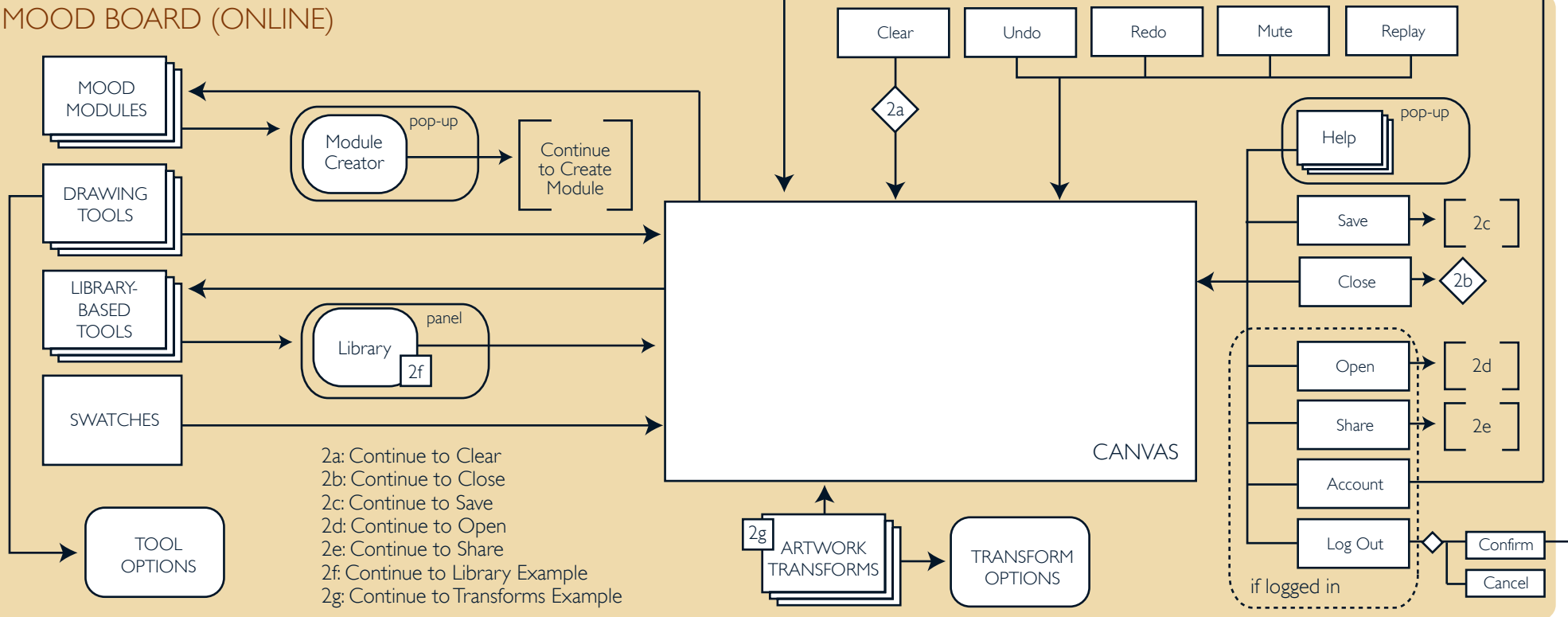
