Beauty of Taiwan

Yu-Chung Chang

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Rochester Institute of Technology

A Thesis submitted to the Faculty of the
College of Imaging Arts and Sciences
in candidacy for the degree of
Master of Fine Arts
Computer Graphics Design

Beauty of Taiwan
by Yu-Chung Chang

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Abstract

Taiwan Images
Yu-Chung Chang

The term “Multimedia” refers to not only the materials used in creating art, but also the devices used for presenting the content. In the present time, artists can practice computer softwares as the media. They use audio and video tracks to display artwork. Various formats of technological or digital multimedia enhance the user’s experience in entertainment or art, and transcend everyday experience.

“Beauty of Taiwan”, my MFA Thesis, is a Flash-based program which offers users interactivity to control the way to view art piece as used in video games. This program allows the presented film, made from my pencil drawings on the images of Taiwan, to be affected by the viewer’s movements. Starting from when he/she first enters the affected zone situated in front of the screen, the program detects his/her initial location, and the film starts playing depending on his/her followup movements.

The opening has a sequence of images flowing in from either side of the screen, according to where the viewer enters the affected zone in relation to the screen. If the viewer enters the center of the zone, or if more than one viewer comes in from both sides at the same time, the film starts playing from the center of the screen. If no one is in the zone, an animated logo is set to loop as a screen saver.

Setting up a camera that collects proper amount of information is very critical. Through Flash, I’m able to locate viewer’s movements. They are caught by the camera. That information is then transferred from the captured images and becomes the controller for the viewer to navigate through the film.
By having the interactivity between the viewer and the exhibited artworks, the brilliant artworks that used the traditional materials, are no longer just static images hung on the walls of museums, or of our own homes. In my project, the art piece now also attract instant conversations and simultaneous reactions between the creator and the audiences. The interactivity brings out the fun, communication and humanity to the creator, the audiences and the artworks.

Used Softwares:
Flash and After Effects

Related Professions:
Motion Graphics and Interactive Art

see “Beauty of Taiwan” at
http://taiwan.cheerevelyn.com/
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Introduction

In the past, people have had no choice but to browse through each static art work one by one in the museums. Have you ever wondered about making the artwork change, move, and walk alongside with the viewers? The central idea of this project is to display my artwork in a novel and interactive way so that viewers will have new surprises for every single step. For example, when someone walks from the left side of a prolonged screen toward right, a short film will be displayed from the left to right along with the viewer and vise versa.

This is a Flash-based interactive art work. It utilizes a camera to detect people’s position, and then randomly choose one film out of four topics to be displayed. All the four topics are the unique features of my motherland Taiwan and contrast much to my oversea experience in United States- Hakka (a race in Taiwan), transportation, aboriginal, and folk beliefs. Each topic is presented by two thirty-second films and each short film is composed of pencil drawing images.

Similar to the aforementioned left and right starts, the film is set to start from the middle if the viewer initiates the contact in the middle, or if two viewers simultaneously walk in from opposite directions. A recurrent animation of a Taiwan logo will appear in the center if no one is under the radar of the camera. Every feature works if one viewer is replaced by a group.

Noticing the change on the screen display, viewers will immediately realize that their positions play a role in what they will see next. Viewers get entertained and linger in front of the screen to enjoy more artwork. Artists tell stories via creating artwork. By incorporating the new techniques in interactive art, I long for providing the viewers a whole new experience while listening to my story of Taiwan.

My artwork is like stories that an artist wants to tell, and they can be told in a different and special way that combines digital multimedia. In this project, my artwork are going to be shown according to viewers’ positions. My artwork appear like scenes around when people walk. This way makes people interested in spending time watching and feeling my artwork.


Review of Literature

The Art and Science of Interface and Interaction Design
by Christa Sommerer, L. C. Jain, Laurent Mignonneau
Springer, 2008

This book introduces interactive art or design of many forms such as games, web pages, shows in a public space or a semi-public space, etc. Discussed in this book, many interactive art or interaction design projects often involve digital process. The early developed technology has greatly influenced new design.

Information Arts: Intersections of Art, Science, and Technology
by Stephen Wilson
MIT Press, 2003

Through the point of view of an artist, the book talks about the relation between art and science. It also introduces different forms of technology in which art is expressed. In the form of computers, the ways to activate an art show include motion, gesture, touch and tactility, gaze, face recognition, balance, walking, bicycling, breath, etc.

The Language of New Media
by Lev Manovich
MIT Press, 2002

The author discusses the term, new media, from the angles of theories and histories. New media, which often combines different apparatuses, differs from the single word, media. It strengthens the interaction between watchers and a screen, and adds physical controls to emotional communication. New media has affects the interface design, representation space, etc.
Process

I. Operation of Flash Codes

Through a camera, Flash detects the position of people’s movements. An operator first clicks the button, Start, which is a one time click during the whole experiencing, to start using this program.

