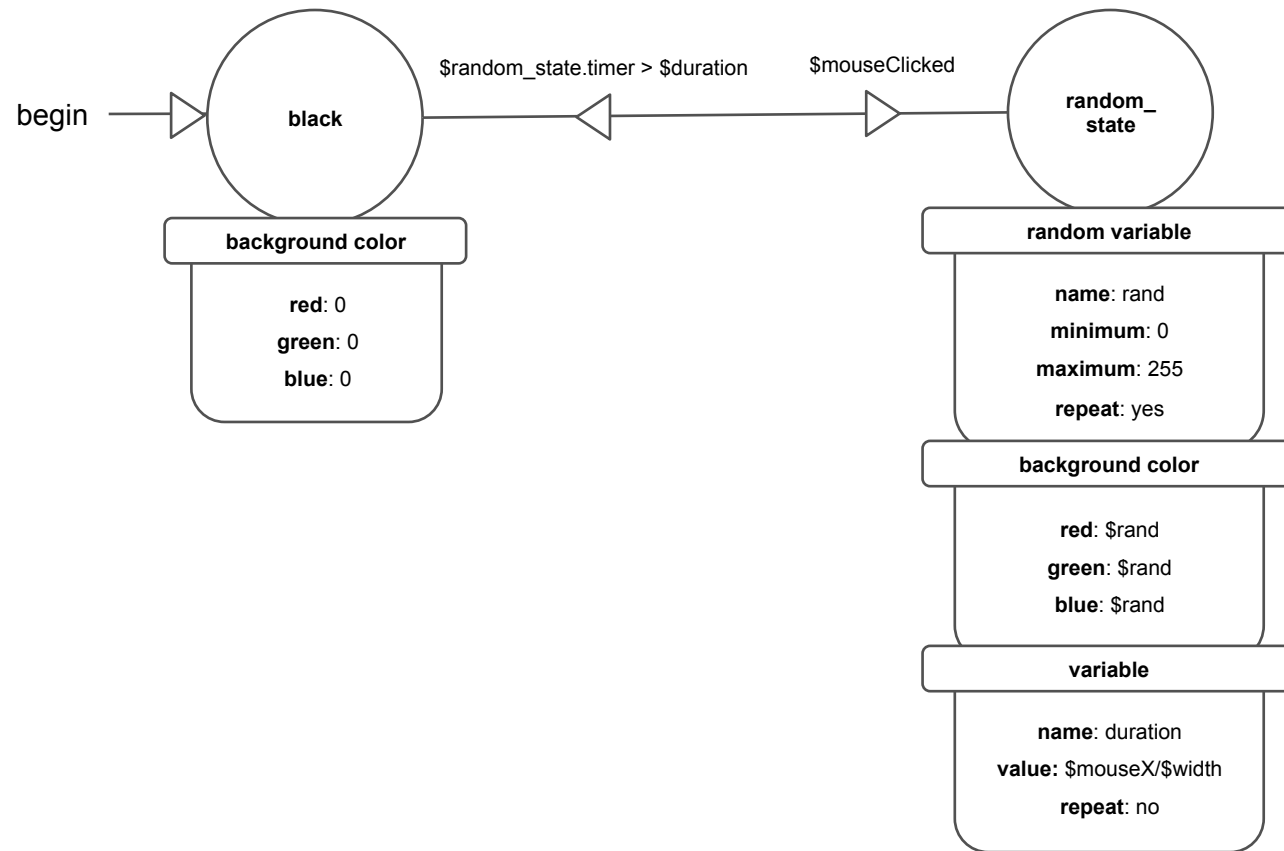
mouse_osc_click_stop



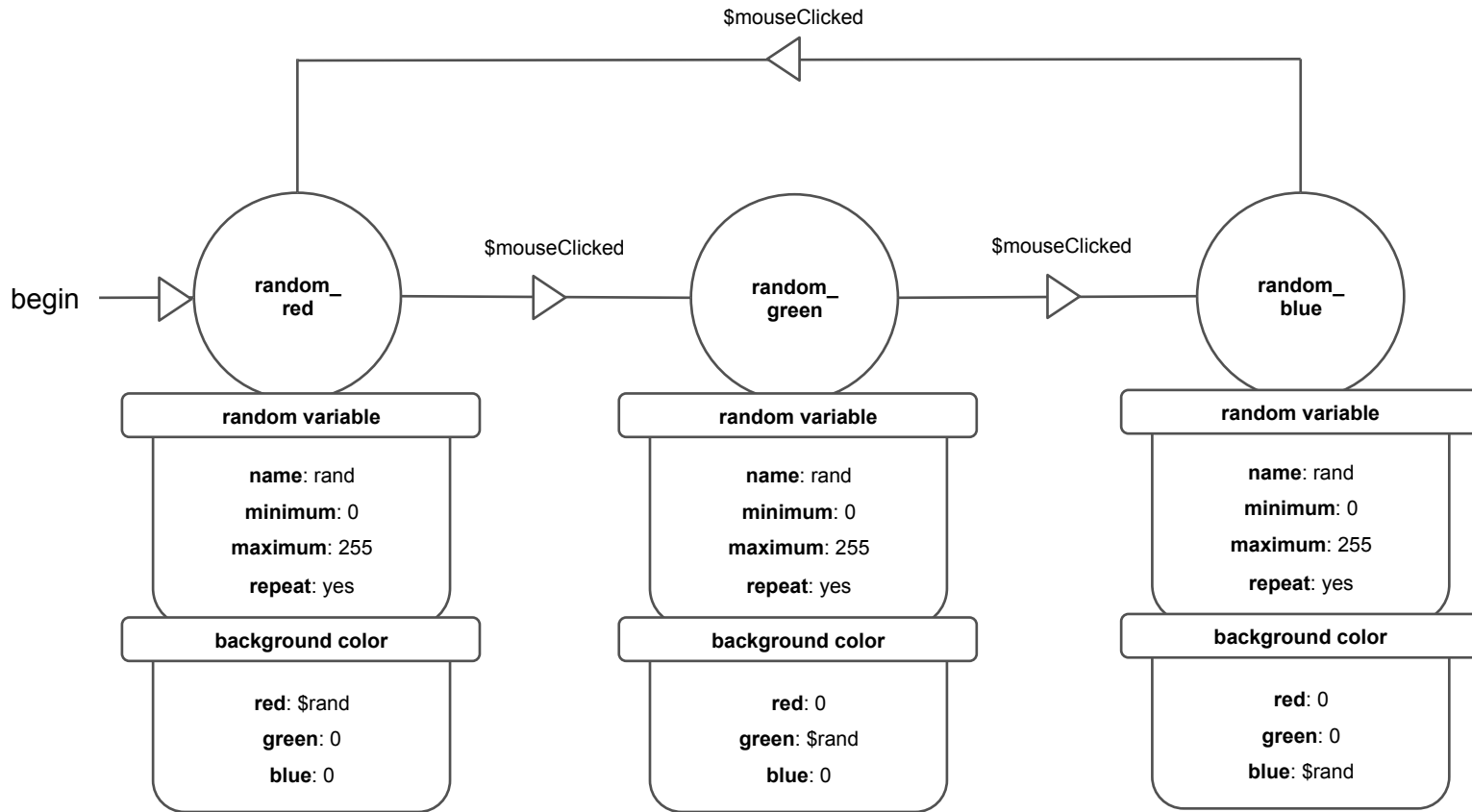