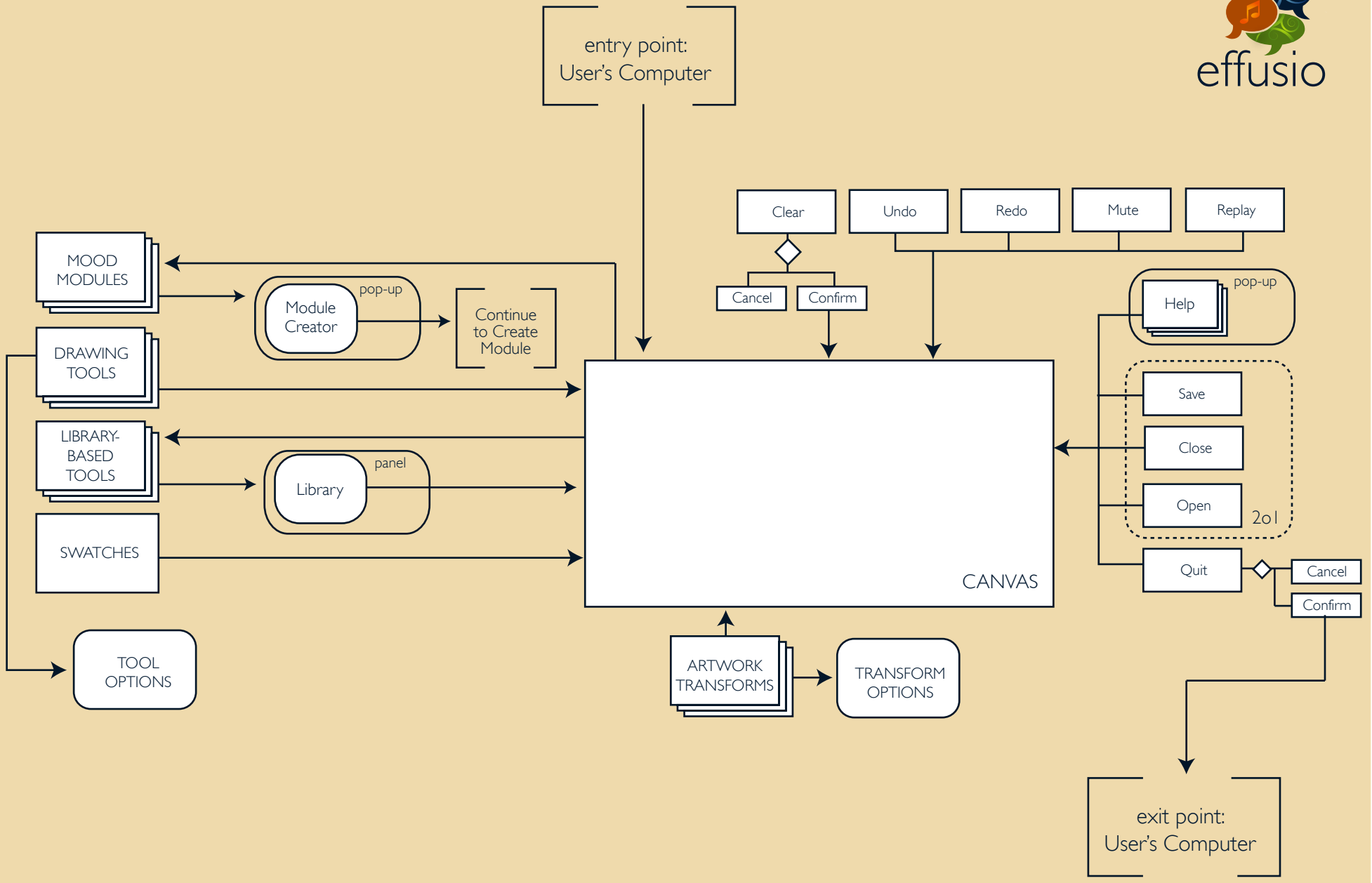


