

Assignment 2: Camera Input due week 6 - **October 13th**

Create a patch in Jitter, which receives live camera input and combines it with pre-rendered video to create something unique. You may take a narrative, visual, or conceptual approach to this assignment, but must be prepared to explain your artistic decisions, along with your programming, in your assignment documentation. Your patch should execute with a single 'bang' (after setting up the live camera feed) or contain explicit, simple instructions on the steps necessary for the project to run, visible within the patch comments. You must also use at least 5 objects that begin with the jit. prefix that aren't from the quicktime library. Do not use more than 90 seconds of pre-rendered video material in this project.

Note: For pre-rendered source material, you may either shoot your own video, or use properly attributed video that has been published under the creative commons licensing agreement. You can also sample public works provided you follow the principles of fair use: if the work is unrecognizable, or if it samples small parts to make a completely different art object.