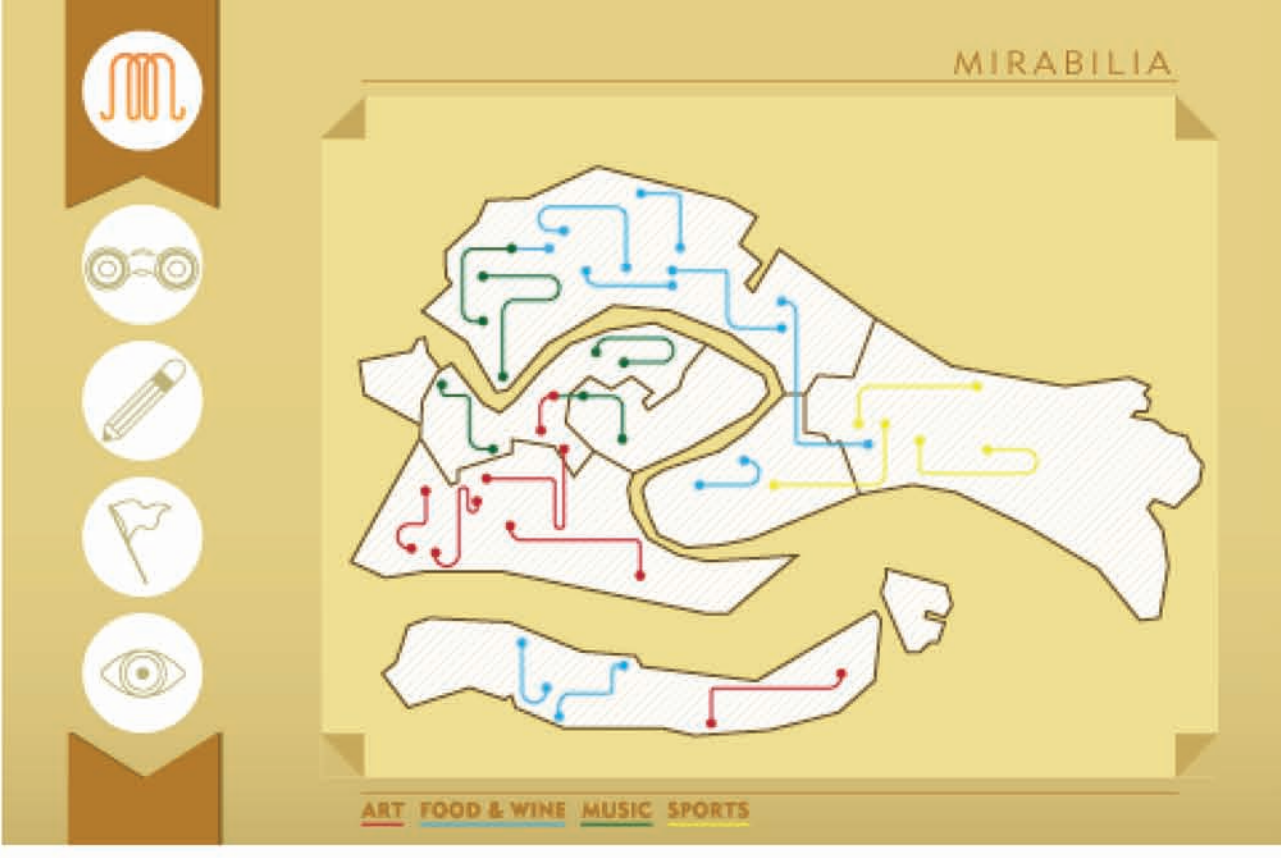
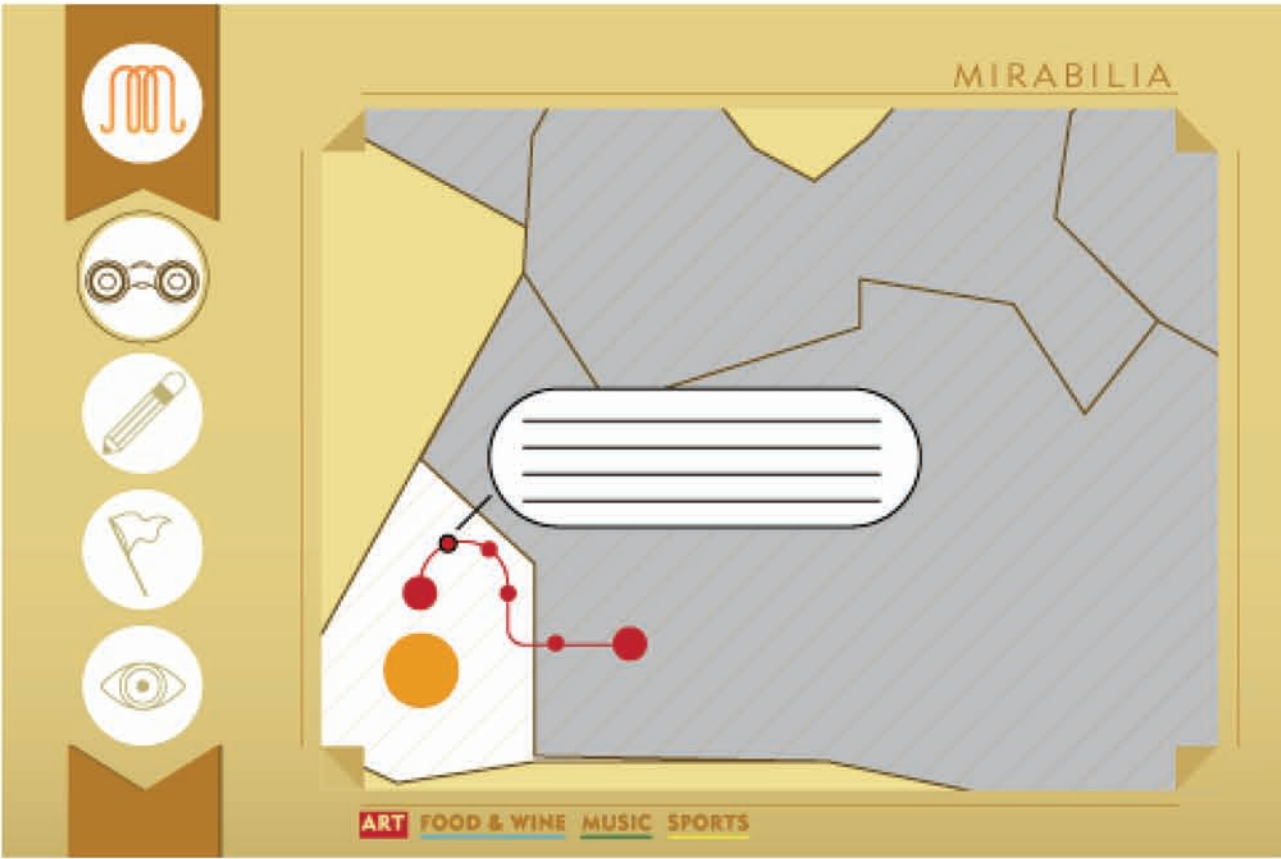


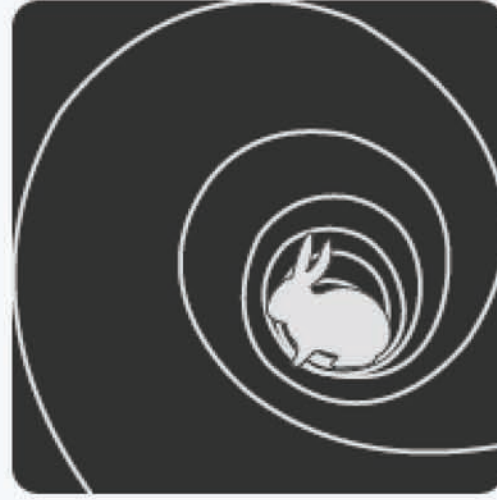
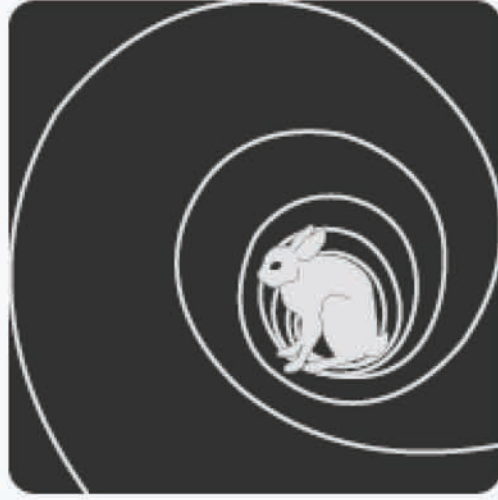
FIRST **PROPOSAL**