The following is an opening film which is around ten seconds, and then, Flash detects if there are people in front of the camera, and responds with different films starting from different sides according to people’s positions.
Following people’s movements, motion graphics display relative parts. Down below a film, there is a brief introduction about the film. There are two thin bars above and below the area where a film shows. The two bars’ length and positions change with the range over which people are distributed, and they supply a hint of the interaction between people and a film.

After showing about thirty seconds is a ten-second break time. There is a sign, Come Here, attracting and directing people to come front to interact with this program. Then, Flash detects people’s positions and starts all over again. If there is no one there, the sign, Come Here, will also appear.
A. Detect and Follow One or More People

Flash gets continuous video images of the viewers from a camera, and captures them in a millisecond. Meanwhile, it also compares the differences between each image, and displays them as green dots on the screen. The x positions of the green dots are traced in an array.

Depending on where the green dots appear on the screen, the film is arranged to start playing either from the left, right, or center of the screen. During the screening, the images unfold to the followup movements of the green dots. Flash knows that the green dots are representing either one or multiple viewers.

When there’s only one viewer entering the affected zone, a sequence of images starts from the same side, either the left or the right, as the green dots appeared. Things get complicated when there are more than one entry. Since the viewers can easily come from any directions, the film starts from the center of the screen, and the sequence of images unfolds symmetrically to the furtherest green dots detected from the center. On the other hand, if the film starts from either the left or right side of the screen, the sequence of images unfolds to the furtherest green dots detected from the starting side.

Flash detects the initial positions of the green dots at the opening of the film, and also at the end of each break. For every thirty seconds, the film takes a ten-second break. An animated logo loops through the break until the next show. However, if there are no green dots detected by Flash, the loop remains active and the film is not played.

B. Problems of Flash and Solutions

1. Flash Takes Times to Start Up

When starting the program, a window pops out and asks viewer’s permission on camera access. The viewer clicks on the “allow” button and Flash starts initializing the camera. However, the initialization takes a few seconds in order for Flash to collect the correct information.
Solutions - Use an opening film to fill the time gap. I create a greeting shorts to cover for Flash.

2. Flash Misses Capturing Sometimes

In order to have a smooth viewing experience, it is very critical to have images on every Flash keyframe. Unfortunately, that is not always the case. When no green dots are detected by Flash, it returns a null value. Not only there is no array, there are also no images being captured. Although we can’t finger point the lack of images when it happens, due to persistence of vision, the film flicks before our eyes.

Solutions - Create two sets of variables- MAX, MIN and keepMAX, keepMIN. Every time when Flash captures images and generates a valid array representing x positions of all green dots, MAX (MIN) equals to the biggest (smallest) value. At the same time, the variable, keepMAX (keepMIN), equals to MAX (MIN.) While Flash does not capture images and generates no array, MAX (MIN) equals to the value of keepMAX (keepMIN) that just recorded down. In this way, null values are avoided.

C. The Making of Short Films

1. Display Motion Graphics

There are three ways to display motion graphics of a short film. Each way performs a little bit differently, and has its own features.

Take a ball as an example. Make a ball scale from very small to very big and then keep rotating in its position.

a. The first way is to create all the motion in the timeline. However, since a short film displays according to people’s position, and people’s bodies actually shake a little bit, the film will shake, keep going forward and backward. It looks unstable this way.

b. The second way is to make all the motion be embed in a symbol and then put the symbol on the stage in a proper frame of the timeline. The ball starts scaling and rotating when users go to the relative position.
However, when users go backward, the ball will not scale down but suddenly disappear on the stage.

c. The third way is to make the motion of scaling happen in the timeline of the stage, and make the motion of rotating in a symbol. In this way, when people walk backward, they can see the ball scaling down and disappear rather than disappearing rapidly.

The best solution is the third way. Most of the motion graphics in this project are made in this way.

2. Relation Between People’s Position and Flash Timeline

Each of the subjects has three films that start from the left, right and center. To make appearances of motion graphics correspond to people’s positions, it is important to understand how Flash timeline works.

Since in this project, most motion graphics are made in the third way mentioned above—motion tweens are embedded in symbols. Objects on the stage can only display and perform well when the order of their appearing timing in the timeline is from the beginning (left) toward the end (right). Making the playhead play backward will result in flashing images, and that symbols all play from their beginning at the same time, rather than starting one by one when people walk by. Therefore, the making of the three displaying ways is different.

a. Making films starting from the left is the easiest among all. Objects near the left side of the stage start earlier in the main timeline. When people enter from the left side, motion graphics play in order.

b. On the contrary, when making films starting from the right, objects near the right side of the stage start earlier in the main timeline. When people enter from the right side, the playhead is demanded to move from the left side of the main timeline. Thus motion graphics show normally.

c. When making films starting from the middle, the first half of the main timeline is empty, and all the motion graphics are set in the last half of the main timeline. Objects near the middle of the stage start earlier in the main timeline, and objects near the two sides of the stage start later in the main timeline.
When people are in front of the camera, there are another three situations to consider. When people are in the right half area of the screen, the playhead in the main timeline moves from the middle to the right depending on how far people are from the middle. When people are in the left half area of the screen, people’s position, the furtherest point is reflected to get a value that is able to demand the playhead in the main timeline still moves from the middle to the right. When people’s area covers the middle of the screen, if the right part is bigger than the left part, the playhead moves according to the furtherest point of people’s area, and if the left part is bigger than the right part, the point needs to be reflected to get a proper value for the playhead to move.