inverse_mouseX_to_bright



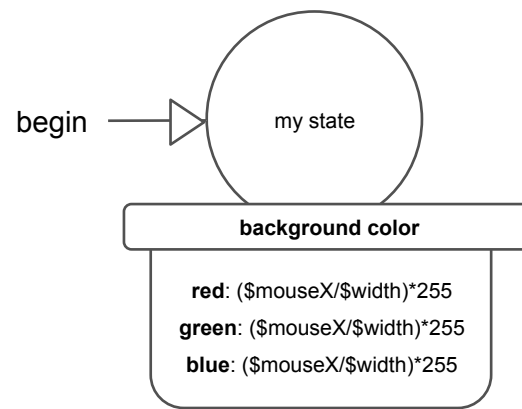
mouse_ramp_off_waitRGB_ramp_in



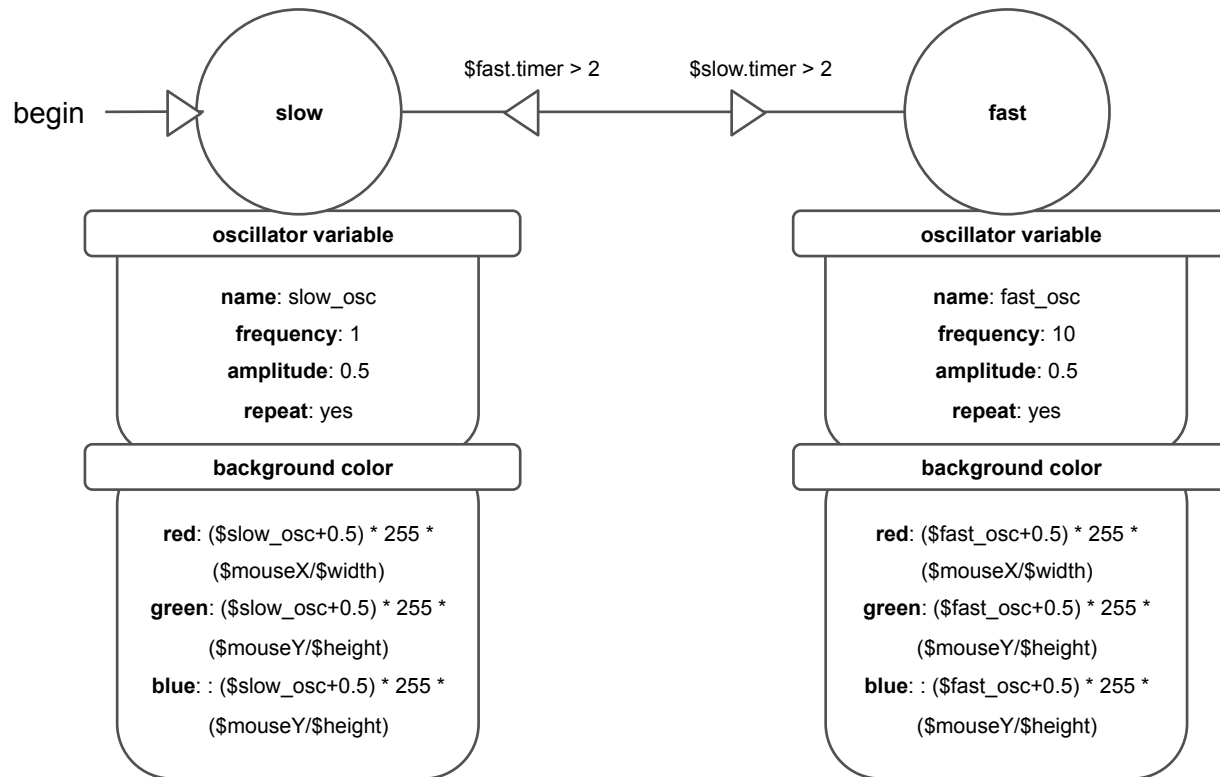
mouseclick_flickering_mouseX_flickering_time



