Moppi Demopaja

Overview

What is Demopaja?
Demo composing

History

hardcoded
text scripts
visual scripts

Hardcoded

Example:

frame = 0
do {
 while(frame >= 0 && frame < 100)
 draw effect
} while(done);</pre>

Hardcoded

- full control - workload on coder - slow development - full recompile after each change - extremely boring to make the visuals in sync with music (can use algorithms though)

Text Scripts

Example:

IMAGE1 = "molppe.jpg" [0..6] SHOWIMAGE SRC=IMAGE1 OPACITY=100%



Text Scripts

 faster development process than with hard coding, no recompile required

- syncing stilla has to be done "blindly"

- workload shifted from the coder to the graphics team (needs a little coding skills) **Moppi Demopaja**



Visual Scripts

- Example: Demopaja

Visual Scripts

- fast development process, scripting authoring too has similar UI as other graphics authoring tools - workload completely on graphics team - very easy syncing (WYSIWYG)

Short History

- first version was made over five years ago - some bad design choises: - time in seconds - graph UI (hard to understand)



Design Goals

simple and doable
easy to use
easy syncing
extendable

Demopaja Basics

- Timing
- Footage (Importables) - Effects (and Layers Etc.)



Timing

Demopaja timing set in:
Beats / minute

- Q-notes / beat
- Beats / Measure
- editing accuracy

Footage

designed for demo composing
 import files

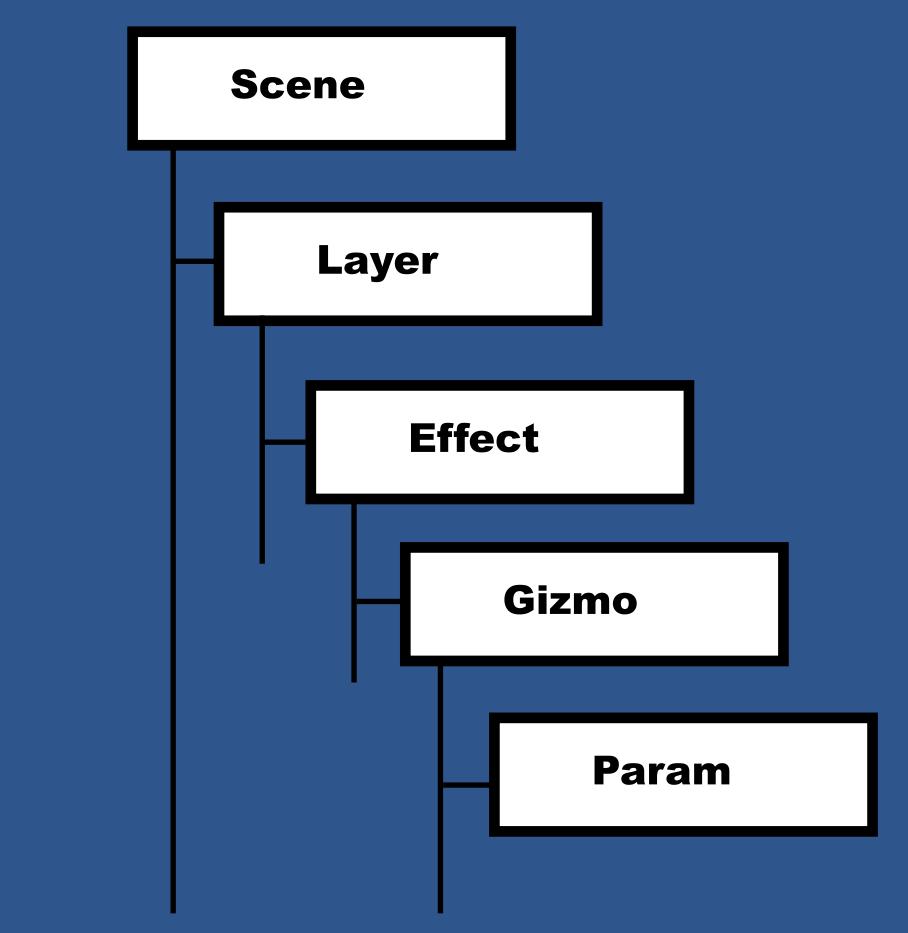
- place files on timeline
- imported files are static data
- data resuse



Effects

- effects creates everything you see - generative or just viewer





Examples

Future

linking & mixing
 VJ:ing, interactive apps, etc.

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