D. Set a Camera

It is very important to set a camera in a proper way. The wider range a camera can cover or the further a camera can be from people, the better this project can perform. A small range or being too close to people will cause too many green dots appearing on the screen at one time. As a result, it is not obvious that motion graphics are following people.
II. Art Works in Short Films

The contents of short films are pencil drawing images. I had learned fine art for a long time. Now, combining with computer graphics design, the steady images become motion graphics. The topic is Beauty of Taiwan, and the four subjects are transportation, folk beliefs, aboriginal, and Hakka (a race in Taiwan.) For each subject, there are two short films. To make each subject more impressive, each film is given a topic, and a slogan is added in each film to make the topic and meaning clear.

A. Hakka

1. Blue Blouse

Hakka people’s traditional blue blouse has beautiful patterns and a special form. It was designed to make it easy and comfort for women while they worked on a farm. Now it represents the diligent spirit of Hakka.
2. Tung Blossom

Hakka people originated in mainland China, and parts of them moved to Taiwan many years ago. Tung trees once were Hakka people’s industrial crops. Tung blossom in May is part of their memory. It is now a symbol of Hakka.

B. Transportation

1. Taiwan Railway and HSR

Taiwan Railway has served many years, and it has played a very important role in the development of industry in Taiwan. In 2007, Taiwan High Speed Rail (HSR) was completed and opened to give more transportation. Now, it only takes four hours to travel from the north to the south. Taiwan High Speed Rail has made it more convenient in travel and business affairs.
2. Motorcycles

Taiwan is crowded. On the streets, besides cars, there are a lot of motorcycles. They stop behind traffic lights, and when the lights turn to green, they rush out rapidly.

C. Aboriginal

1. Totems and Patterns

Besides races that came from mainland China hundreds years ago, there are fourteen races that originated in Taiwan. Each race has its own culture, belief, activities. They feature in totems and patterns on clothes, appliance, sculptures, etc.
2. Harvest Festival

Most of the races hold ceremonies for harvest and the hunt. Now they have joint ceremonies for conveying and passing their cultures.

D. Folk Beliefs

1. Worship

Many people believe in Buddhism and Taoism. Besides, in many places, there are Village Gods, who protect people in health and wealth. There are many temples and many different gods and goddesses. Worship is a part of daily life and also a yearly activity.
2. Food for Festivals

In Taiwan, there are many festivals on the lunar calendar. In the Chinese New Year, there are meals cooked with fish, chicken, pork, etc. Foods have their meanings, such as fish referring to “always getting more than you wish for” for its pronunciation in Mandarin. In summer, there is the Dragon Boat Festival. People eat rice dumplings to commemorate Qu-yuan, a patriot in history. Riding boats for finding his body now becomes the competition of riding dragon boats. In fall, in a full moon night, people get together with families and friends watching the beautiful full moon, and eat moon cakes to celebrate the Moon Festival.
Summary

With the development of technology, many aspects of our lives, including art, are influenced by computers. Rather than hanging pictures on walls, the form of showing art works can be different. This project is to make a Flash based program that uses a computer to make an interactive way to show my art works whose topic is Beauty of Taiwan.

My artwork, which are pencil drawings, are made into short films. In front of a large screen, people’s movements affect the starting position of the playing of a random short film. When the position of people’s movements is in the left (right) side of the screen, a short film that starts from the left (right) plays. When the position of people’s movement is in the center of the screen or when people enter the area of the screen on both sides at the same time, a random film starts playing from the center. When no one is in front of the screen, a logo animation shows and it loops like a screen saver. Besides, this project can respond to not only one user but also multi-people.

I drew for the four subjects that I am concerned about- transportation, folk beliefs, aboriginal, and Hakka (a race in Taiwan.) Each subject has two short films. Taiwan is a small and crowded island. A large amount of motorcycles are the feature of Taiwan’s traffic. Taiwan is a multi-culture island, and there are many traditional activities and many different religions. The ten races that originated in Taiwan have their own beautiful cultures. Hakka people immigrated to Taiwan hundreds years ago. I am a Hakkanese, and I am proud of Hakka people’s delicious food, and Hakka people’s features- diligence and frugality.

