

One logo, 42 worlds.

The Scenario mark stays fixed while the world around it restyles on every bounce: 39 worlds in a 40-second film, three more on the page, drawn, animated and scored entirely in code.

70

styles built

39

in the film

11

soundtracks

7,600

lines of code, about

CREATIVE



scenario

One logo, a new world every bounce.

The Scenario mark and the word CREATE stay put while the world around them changes on every landing. The film runs 39.7 seconds at 1080 × 1080 and 30 fps, 1,191 frames, and not one of them is a generated image.



World 04: Synthwave, the mark in neon outlines.



World 05: Steamboat 1928, a public-domain cartoon tribute.



World 23: Van Gogh, Starry Night.

The rule

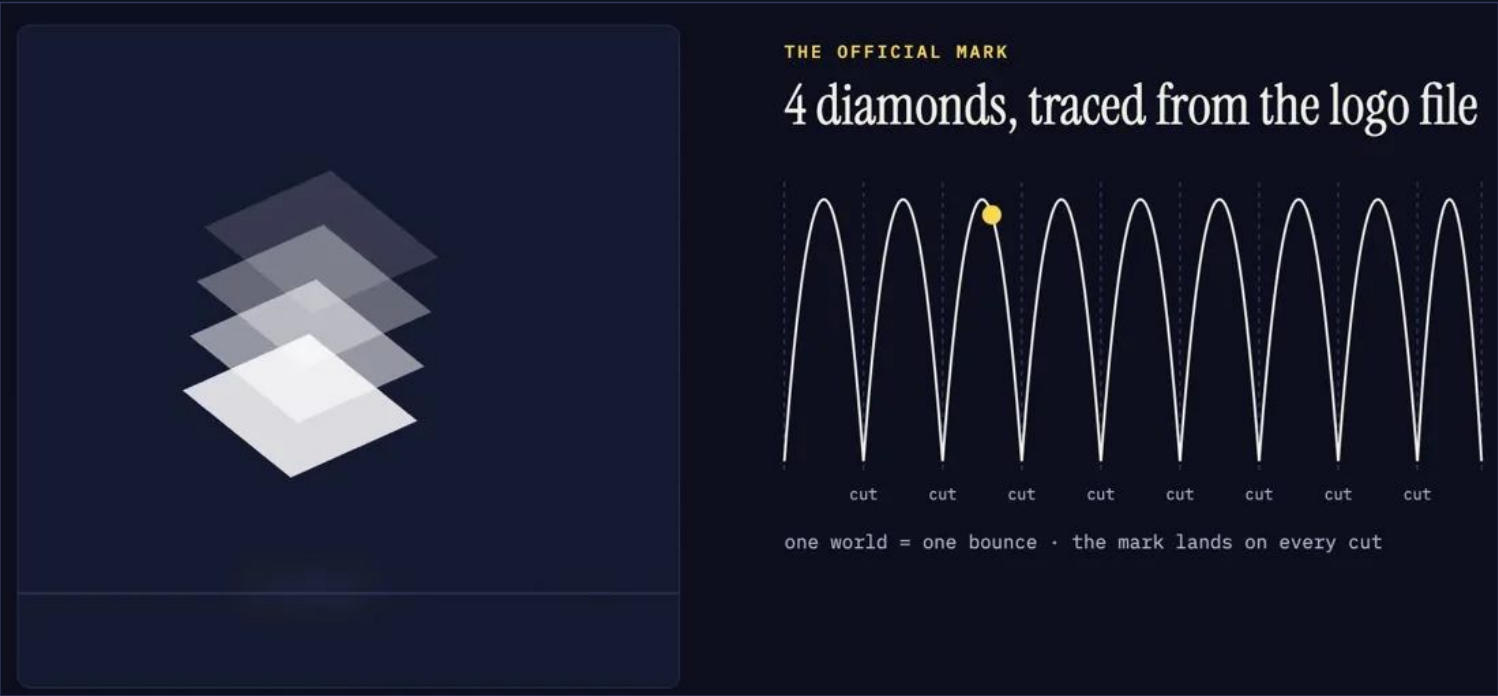
One official mark, never redrawn: the four diamonds are traced from the logo file. Only the world, the lettering and the colours change, and every world keeps the same bounce.