2. MOOD BOARD (ONLINE)



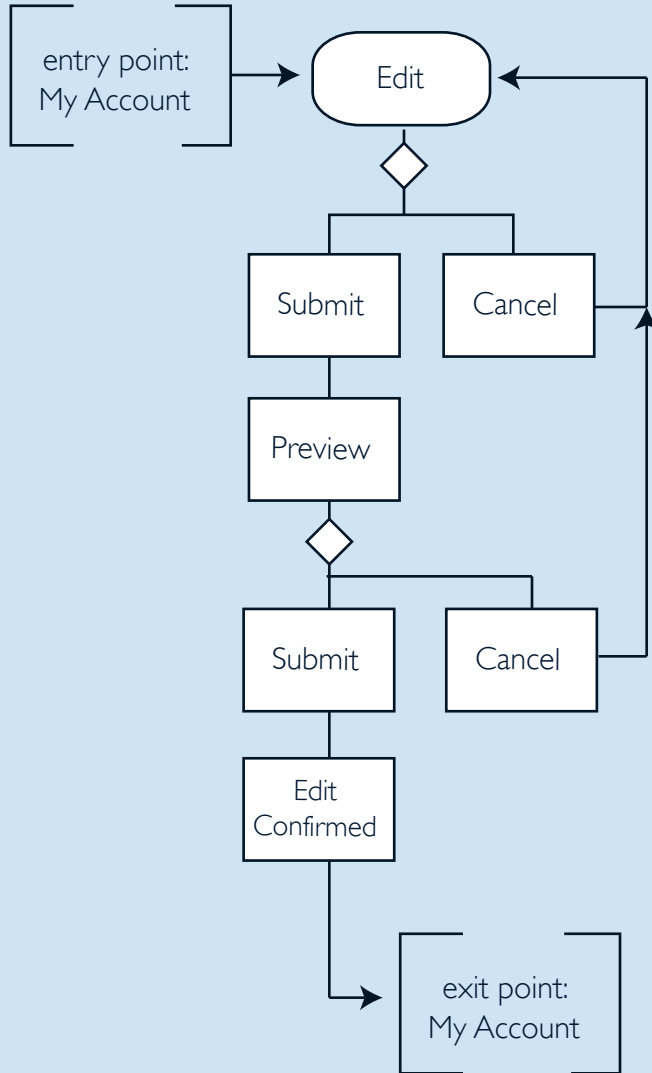
2o. MOOD BOARD (OFFLINE)



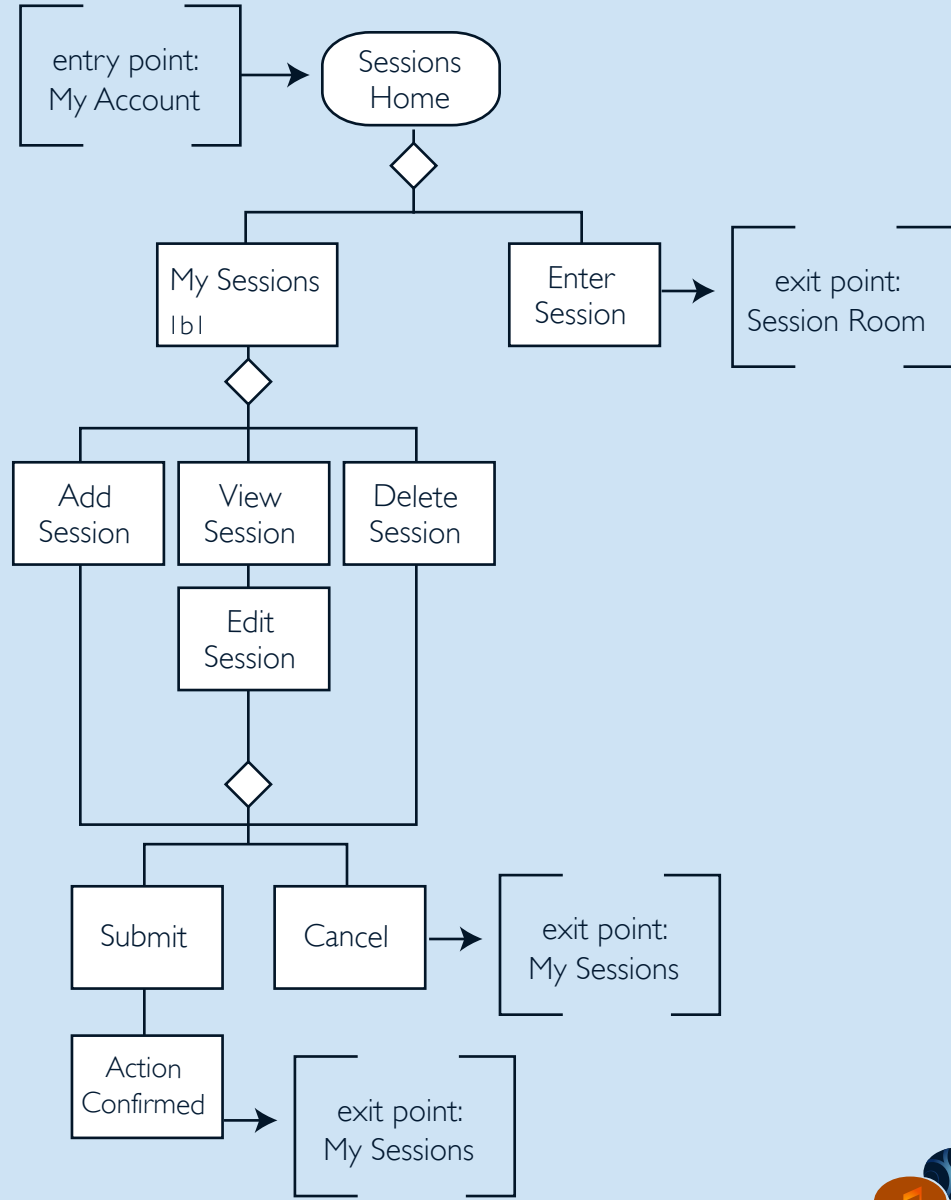
2o1: These actions controlled by user's operating system