mirabilia

create



discover

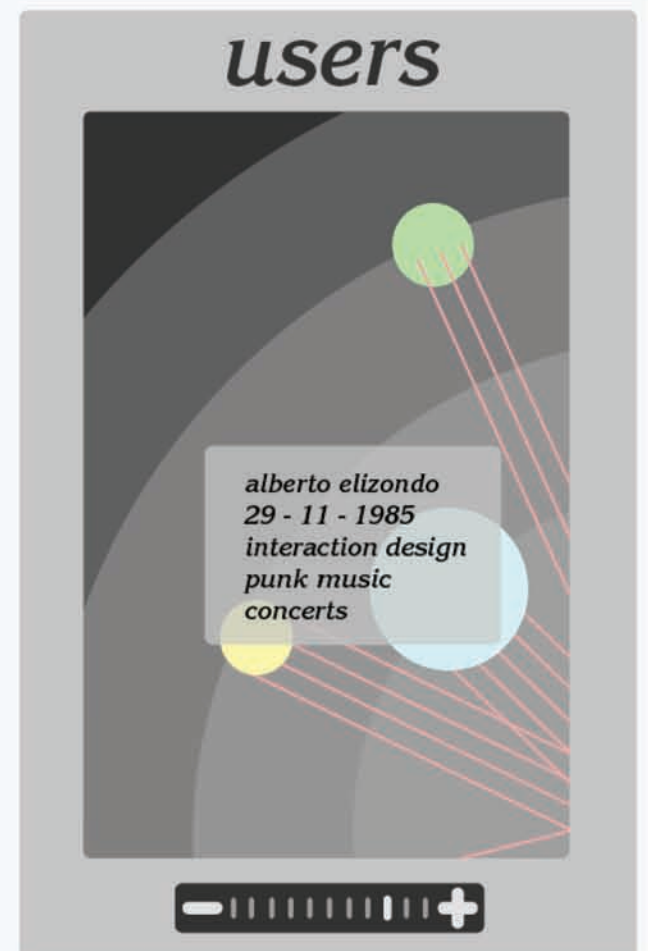
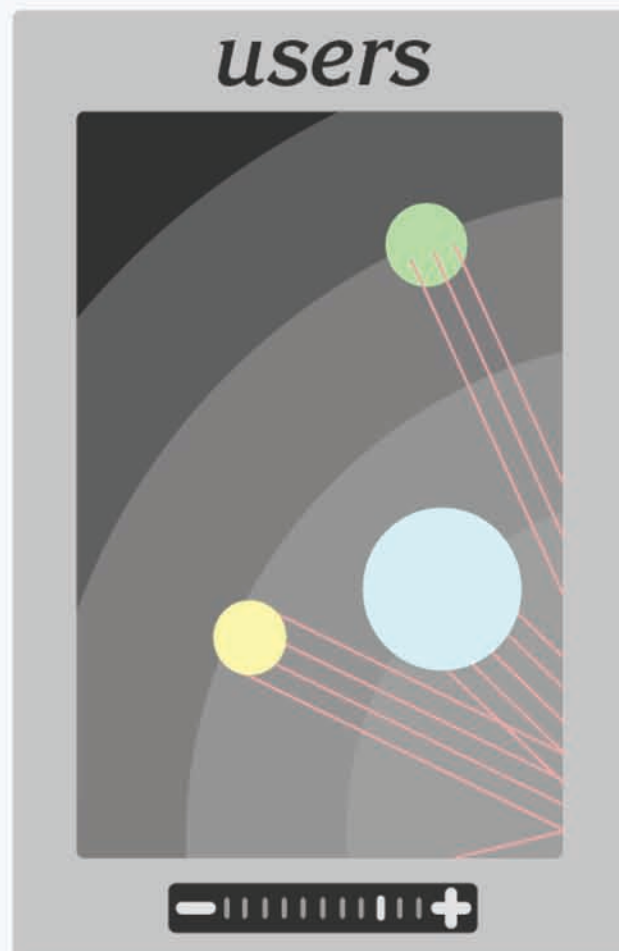
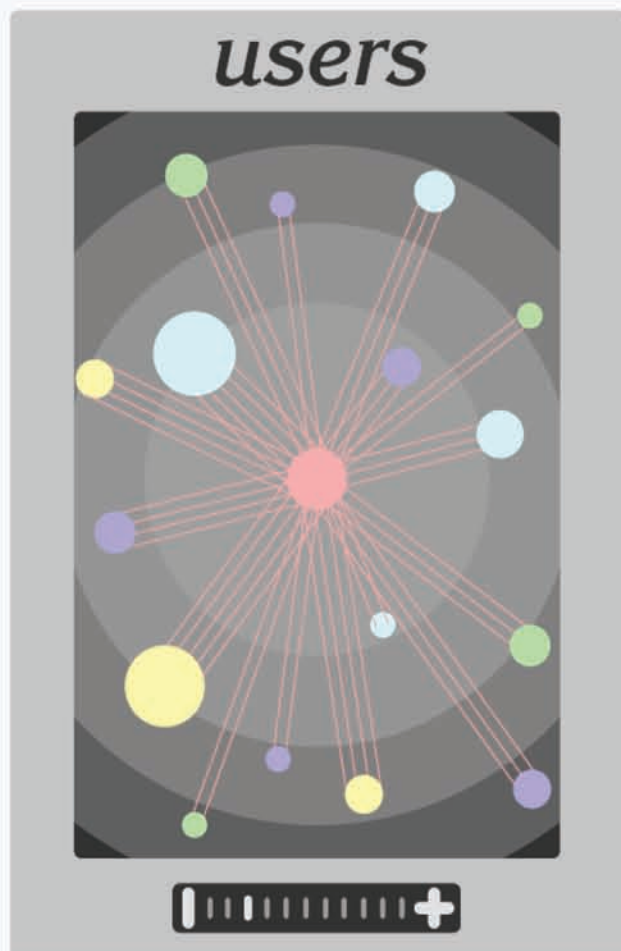
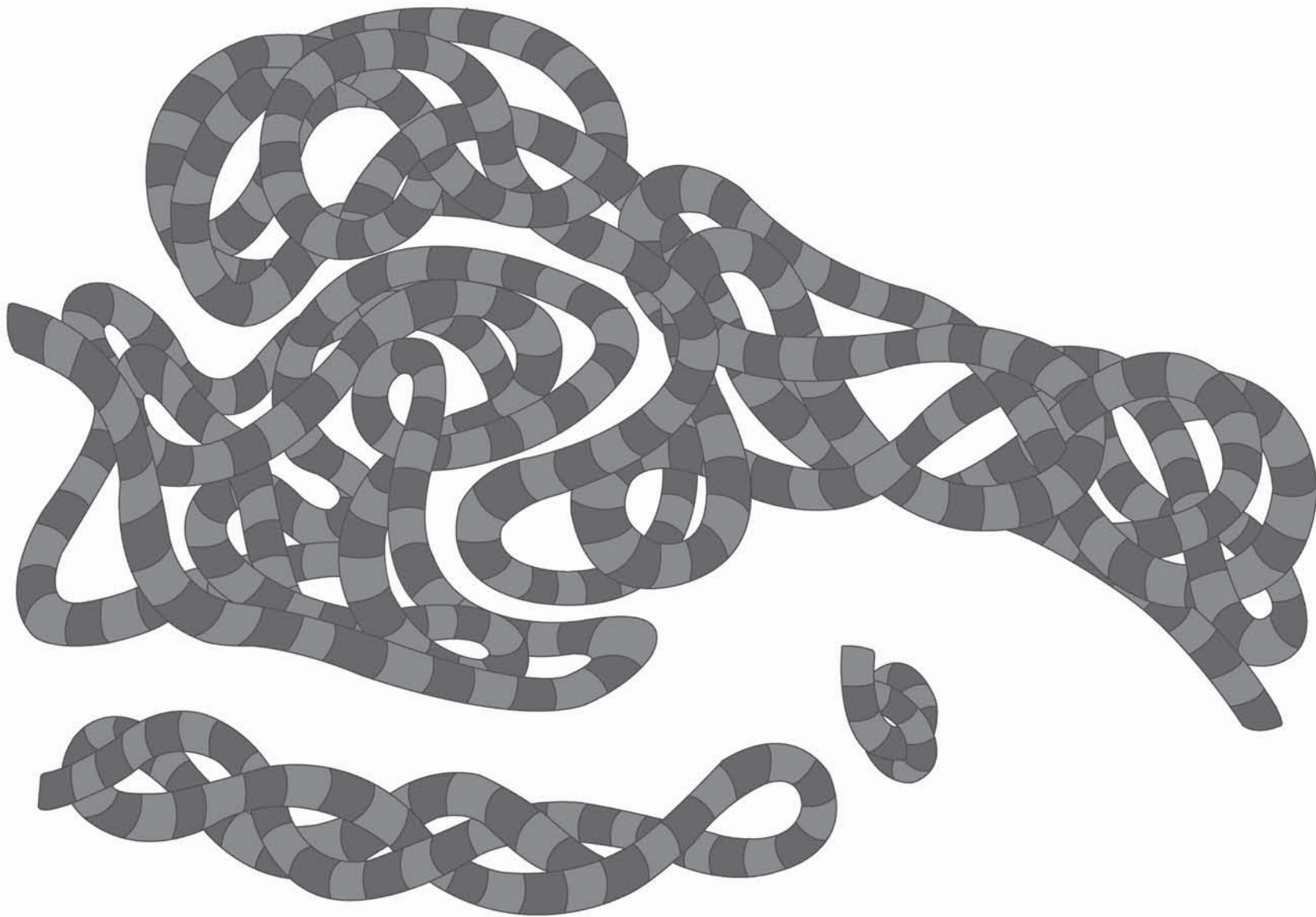


follow



invisible







```

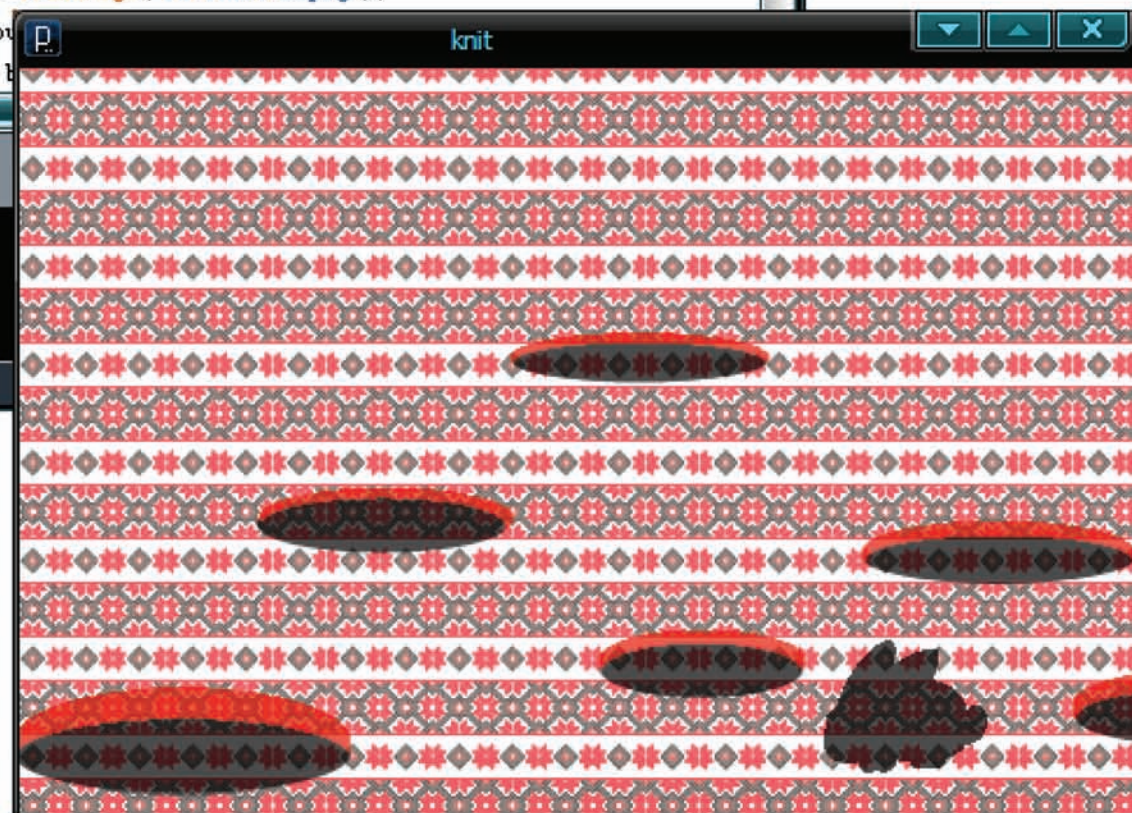
import javax.sound.midi.*;
AudioPlayer player;
Minim minim;

ImageButtons button;
PImage cover;

void setup()
{
  size(480, 320);
  cover = loadImage("knit_ori.png");
  background(cover);

  PImage buttonOn = loadImage("buttonOn.png");
  PImage buttonRoll = loadImage("buttonRoll.png");
  PImage buttonDown = loadImage("buttonDown.png");
  int x = width/2 - buttonOn.width/2;
  int y = height/2 - buttonOn.height/2;