All code

Every world is a component built from shapes, styles and a little math, rendered frame by frame. The music is code too.

Every world is one bounce.

One function decides where the mark is on every frame. Every world gets exactly one bounce, so the cut always lands with the logo.



The bounce curve: the mark lands on every cut.



World 06: 8-bit game, one bounce.

The mark

Four stacked diamonds with the logo's layer opacities of 85, 55, 35 and 15 percent on white. One Mark component draws them, and each world styles the four layers its own way.

The clock

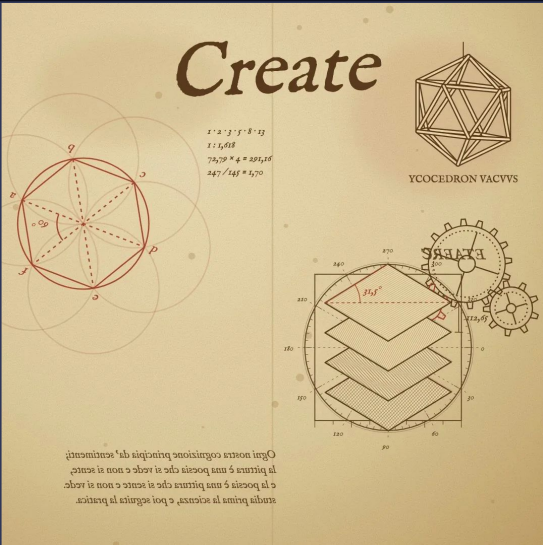
The timeline is exported to timeline.json. The music script and the page builder both read it, so the picture, the sound and the page never drift apart.

Seventy built, thirty-nine chosen.

From a binary terminal to a Da Vinci notebook, cymatics sand and an infinite zoom. Several are tributes to public-domain art, and each one reacts to the landing.



All 70 styles; the 39 in the film stay lit.



World 12: Da Vinci notebook.



World 17: Cymatics sand.

Built to react

Each world answers the landing: the newspaper slaps down, the comic bursts into KA-POW, the diner squirts ketchup. The bounce is the same everywhere; the reaction is the world's own.

Public-domain tributes

Several worlds pay tribute to public-domain art: a 1928 steamboat cartoon, Van Gogh's Starry Night, a Da Vinci notebook. Everything else is original.

Quicker every eight worlds.

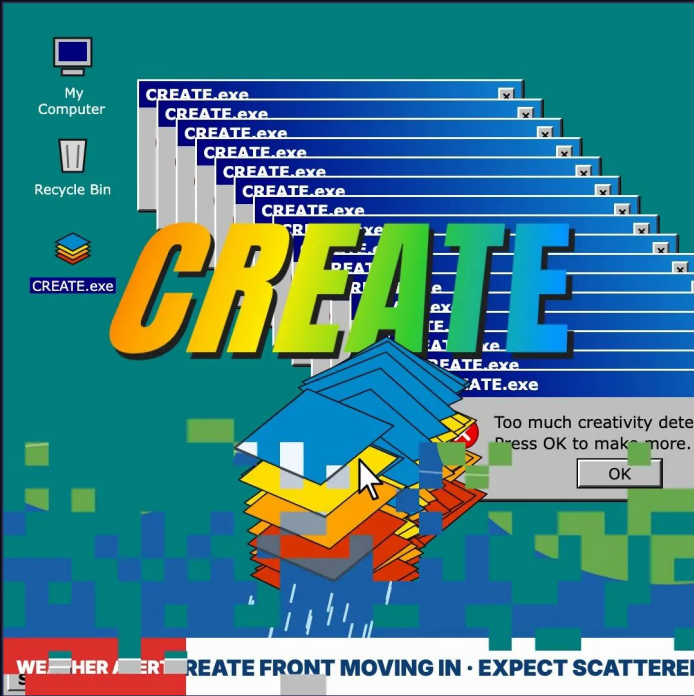
Five speeds: 37, 30, 27, 24 and 21 frames a bounce, which is 1.23, 1.0, 0.9, 0.8 and 0.7 seconds. The last speed carries the final seven worlds.