To make short films, some images are imported into the software, After Effects, and then the short films are imported into Flash to be ready to play, and some images are imported into Flash and made into films in Flash. Flash is the software that shows those short films in an interactive way. It detects the position of people’s movements by capturing and comparing images through a camera, and plays a random short film or the looping logo animation according to the value returned from those images. The camera is set to focus on a proper area of the ground in front of the screen to get simple images and clear data for Flash to judge.

Making use of the relation between art works and watchers (users) can make it more interesting and attractive to show an artist’s work. In this project, people can find out that they are able to affect the playing of the short films. When they watch my art works, they also have fun with the form of showing art works. Combining digital multimedia, this project makes it fascinating to share my feelings and thoughts in my art works.
Conclusion

Artists express feelings and thoughts through their works. While the works are important, how they are displayed are equally weighted. The presentation decides the relationship between the art piece and its audience. An well-designed presentation for the piece has higher exposure to the general public, and it can gain greater acceptance from the right audience.

In the late 1970s, the term “Multimedia” was used to describe presentations consisting of multi-projector slide shows timed to an audio track. In the past 20 years, it refers to an electronically delivered combination of media including video, still images, audio, text in such a way that can be accessed interactively. Enhanced levels of interactivity are made possible in showcasing art projects, including my own, by using the software Flash.

I’m a Hakkanese from Taiwan, a multicultural Asian country that has mixed traditions and religions from its historical background. “Hakka”, “Transportation”, “Aboriginal” and “Folk Beliefs” are the four selected subjects for my film. They are the images in my head when I think of Taiwan. I sketch my ideas first and make the final drawings into eight motion graphic shorts. “Hakka” is about the diligent and frugal culture of the Hakkanese who immigrated to Taiwan hundreds of years ago. “Transportation” shows the traffic in Taiwan and it represents the energy of its residents. “Aboriginal” refers to the indigenous people of Taiwan who are Austronesian people while the majority is Han Chinese. Their languages and cultural identities are distinctive and unique. There are fourteen tribes recognized by the government of Taiwan. “Folk Beliefs” is about the various religions that the Taiwanese (Han Chinese, Hakkanese and the aboriginal) people follow.

The interactivity between my audience and the art piece allows the audience to trigger the shorts and to progress the film based on their movements. A randomly selected sequence of images starts playing as the initial movement is detected. From then on, the film literally unfolds and follows the audience’s physical locations in relation to the screen.

Normally the audiences observe art pieces in a distance. Once they lost interests and walk away, the distance becomes infinite and the greeting ends. I use this mentality and turn the distance into a game between the piece and my audiences. Their locations matter to their interactive experience with the art work. Once they realize that they have control over the image arrangements and displays, they are happy to examine that power. Meanwhile, the artist renews his/her chance of continuing the storytelling process by every interactive act from the audience. This new dynamic can ensure the hard work, created by those behind-the-scene artists such as myself, to be fully delivered to the public eyes.
Appendix

Codes in intercam.as

```plaintext
package {

    import flash.geom.Point;
    import flash.geom.Rectangle;
    import flash.geom.ColorTransform;

    import flash.media.Video;
    import flash.media.Camera;
    import flash.events. GUIStyle;

    import flash.display. *;
    import flash.display.Sprite;
    import flash.display.Bitmap;
    import flash.display.BitmapData;

    import flash.utils.Timer;

    import flash.system.fscommand;

    import fl.transitions. *;
    import fl.transitions.easing. *;

    public class intercam extends Sprite {

        // motion detection stepping
        private static var BLOCKS:Number=5;

        // motion detection sensitivity
        private static var SENSITIVITY:Number=1000000;

        // bitmapdata to show detected differences for better understanding
        private var helperData:BitmapData;

        // colortransform to darken old difference points
        private var helperTransform:ColorTransform;

        // detector
        private var detector:MotionDetector;

        // video
        public var video:Video=new Video(1000,750);

        // timer
        public var timerCountDown:Timer=new Timer(5000);
        public var timerPlayheadDetect:Timer=new Timer(100);
        public var timerPlayheadMove:Timer=new Timer(500);
        public var timerMovieDetect:Timer=new Timer(100);
        public var timerMoviePlay:Timer=new Timer(60000);
        public var timerBreakTime:Timer=new Timer(10000);

        // the number of the frame movies go to
        public var N:Number=new Number;
        public var KeepN:Number=new Number;
    }
```
public var movie:ArtWork = new ArtWork;
public var breakTimeMovie:MC_breakTime = new MC_breakTime;

public var GreenAverage=new circle;

// circle and its position

public var areaArrayLength:Number=new Number;

// the max/min of people's area
public var MAX:Number=600;
public var MIN:Number=400;

// code number of conditions of green dots
public var conditions:Number=0;
public var keepconditions:Number=0;