```



```

void setup() {
  size(480, 320); smooth();
  bg = loadImage("knit2-back.png");
  hole = loadImage("holes.png");
  rabi = loadImage("rabbit.png");
  background(bg);
  noCursor();
  psystems = new ArrayList();
  smooth(); strokeWeight(2); stroke(random(255), random(255), random(255), random(5));

```



```

P. fantasy | Processing
File Edit Sketch Tools Help

fantasy
PImage rabi, bg, p1, p2, bg2;
float rabiX, rabiY;

void setup() {
  size(320, 480);
  bg=loadImage("back.PNG");
  p1=loadImage("flower.png");
  p2=loadImage("rose.png"); rabi=loadImage
  background(bg);
  frameRate(1.5);
}

```

```

void draw() {background(bg);
  rabiX=random(-100, 420);
  if (rabiX<=100) {rabiY=random(360, 470);}
  else if (rabiX>100) {rabiY=random(250, 410).}
  in

```

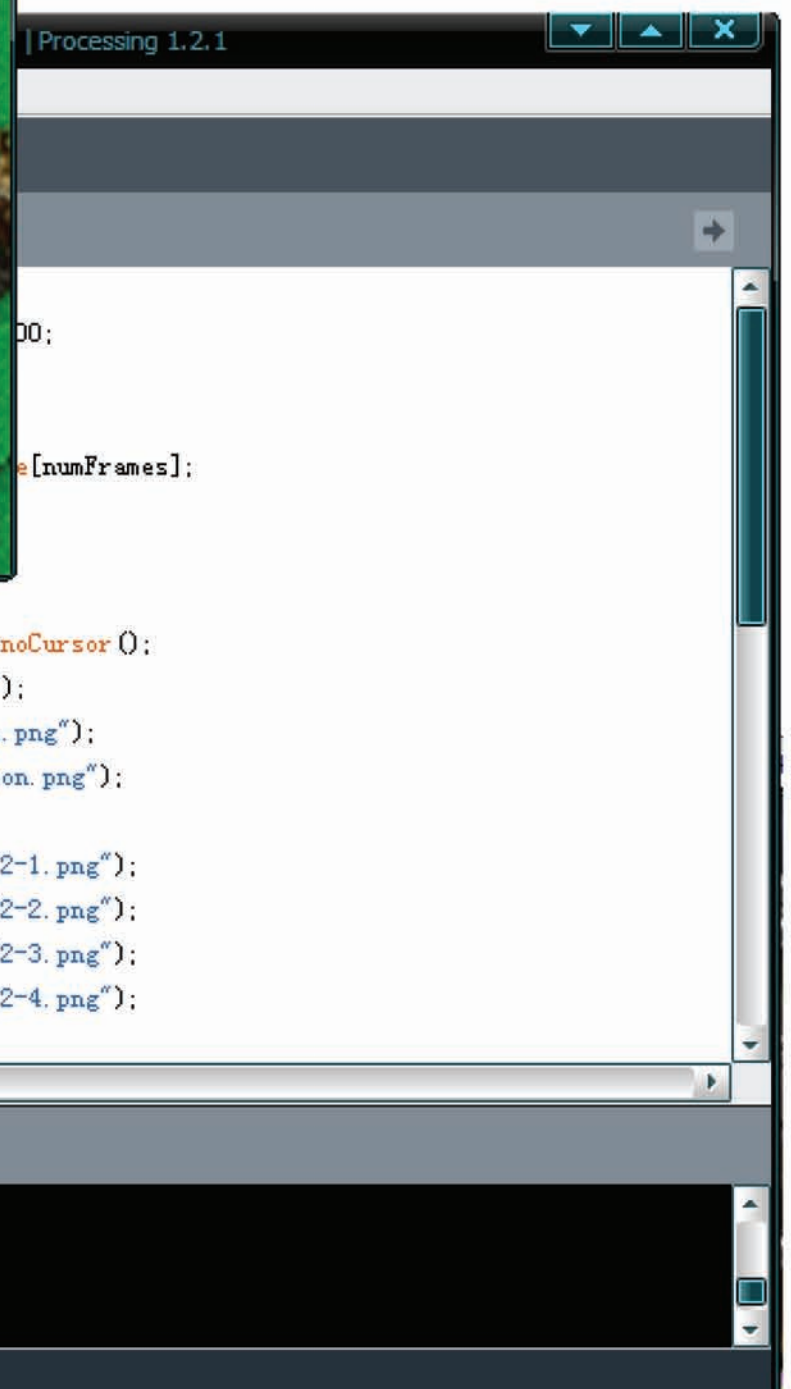


```

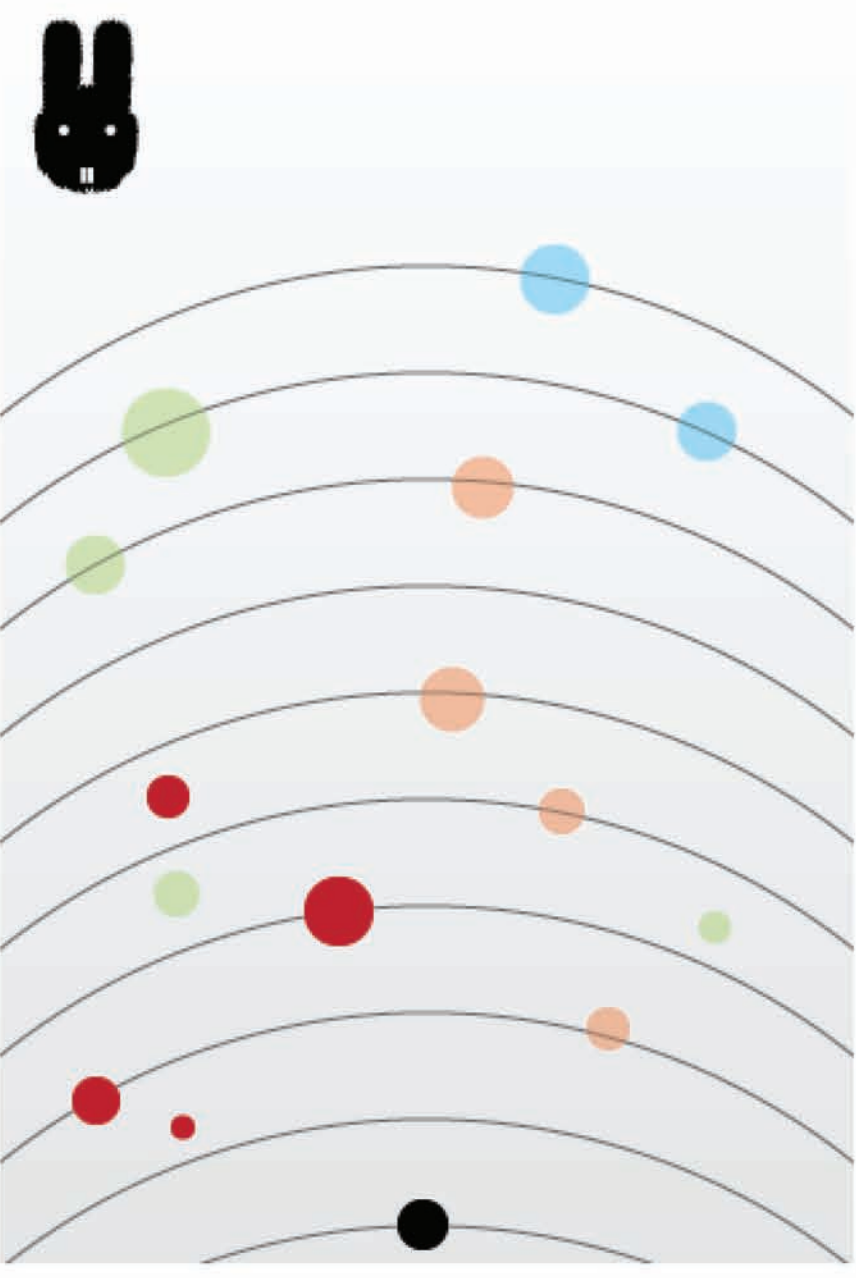
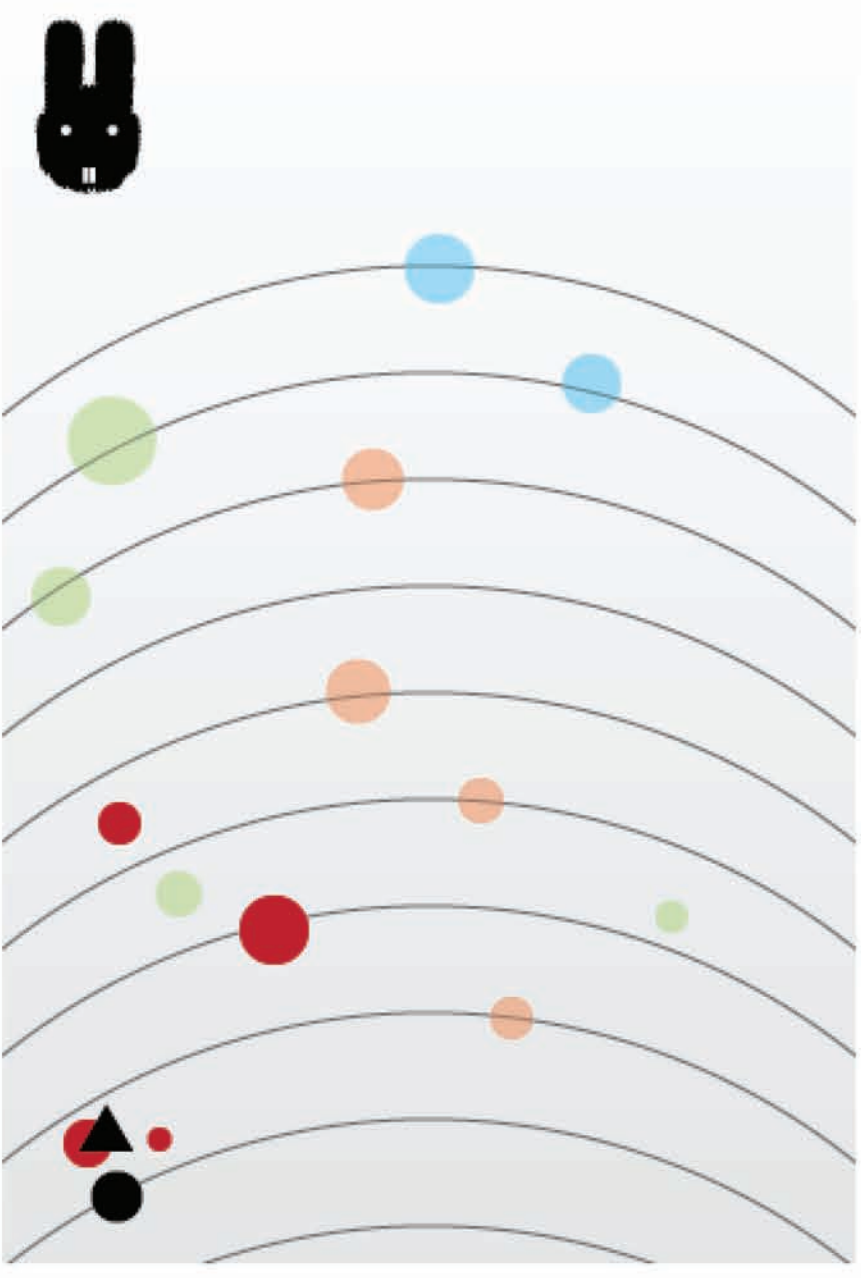
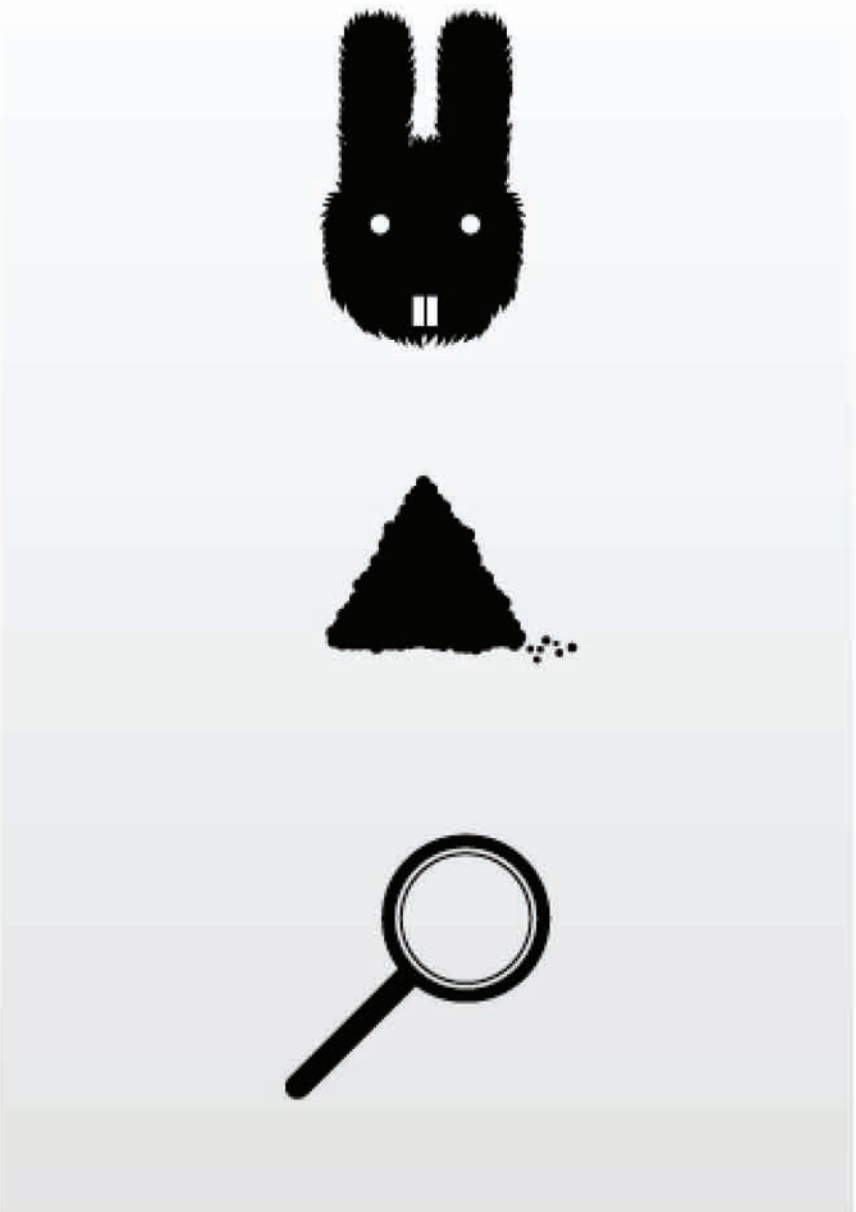
void setup() {