The timeline, five speeds, and the pixel cuts marked below.

Five speeds

The speed only changes at the start of a group of eight, so each world still gets one full bounce. The sway left and right keeps its own slower rhythm across the cuts.



A pixel dissolve, mid-cut.

Pixel dissolves

At 11 of the cuts the next world arrives as a 12-frame pixel dissolve that sweeps across the frame, so two worlds share the screen for a moment.

Van Gogh, in flow lines.

Some worlds are small simulations. Van Gogh's sky is thousands of short brushstrokes traced along flow lines, with no outlines anywhere.



Starry Night, rendered live from its component.

WORLD 23 · RENDERED LIVE

Van Gogh, Starry Night

BRUSHSTROKES

Thousands of strokes, traced along evenly spaced flow lines

FLOW LINES

Every stroke follows its flow line, with no outlines

LOGO

The mark pushes the strokes aside as it bounces



The same world, in the film.

Flow lines

Evenly spaced streamlines are traced through a swirling field and drawn as strokes that never overlap, so the sky reads as paint rather than lines.

Letters and logo

The same strokes paint CREATE, so the word reads as part of the painting. The mark pushes the strokes aside as it bounces through.

Music from the timeline.

A Python script reads the film's timeline and synthesizes every note: a kick on each landing, a clap on each apex, and each world's own sound on its own event.

scripts/music.py

```
def groove_chip(i, T, t0, D):  
    ...  
    # drums: kick on the landing, clap on the apex  
    put(kick(), t0, 0.9)  
    put(clap(), t0 + 2 * eighth, 0.42, 0.1)
```

It reads the film's timeline, then writes every note to fit it.

coin
8-bit game

steam whistle
Steamboat 1928

thunder
Weather





| a kick on every landing · In the Hall of the Mountain King

A coin, a steam whistle, thunder: each world's sound.

Synthesized

Oscillators and noise, mixed with a look-ahead limiter. The coin lands on the 8-bit game's +100, the steam whistle on the steamboat's puffs, the thunder on the weather flash.

01	In the Hall of the Mountain King	Grieg, 1875	
02	Chiptune pop	Original, written for this piece	
03	Funk / disco	Original, written for this piece	
04	Can-Can / Galop infernal	Offenbach, 1858	
05	The Entertainer	Scott Joplin, 1902	
06	William Tell Overture, finale	Rossini, 1829 · arranged from memory	
07	Flight of the Bumblebee	Rimsky-Korsakov, 1900	
08	Rondo alla Turca	Mozart, 1783	
09	Korobeiniki	Russian folk song, 1861; the Tetris the...	
10	Turkey in the Straw	American folk tune, 1820s · arranged f...	
11	Frantic Galop	Original galop, written for this piece	

11

soundtracks, one clock

Classics written out as notes on the same engine, plus originals. All of them land on the same bounces.

Eleven soundtracks on one clock.

Eleven soundtracks

Public-domain classics written out as notes on the same engine, with original chiptune, funk and a galop. In the Hall of the Mountain King is the default.

About 7,600 lines of code.

Seventy styles built, thirty-nine in the film, three more as bonus loops, eleven soundtracks, and not one generated image: every world is drawn and every note synthesized in code.



World 34: Disco.



World 36: Metro map.



World 35: Real 3D.

One timeline

The picture and all eleven soundtracks read the same timeline, so every kick lands with the logo, whichever track plays.

Made of code

Shapes, styles, a little math for the worlds; oscillators and noise for the music. Change a world or its timing, and everything follows.

The receipt

70

Styles built

39

In the film

42

On the page

11

Soundtracks

7,600

Lines of code, about