I. INFORMATIONAL

Ia. EDIT ACCOUNT

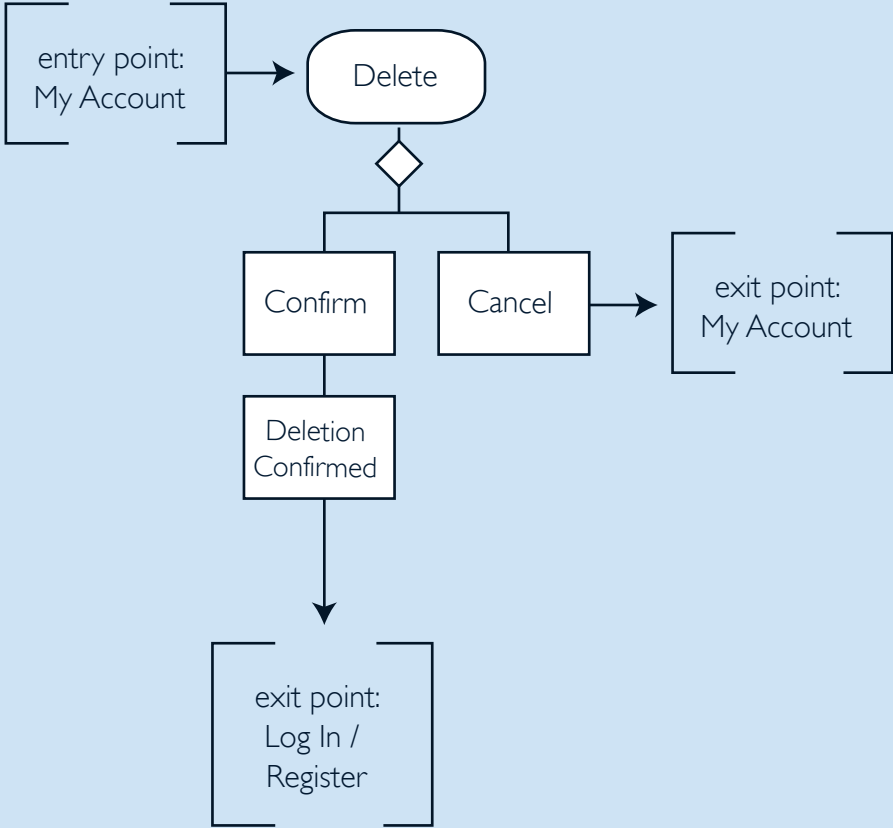


Ib. SESSIONS