// movie frame length and the number of frame
public var movieFrameLength:Number=100;
public var FN:Number=new Number;

// A medium between the circle (green dots) and the movie
public var Playhead:bar=new bar;
public var PlayheadPosition:Number=new Number;
public var PlayheadScaleX:Number=new Number;
public var newPlayheadScaleX:Number=1;

// mask of playhead
public var MaskPlayhead:MC_mask_playhead=new MC_mask_playhead;

// BTN to enter and an opening
public var enterBTN:BTN_enter=new BTN_enter;
public var openingMC:MC_opening=new MC_opening;

public function intercam() {
  fscommand("allowscale","true");
  fscommand("fullscreen","true");

  // bitmap to show helperData
  var helper:Bitmap=new Bitmap;

  // getting default camera
  var camera:Camera=Camera.getCamera();

  helperData=new BitmapData(1000,135,true,0x000000);
  helperTransform=new ColorTransform(1,1,1,.7,0,0,0,0);

  helper.bitmapData=helperData;
  video.attachCamera(camera);

  detector=new MotionDetector(video,BLOCKS,SENSITIVITY);

  // add video, helper, GreenAverage, Movie...
  addChild(video);
  addChild(helper);
  addChild(movie);
  movie.gotoAndStop("blank");
  movie.x=0;
  movie.y=0;
  addChild(breakTimeMovie);
  breakTimeMovie.visible=false;
  breakTimeMovie.x=500;
  breakTimeMovie.y=375;
18
addChild(GreenAverage);
GreenAverage.visible=false;
addChild(enterBTN);
enterBTN.x=500;
enterBTN.y=375;
addChild(Playhead);
Playhead.x=500;
Playhead.y=375;
Playhead.visible=false;
addChild(MaskPlayhead);
MaskPlayhead.x=0;
MaskPlayhead.y=125;
Playhead.mask=MaskPlayhead;

// detecting all the time
stage.addEventListener(Event.ENTER_FRAME,step);
// enterBTN
enterBTN.addEventListener(MouseEvent.CLICK,startCountDown);
}

// detecting function
public function step(event:Event):void {
    // differences
    var differences:Array=detector.getDifferences();
    var GreenAverageX:Number=GreenAverage.x;
    var averageX:Number=0;
    // area of differences
    var areaArray:Array=new Array;
    var keepMAX:Number=MAX;
    var keepMIN:Number=MIN;

    // getting the average position and the max/min of green dots
    for (var i=0; i < differences.length; i++) {
        averageX+= differences[i].x;
        areaArray.push(differences[i].x);
    }
    averageX=averageX / differences.length;
    areaArrayLength=areaArray.length;

    // avoid NaN, avoid flashing movie
    if (areaArray.length>0) {
        MAX=areaArray[i - 1];
        MIN=areaArray[0];
        GreenAverage.x=1000-averageX;
        GreenAverage.y=100;
        GreenAverageX=GreenAverage.x;
        keepMAX=MAX;
        keepMIN=MIN;

        // conditions of green dots area
        // 1 0 1
        var index1:int=areaArray.indexOf(305);
        var index2:int=areaArray.indexOf(695);
        var index3:int=areaArray.indexOf(50);
        var index4:int=areaArray.indexOf(950);
if (index1==-1 && index2==-1) {
  // 0 0 0
  if (index3==-1 && index4==-1) {
    if (areaArray.length===0) {
      conditions=0;
      keepconditions=conditions;
    }
    // 0 1 0
    if (areaArray.length>0 && MAX%700 && MIN%300) {
      if (MAX%695 && MIN%305) {
        conditions=3;
        keepconditions=conditions;
      }
      if (MAX%305) {
        conditions=2;
        keepconditions=conditions;
      }
      if (MIN%695) {
        conditions=1;
        keepconditions=conditions;
      }
    }
  }
  // 0 0 1
  if (areaArray.length>0 && MAX%700 && MIN%300) {
    conditions=3;
    keepconditions=conditions;
  } else {
    // 0 0 0
    if (MAX%700 && MIN%700) {
      conditions=1;
      keepconditions=conditions;
    }
    // 0 0 0
    if (MAX%300 && MIN%300) {
      conditions=2;
      keepconditions=conditions;
    }
    // 0 0 0
    if (MAX%700 && MIN%300) {
      conditions=3;
      keepconditions=conditions;
    }
    // 0 0 0
    if (MAX%700 && MIN%300) {
      conditions=1;
      keepconditions=conditions;
    }
    // 0 0 0
    if (MAX%700 && MIN%300) {
      conditions=2;
      keepconditions=conditions;
    }
    // 0 0 0
    if (MAX%700 && MIN%300) {
      conditions=3;
      keepconditions=conditions;
    }
  }
  // 0 1 0
  if (areaArray.length>0 && MAX%700 && MIN%300) {
    conditions=3;
    keepconditions=conditions;
  }
}
if (areaArray.length==0) {
    conditions=keepconditions;
    MAX=keepMAX;
    MIN=keepMIN;
    GreenAverage.x=GreenAverageX;
    GreenAverage.y=100;
    GreenAverageX=GreenAverage.x;
    keepMAX=MAX;
    keepMIN=MIN;
}