  size(480, 320); smooth(); noCursor();
  mp = loadImage("map.PNG");
  title = loadImage("title.png");
  course = loadImage("weapon.png");

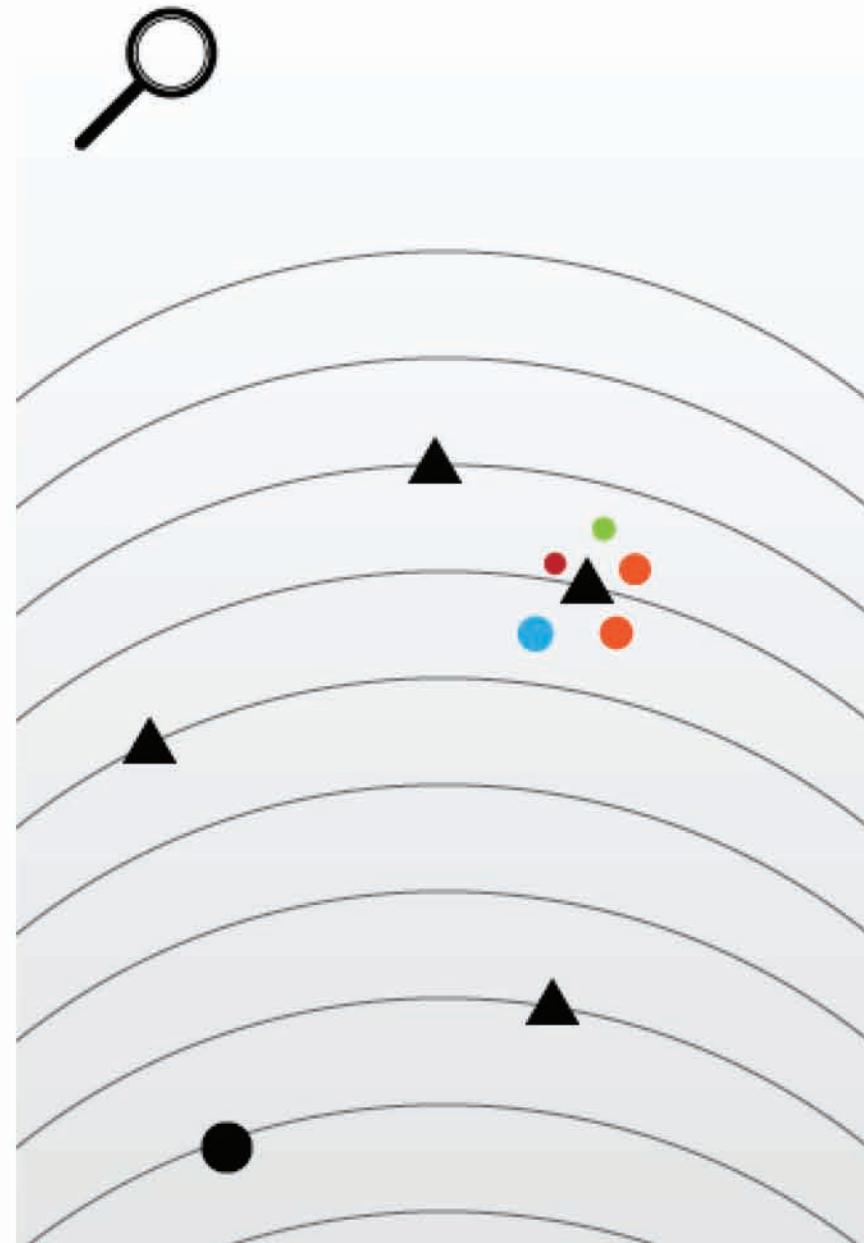
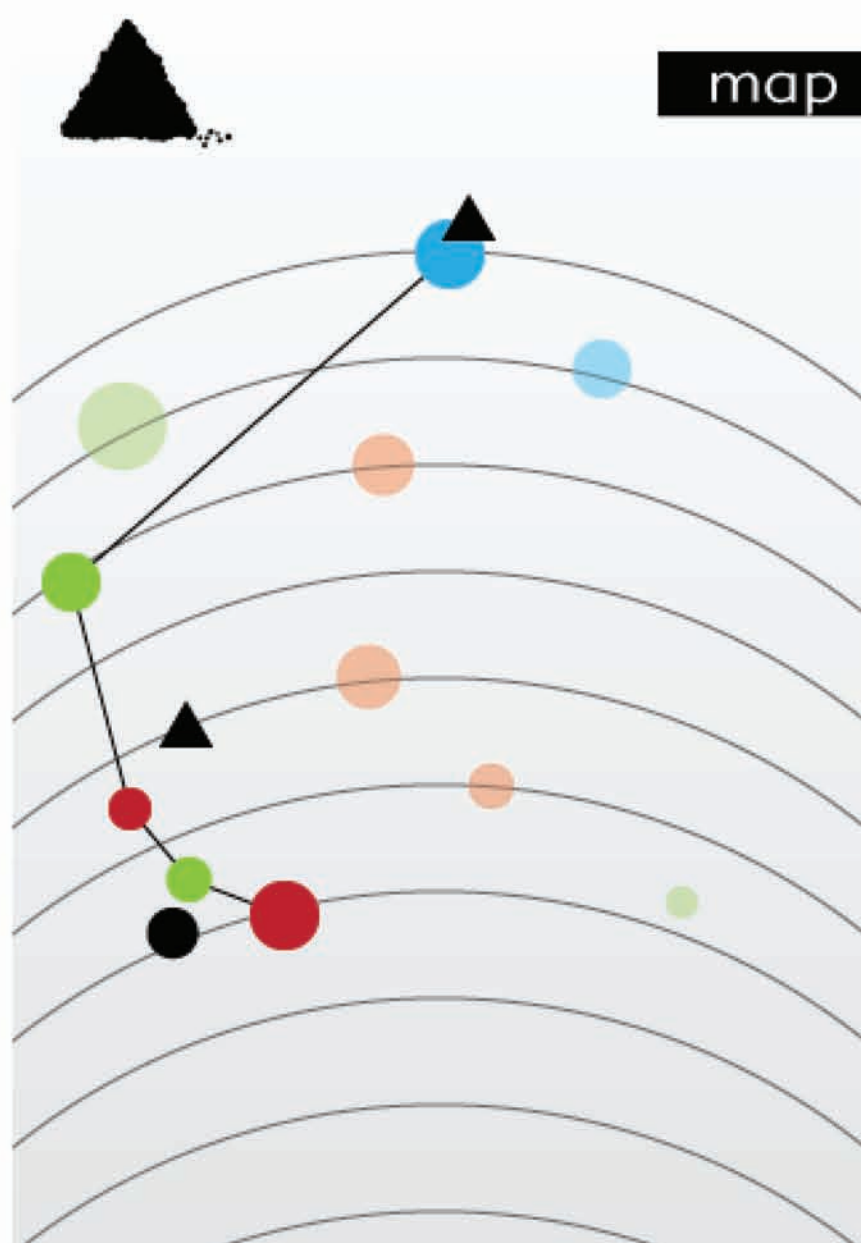
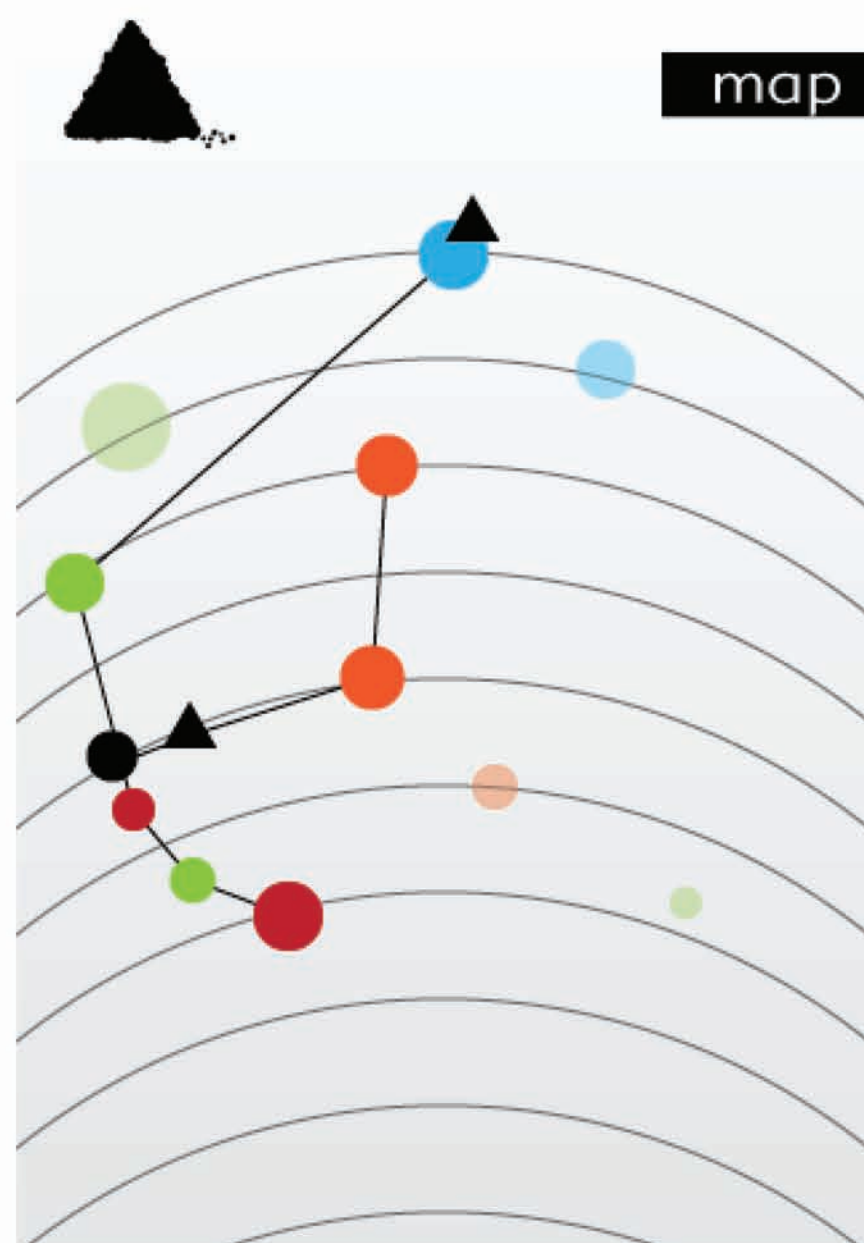
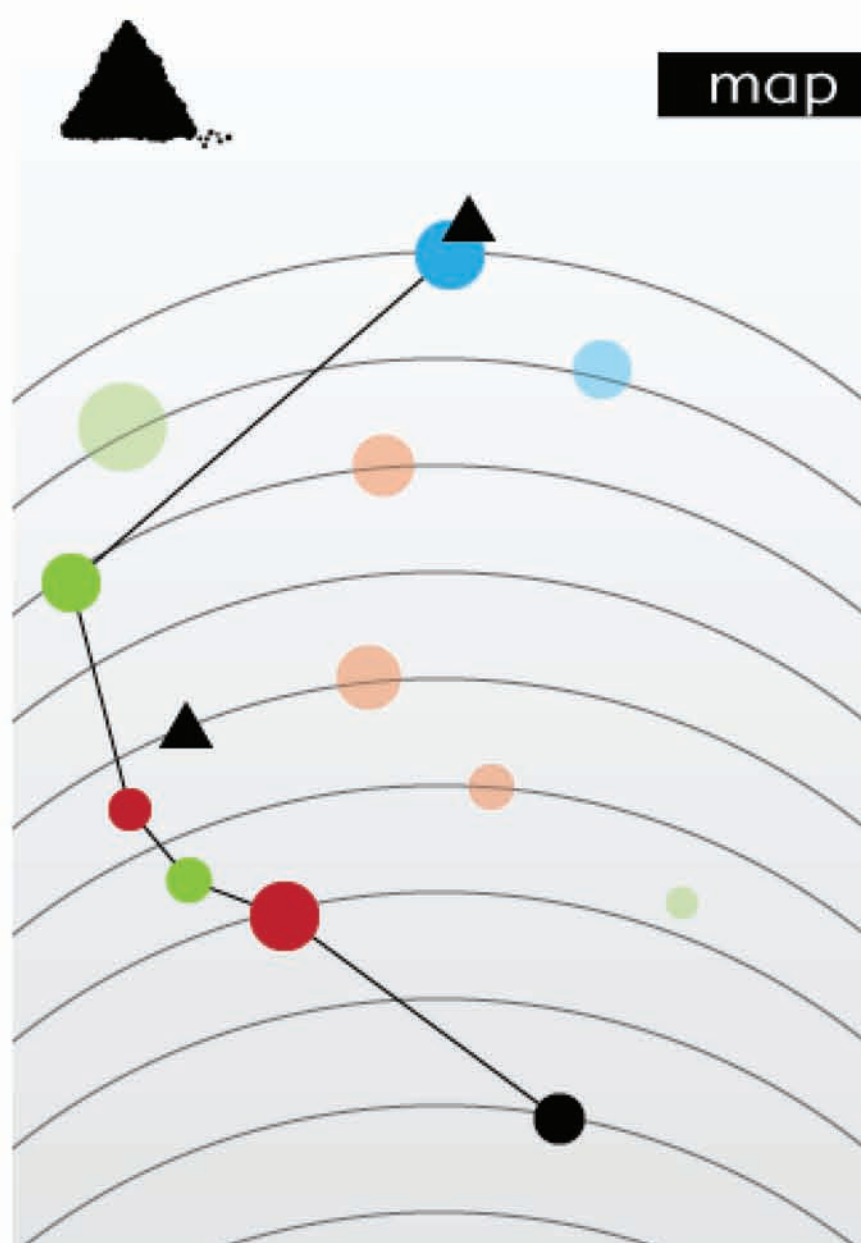
  images[0] = loadImage("2-1.png");
  images[1] = loadImage("2-2.png");
  images[2] = loadImage("2-3.png");
  images[3] = loadImage("2-4.png");
}

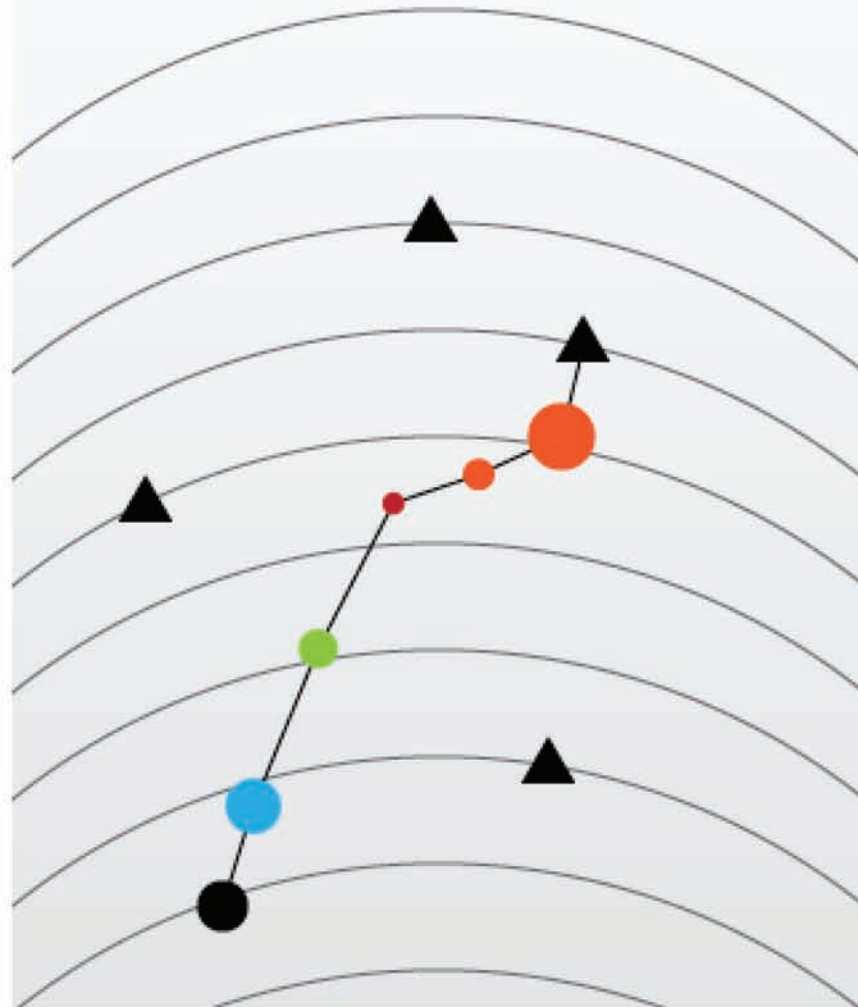
```