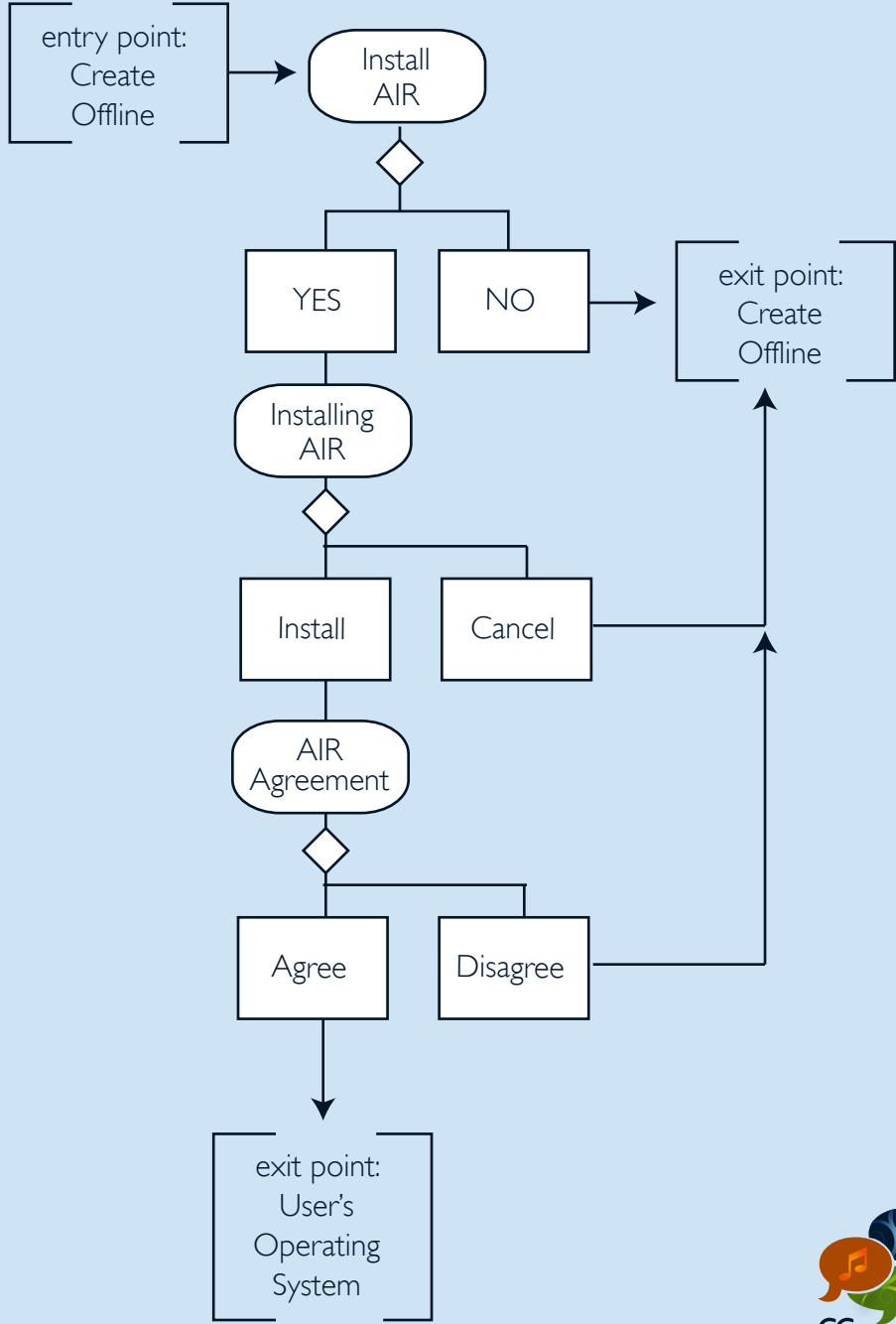


|b|: My Sessions is only available to the ArtTherapist user type.