// darkening previous state of helperData
helperData.colorTransform(helperData.rect,helperTransform);

// loop through difference points
for (var b:String in differences) {
    var helpRectangle:Rectangle=new Rectangle
        (differences[b].x,differences[b].y,BLOCKS,BLOCKS);

    // drawing a green BLOCKS edge sized rectangle
    at every point
    helperData.fillRect(helpRectangle,0xff00ff00);
}

// start counting down
public function startCountDown(event:MouseEvent):void {
    removeChild(enterBTN);
    openingMC.x=500;
    openingMC.y=375;
    addChild(openingMC);
    openingMC.gotoAndPlay(1);

    // count down
    timerCountDown.addEventListener(TimerEvent.TIMER,startEveryThing);
    timerCountDown.start();
}

// start every thing
public function startEveryThing(event:TimerEvent):void {
    removeChild(openingMC);
    Playhead.visible=true;
    timerCountDown.reset();
    timerCountDown.removeEventListener(TimerEvent.TIMER,startEveryThing);
    timerMovieDetect.addEventListener(TimerEvent.TIMER,Position);
    timerMovieDetect.start();
}

// position
public function Position(event:TimerEvent):void {
    timerBreakTime.reset();
    timerBreakTime.removeEventListener(TimerEvent.TIMER,Position);
    timerMovieDetect.reset();
    timerMovieDetect.removeEventListener(TimerEvent.TIMER,Position);
    timerMoviePlay.reset();
    timerMoviePlay.removeEventListener(TimerEvent.TIMER,breakTime);

    // random the 8 films
    var MN:Number=Math.floor(Math.random()*8+1);
    FN=8*movieFrameLength*(conditions-1)+movieFrameLength*(MN-1);
// play movie according to the position
if (areaArrayLength==0) {
    timerMovieDetect.addEventListener(TimerEvent.TIMER,Position);
    timerMovieDetect.start();
    timerPlayheadDetect.reset();
    timerPlayheadDetect.removeEventListener(TimerEvent.TIMER,movePlayhead_Left);
    timerPlayheadDetect.removeEventListener(TimerEvent.TIMER,movePlayhead_Right);
    timerPlayheadDetect.removeEventListener(TimerEvent.TIMER,movePlayhead_Middle);
    FN=0;
    conditions==0;
    Playhead.visible=false;
    movie.visible=true;
    movie.gotoAndStop("nothing");
    breakTimeMovie.visible=false;
}
if (conditions==1) {
    timerMoviePlay.addEventListener(TimerEvent.TIMER,breakTime);
    timerMoviePlay.start();
    timerPlayheadDetect.addEventListener(TimerEvent.TIMER,movePlayhead_Left);
    timerPlayheadDetect.start();
}
if (conditions==2) {
    timerMoviePlay.addEventListener(TimerEvent.TIMER,breakTime);
    timerMoviePlay.start();
    timerPlayheadDetect.addEventListener(TimerEvent.TIMER,movePlayhead_Right);
    timerPlayheadDetect.start();
}
if (conditions==3) {
    timerMoviePlay.addEventListener(TimerEvent.TIMER,breakTime);
    timerMoviePlay.start();
    timerPlayheadDetect.addEventListener(TimerEvent.TIMER,movePlayhead_Middle);
    timerPlayheadDetect.start();
}
}

// Break Time
public function breakTime(event:TimerEvent):void {
    timerBreakTime.addEventListener(TimerEvent.TIMER,Position);
    timerBreakTime.start();
    movie.visible=false;
    breakTimeMovie.visible=true;
    breakTimeMovie.gotoAndPlay(1);
    timerPlayheadDetect.reset();
    timerPlayheadDetect.removeEventListener(TimerEvent.TIMER,movePlayhead_Left);
    timerPlayheadDetect.removeEventListener(TimerEvent.TIMER,movePlayhead_Right);
    timerPlayheadDetect.removeEventListener(TimerEvent.TIMER,movePlayhead_Middle);
    timerPlayheadMove.reset();
    timerPlayheadMove.removeEventListener(TimerEvent.TIMER,detectPlayheadAgain_Left);
    timerPlayheadMove.removeEventListener(TimerEvent.TIMER,detectPlayheadAgain_Right);
timerPlayheadMove.removeEventListener(TimerEvent.TIMER, detectPlayheadAgain_Middle);
timerMoviePlay.reset();
timerMoviePlay.removeEventListener(TimerEvent.TIMER, breakTime);
}