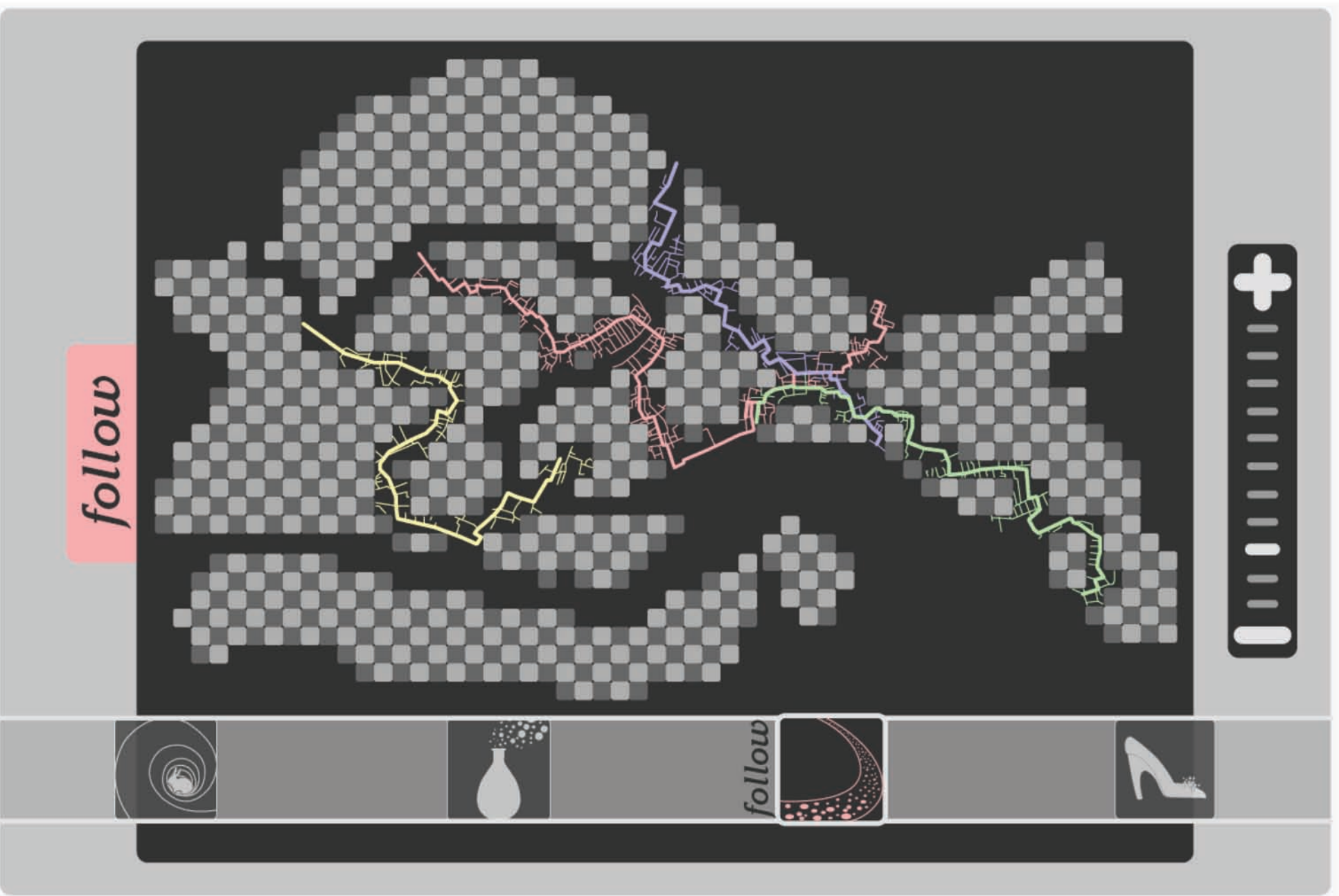
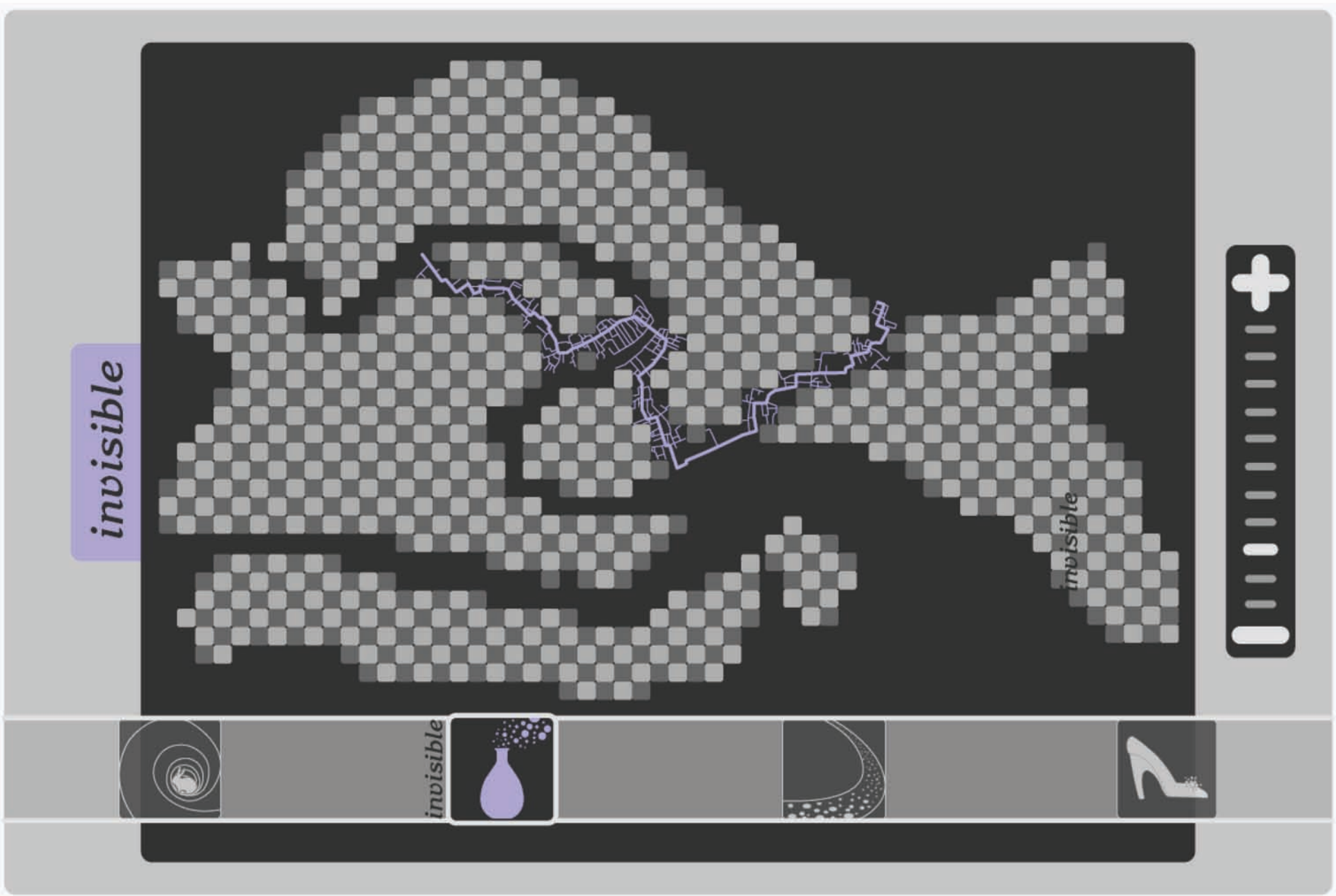