I.c. DELETE ACCOUNT



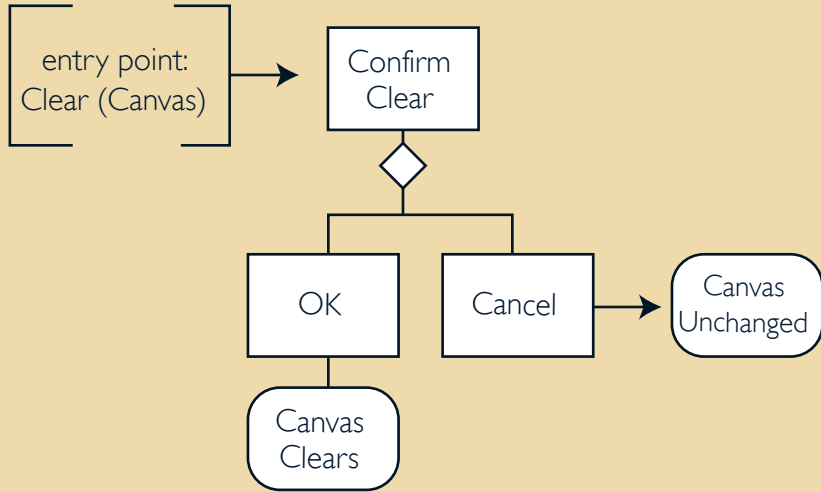
I.d. DOWNLOAD MOOD BOARD



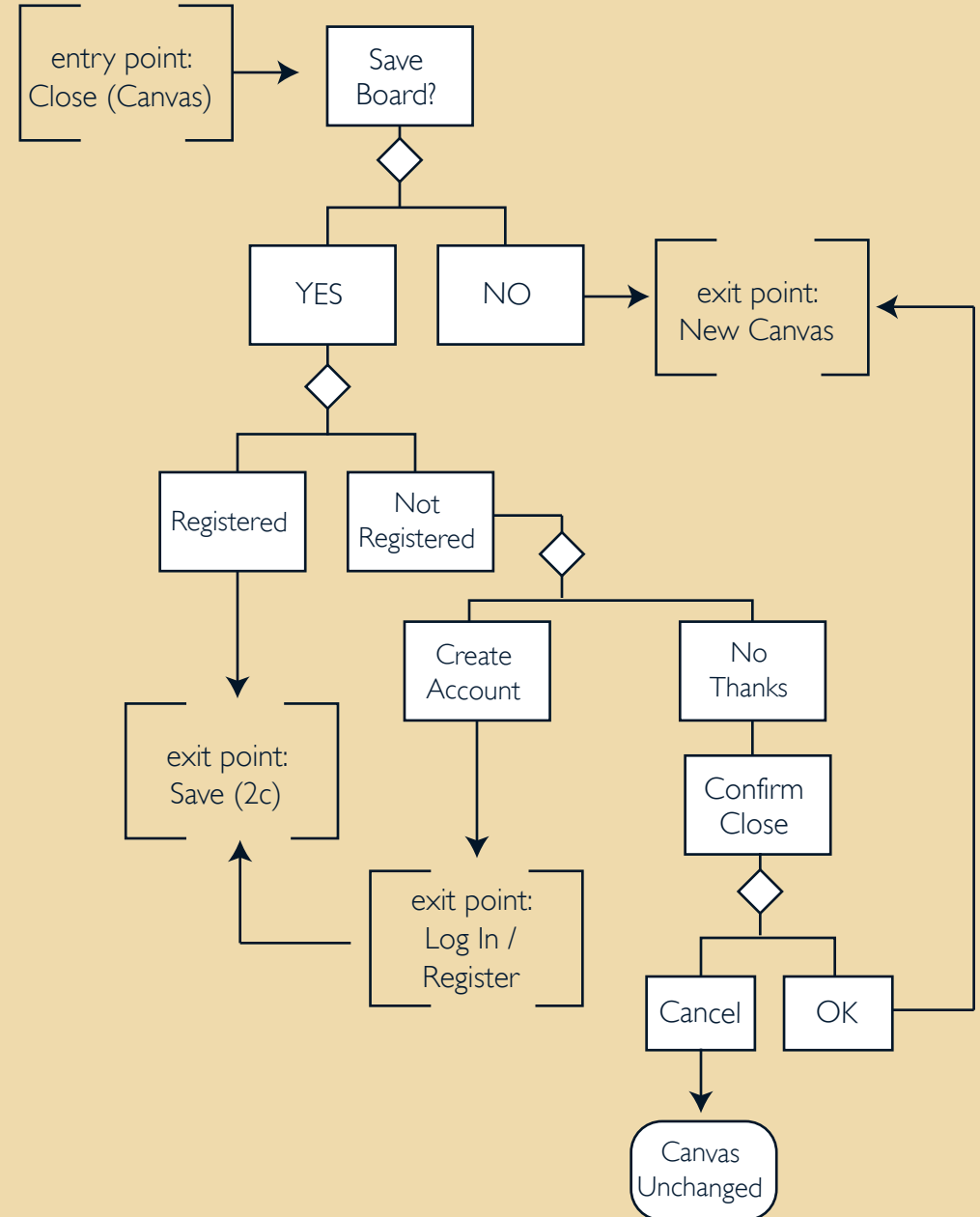
2. MOOD BOARD (ONLINE)