// move Playhead
public function movePlayhead_Left(event:TimerEvent):void {
    timerPlayheadDetect.reset();
timerPlayheadDetect.removeEventListener(TimerEvent.TIMER, movePlayhead_Left);
timerPlayheadDetect.removeEventListener(TimerEvent.TIMER, movePlayhead_Right);
timerPlayheadDetect.removeEventListener(TimerEvent.TIMER, movePlayhead_Middle);
timerPlayheadMove.addEventListener(TimerEvent.TIMER, detectPlayheadAgain_Left);
timerPlayheadMove.start();

    var PlayheadPosition:Number=Playhead.x;
    Playhead.visible=true;

    // Separate the stage into sections by 50 px
    // Playhead goes to the middle of each section every 0.5 sec.
    var sA:Number=50*(Math.floor(GreenAverage.x/50));
    var sB:Number=50*(Math.floor(GreenAverage.x/50)+1);

    if (GreenAverage.x > sA && GreenAverage.x <= sB) {
        // change Playhead.x
        var TweenPlayheadA=new Tween(Playhead,"x",
            None.easeIn,Playhead.x,25 + sA,0.5,true);

        // change Playhead.scaleX
        PlayheadScaleX=(MAX-MIN)/50;
        var TweenPlayheadB=new Tween(Playhead,"scaleX",
            None.easeNone,newPlayheadScaleX,PlayheadScaleX,0.5,true);
        newPlayheadScaleX=PlayheadScaleX;

        // if people move
        if (areaArrayLength>0){
            N = Math.floor((1000-MIN)/1000*movieFrameLength)+FN;
            KeepN=N;
            movie.visible=true;
            breakTimeMovie.visible=false;
            movie.gotoAndStop(N);
            PlayheadPosition=Playhead.x;
        } else {
            movie.gotoAndStop(KeepN);
        }
    }
}

public function detectPlayheadAgain_Left(event:TimerEvent):void {
    var newChangeLength:Number=(MAX-MIN)/50;
timerPlayheadDetect.addEventListener(TimerEvent.TIMER, movePlayhead_Left);
timerPlayheadDetect.start();
}

public function movePlayhead_Right(event:TimerEvent):void {
    timerPlayheadDetect.reset();
timerPlayheadDetect.removeEventListener(TimerEvent.TIMER, movePlayhead_Left);
timerPlayheadDetect.removeEventListener(TimerEvent.TIMER, movePlayhead_Right);
timerPlayheadDetect.removeEventListener(TimerEvent.TIMER, movePlayhead_Middle);
timerPlayheadMove.addEventListener(TimerEvent.TIMER, detectPlayheadAgain_Right);
timerPlayheadMove.start();

var PlayheadPosition: Number = Playhead.x;
Playhead.visible = true;

// Separate the stage into sections by 50 px
// Playhead goes to the middle of each section every 0.5 sec.
var sA:Number = Math.floor(GreenAverage.x/50);
var sB:Number = Math.floor(GreenAverage.x/50)+1;

if (GreenAverage.x > sA && GreenAverage.x <= sB) {
    // change Playhead.x
    var TweenPlayheadA = new Tween(Playhead, "x", None.easeIn, Playhead.x, 25 + sA, 0.5, true);

    // change Playhead.scaleX
    var TweenPlayheadB = new Tween(Playhead, "scaleX", None.easeNone, newPlayheadScaleX, PlayheadScaleX, 0.5, true);
    } else {
        MAX=1;
    }

if (areaArrayLength>0) {
    N = Math.floor(MAX / 1000 * movieFrameLength) + FN;
    KeepN = N;
    movie.visible = true;
    breakTimeMovie.visible = false;
    movie.gotoAndStop(N);
    PlayheadPosition = Playhead.x;
} else {
    movie.gotoAndStop(KeepN);
}

}]

public function detectPlayheadAgain_Right(event:TimerEvent):void {
    newPlayheadScaleX = (MAX-MIN)/50;
timerPlayheadDetect.addEventListener(TimerEvent.TIMER, movePlayhead_Right);
timerPlayheadDetect.start();
}

public function movePlayhead_Middle(event:TimerEvent):void {
    movie.visible = true;
    breakTimeMovie.visible = false;
    timerPlayheadDetect.reset();
timerPlayheadDetect.removeEventListener(TimerEvent.TIMER, movePlayhead_Left);
timerPlayheadDetect.removeEventListener(TimerEvent.TIMER, movePlayhead_Right);
timerPlayheadDetect.removeEventListener(TimerEvent.TIMER, movePlayhead_Middle);
timerPlayheadMove.addEventListener(TimerEvent.TIMER, detectPlayheadAgain_Middle);
timerPlayheadMove.start();

var PlayheadPosition: Number = Playhead.x;
Playhead.visible = true;