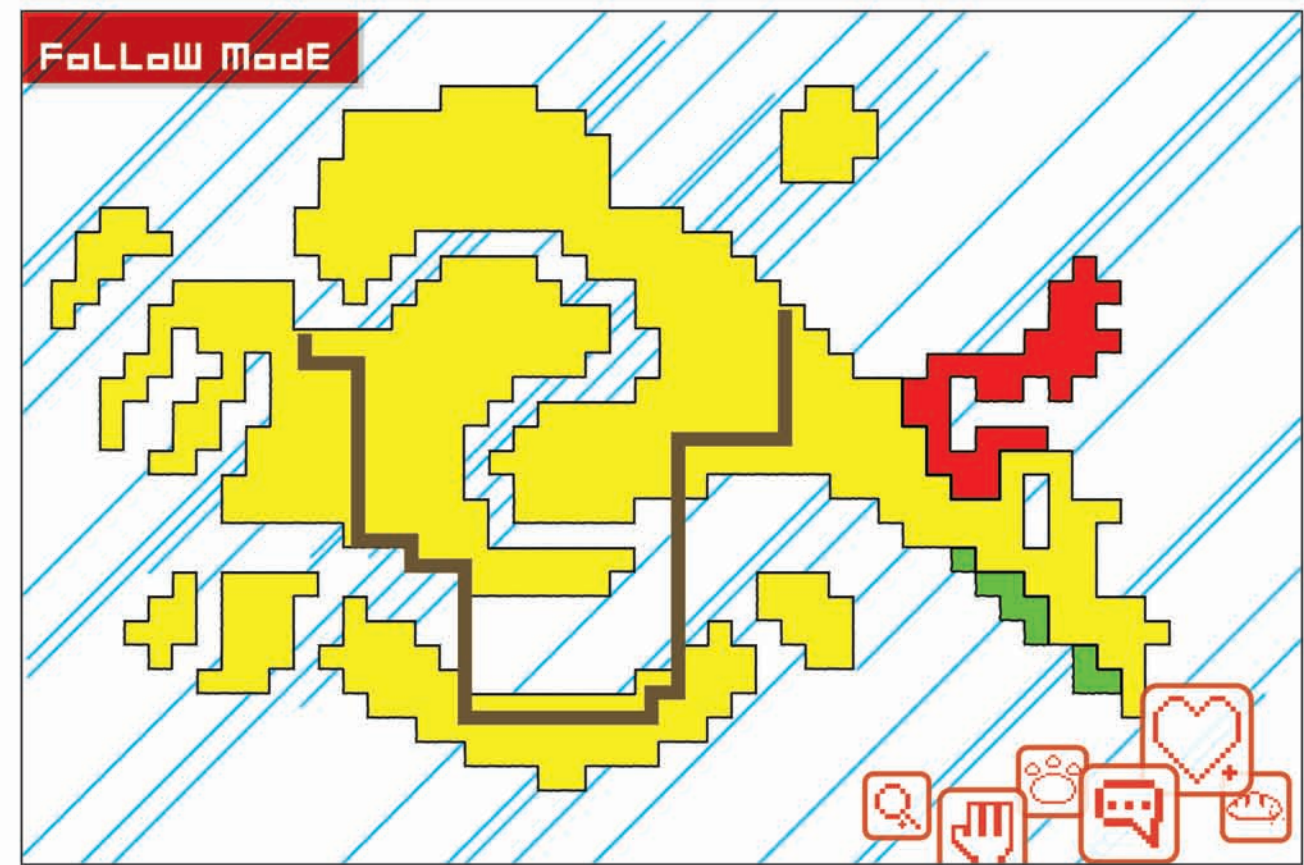
SECOND **PROPOSAL**







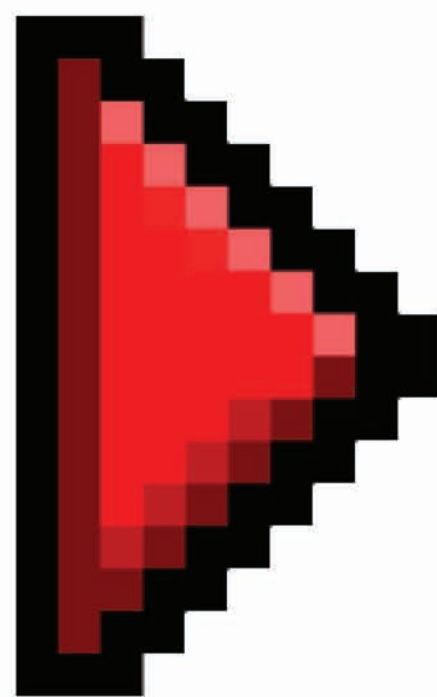
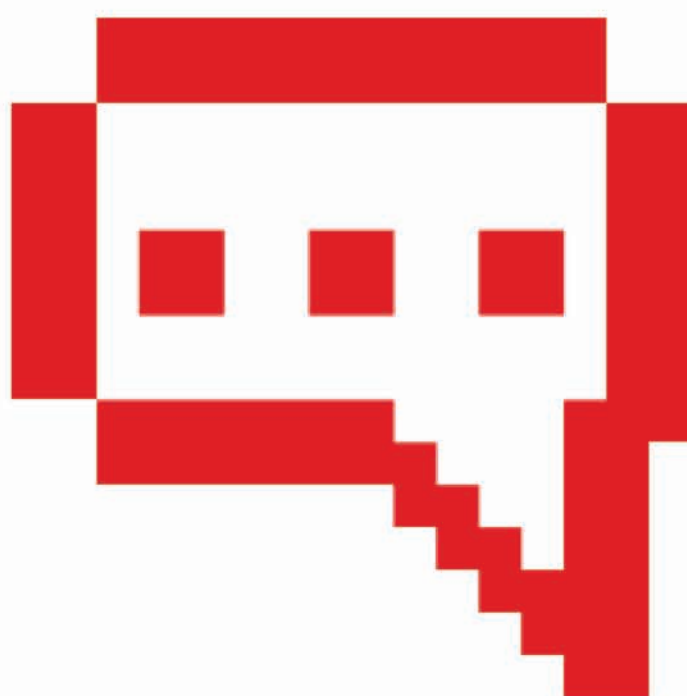
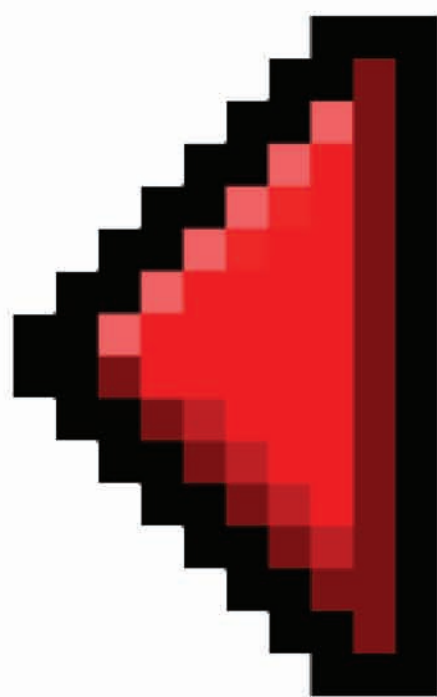
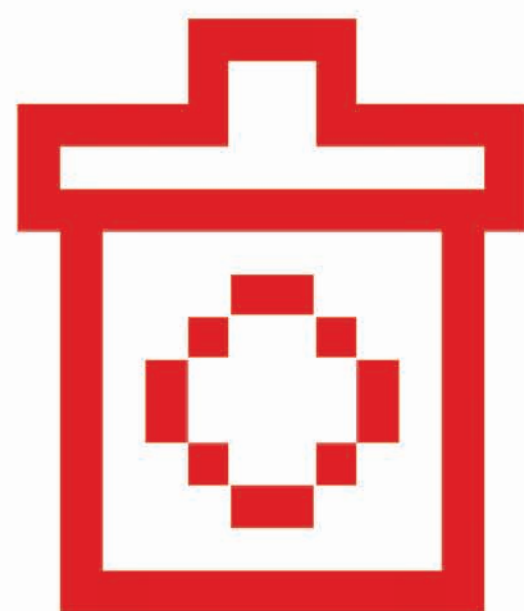
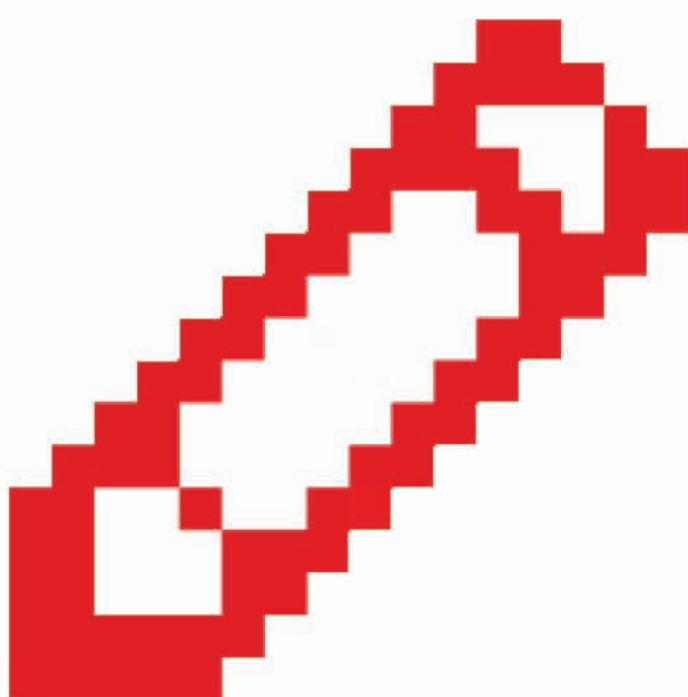
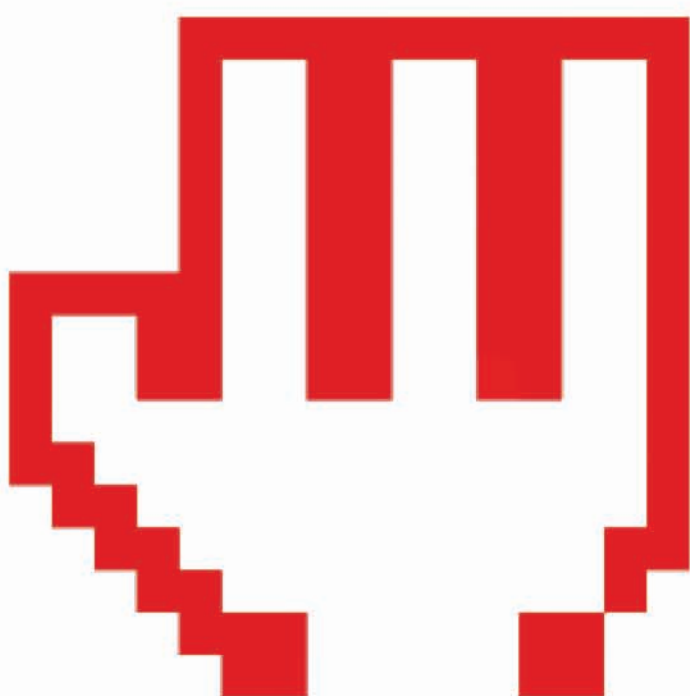
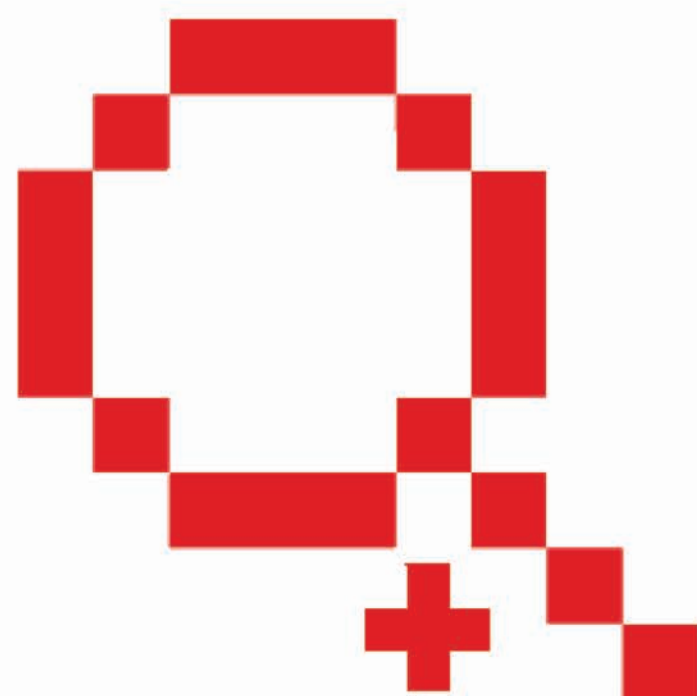
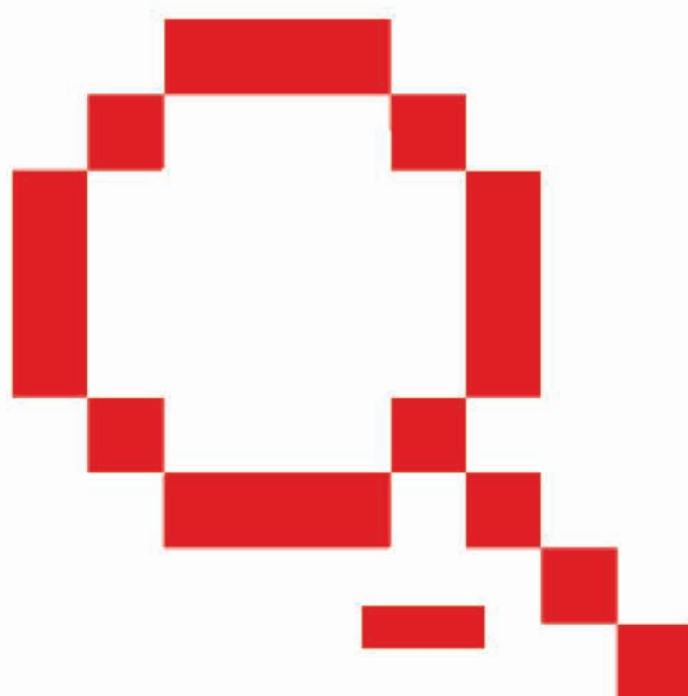
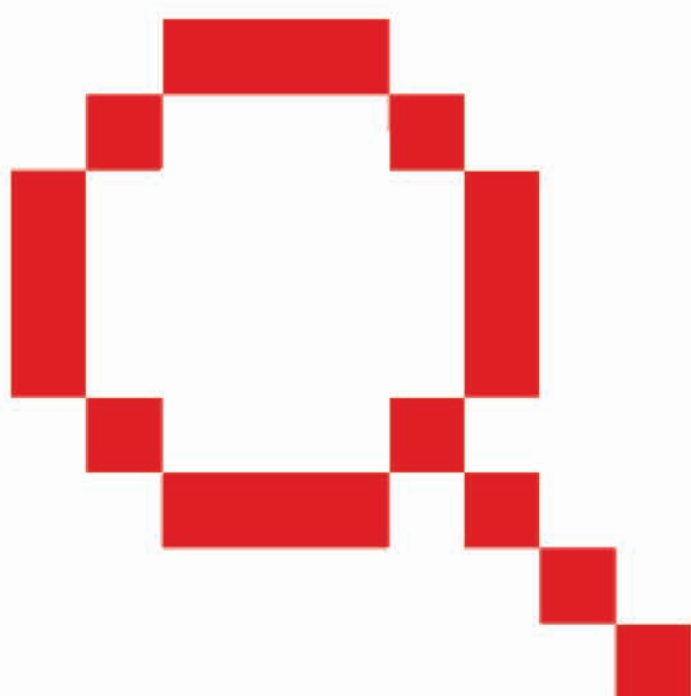
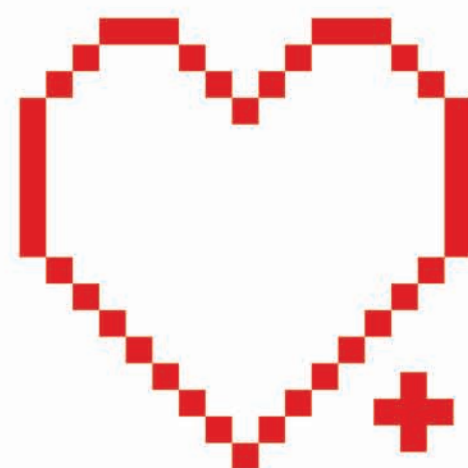