2a. CLEAR



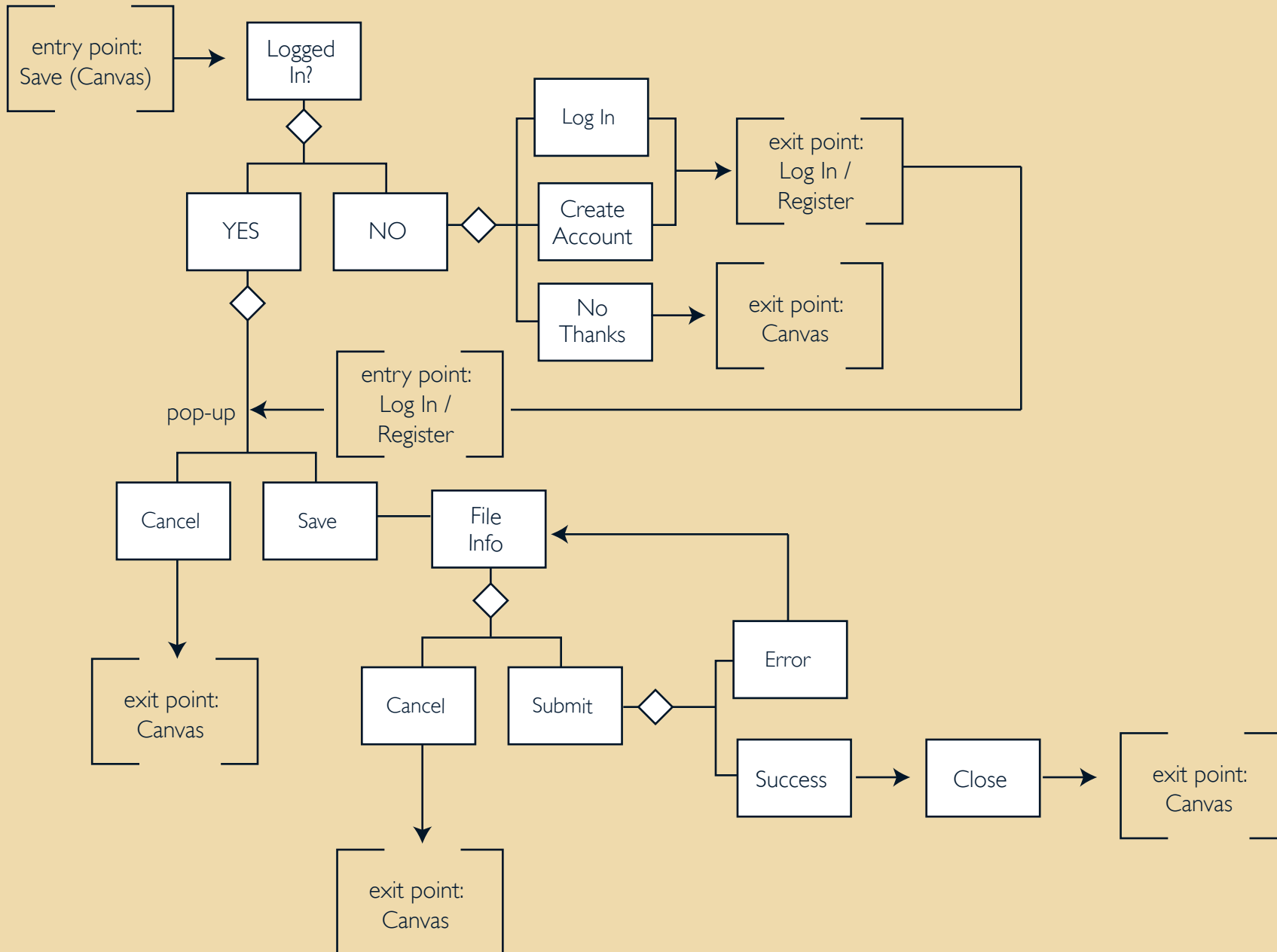
2b. CLOSE