// Separate the stage into sections by 50 px
// Playhead goes to the middle of each section every 0.5 sec.
var sA: Number = 50 * Math.floor(GreenAverage.x / 50);
var sB: Number = 50 * Math.floor(GreenAverage.x / 50) + 1;

if (GreenAverage.x > sA && GreenAverage.x <= sB) {
    // change Playhead.x
    var TweenPlayheadA = new Tween(Playhead, "x",
        None.easeIn, Playhead.x, 25 + sA, 0.5, true);

    // change Playhead.scaleX
    PlayheadScaleX = (MAX - MIN) / 50;
    var TweenPlayheadB = new Tween(Playhead, "scaleX",
        None.easeNone, newPlayheadScaleX, PlayheadScaleX, 0.5, true);
    newPlayheadScaleX = PlayheadScaleX;

    // when people are in the middle
    if (MIN <= 500 && MAX <= 500) {
        // Right > Left
        if ((MAX <= 500) && (MAX >= MIN)) {
            // if people move
            if (areaArrayLength > 0) {
                N = Math.floor((1000 - MIN) / 1000 * movieFrameLength) + FN;
                KeepN = N;
                movie.gotoAndStop(N);
            } else {
                movie.gotoAndStop(KeepN);
            }
        } else {
            movie.gotoAndStop(KeepN);
        }

        // Right <= Left
        if ((MAX <= 500) && (500 <= MIN)) {
            // if people move
            if (areaArrayLength > 0) {
                N = Math.floor((1000 - MIN) / 1000 * movieFrameLength) + FN;
                movie.gotoAndStop(N);
                KeepN = N;
            } else {
                movie.gotoAndStop(KeepN);
            }
        } else {
            movie.gotoAndStop(KeepN);
        }
    }
}

// when people are on the right side
if (MAX <= 500) {
    // if people move
    if (areaArrayLength > 0) {
        N = Math.floor((1000 - MIN) / 1000 * movieFrameLength) + FN;
        KeepN = N;
        movie.gotoAndStop(N);
    } else {
        movie.gotoAndStop(KeepN);
    }
} else {
    // when people are on the right side
    if (MAX <= 500) {
        // if people move
        if (areaArrayLength > 0) {
            N = Math.floor((1000 - MIN) / 1000 * movieFrameLength) + FN;
            KeepN = N;
            movie.gotoAndStop(N);
        } else {
            movie.gotoAndStop(KeepN);
        }
    }
}
movie.gotoAndStop(KeepN);

} // when people are on the left side
if (MIN>500) {
    // if people move
    if (areaArrayLength>0) {
        N=Math.floor(MAX/1000*movieFrameLength)+FN;
        KeepN=N;
        movie.gotoAndStop(N);
    } else {
        movie.gotoAndStop(KeepN);
    }
}
movie.gotoAndStop(KeepN);

PlayheadPosition=Playhead.x;

} public function detectPlayheadAgain_Middle(event:TimerEvent):void {
    newPlayheadScaleX=(MAX-MIN)/50;
    timerPlayheadDetect.addEventListener(TimerEvent.TIMER,movePlayhead_Middle);
    timerPlayheadDetect.start();
}
package {
    import flash.geom.Point;
    import flash.geom.Matrix;
    import flash.media.Video;
    import flash.media.Camera;
    import flash.display.BitmapData;
    import flash.display.BlendMode;
    import flash.display.Sprite;
    import flash.display.Bitmap;

    public class MotionDetector {
        // the subject of motion detection
        private var video:Video;

        // to store previous state
        private var oldData:BitmapData;

        // to store actual state
        private var newData:BitmapData;

        // to store actual state
        private var tempImage:BitmapData;

        // stepping blocks
        private var blockSize:Number;

        // detection sensitivity
        private var sensitivity:Number;

        public function MotionDetector(argVideo:Video, argBlockSize:Number, argSensitivity:Number) {
            video=argVideo;
            blockSize=argBlockSize;
            sensitivity=argSensitivity;

            oldData=new BitmapData(video.width,video.height,false);
            newData=new BitmapData(video.width,video.height,false);
            tempImage=new BitmapData(video.width,video.height,false);
        }

        public function getDifferences():Array {
            // capturing new state
            newData.draw(video);

            var differences:Array=new Array ;

            // looping through points with stepping
            for (var px:int=0; px < newData.width; px+= blockSize) {
                for (var py:int=0; py < newData.height; py+= blockSize) {
                    //getting previous and actual pixel color data
                    var oldPixel:uint=oldData.getPixel(px,py);
                    var newPixel:uint=newData.getPixel(px,py);
                }
            }
        }
    }
}
// checking difference threshold
if (Math.abs(newPixel - oldPixel) > sensitivity)
{
    // if bigger than sensitivity, storing point
differences.push(new Point(px,py));
}

// save previous state
oldData.copyPixels(newData,newData.rect,new Point(0,0));
return differences;
Bibliography