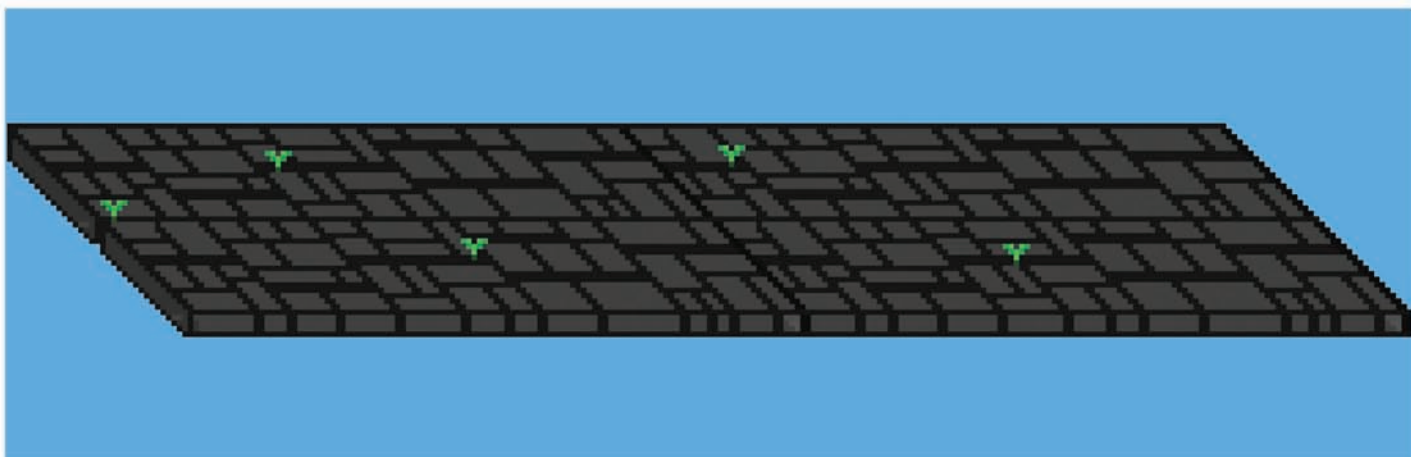
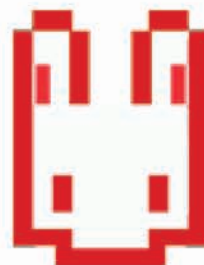
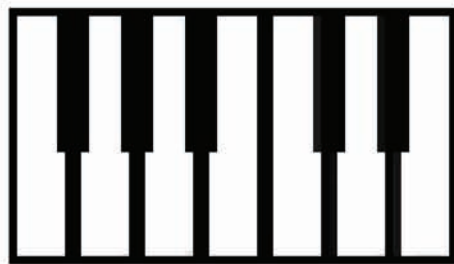
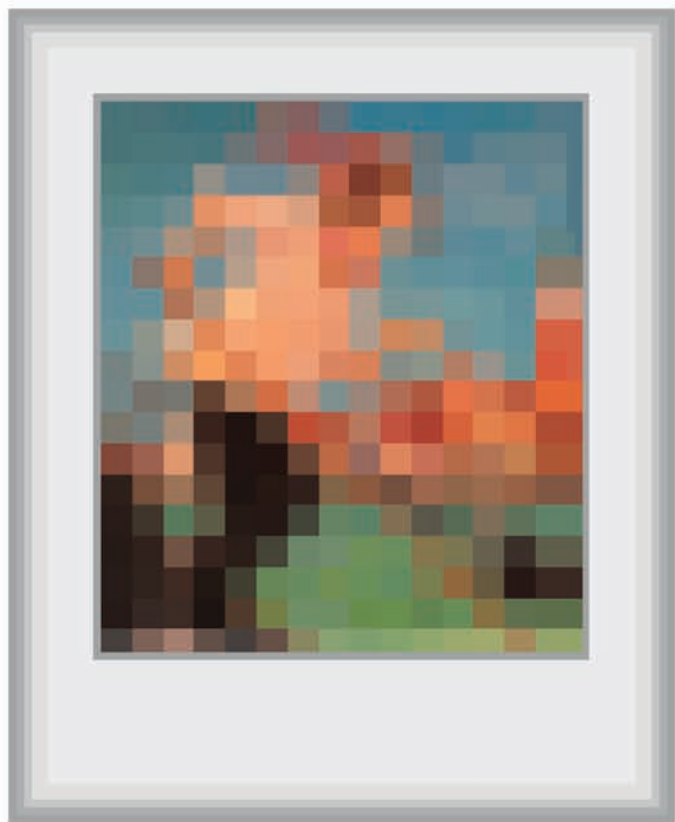


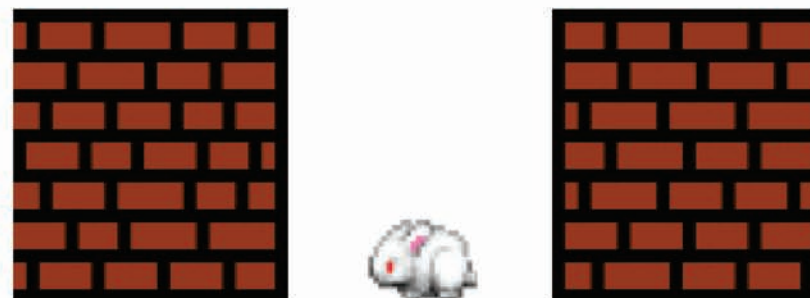
THIRD **PROPOSAL**



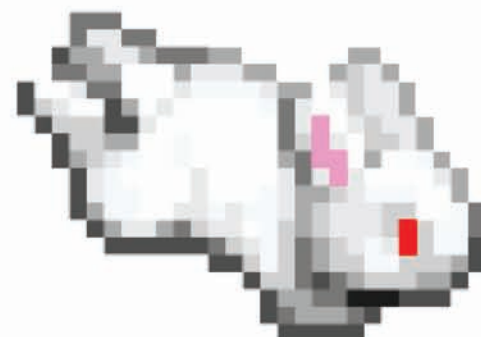
welcome to
mirabilia.



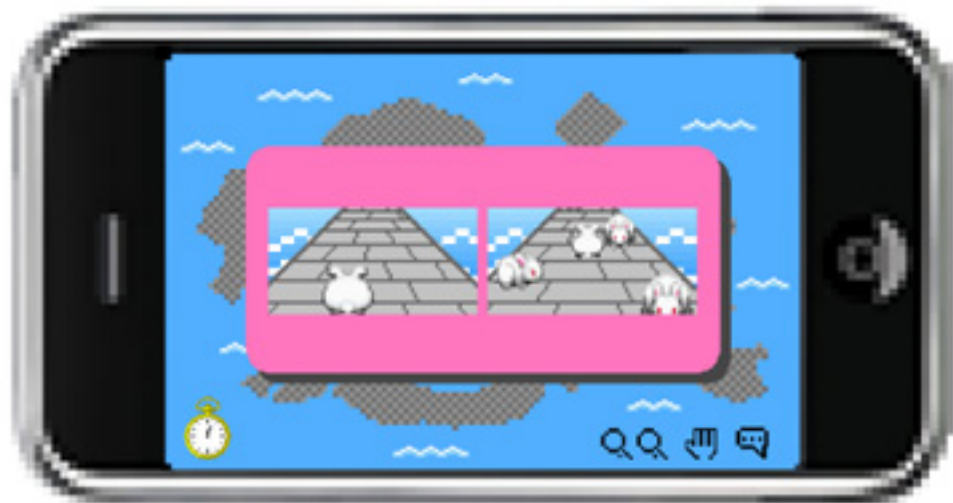








graphic style



step through



welcome screen



loading the application



starting the experince



left or right?



go to left



water or land?



choose land



croud or no croud?



choose no croud



narrow or wide?



choose narrow



arrive to an hot point



a content is left there (picture)



share your own content