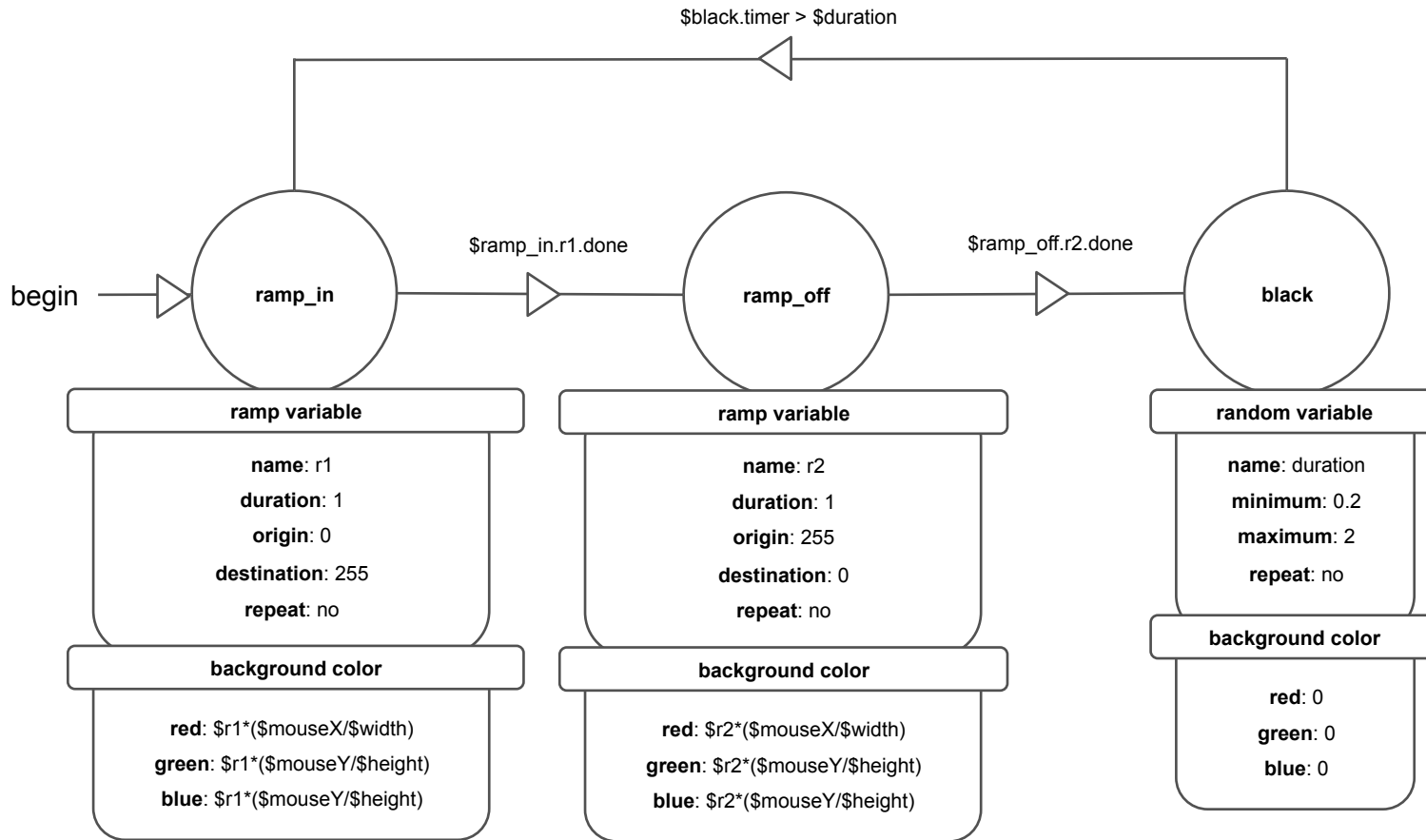
mouseclick_random



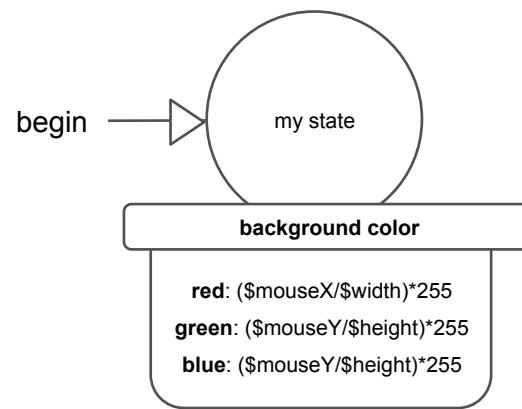
mouseX_to_bright



mouseXY_osc_slow_waitRGB_osc_fast



mouseXY_ramp_off_random_waitRGB_ramp_in



mouseXY_to_RGB