2. MOOD BOARD (ONLINE)



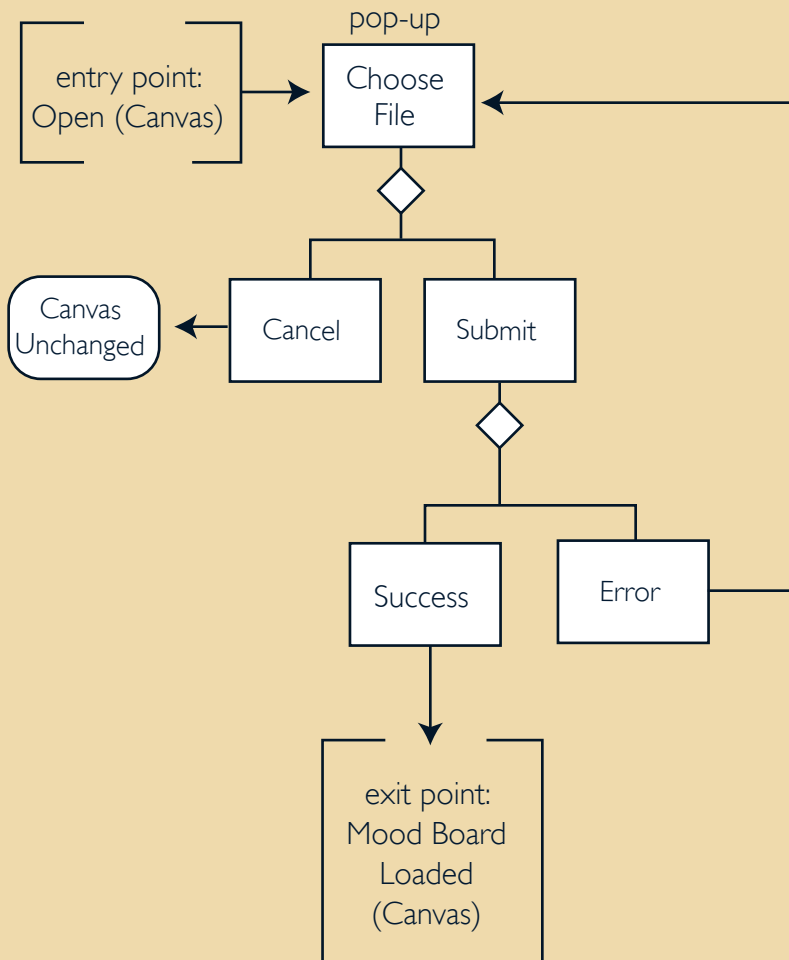
2c. SAVE



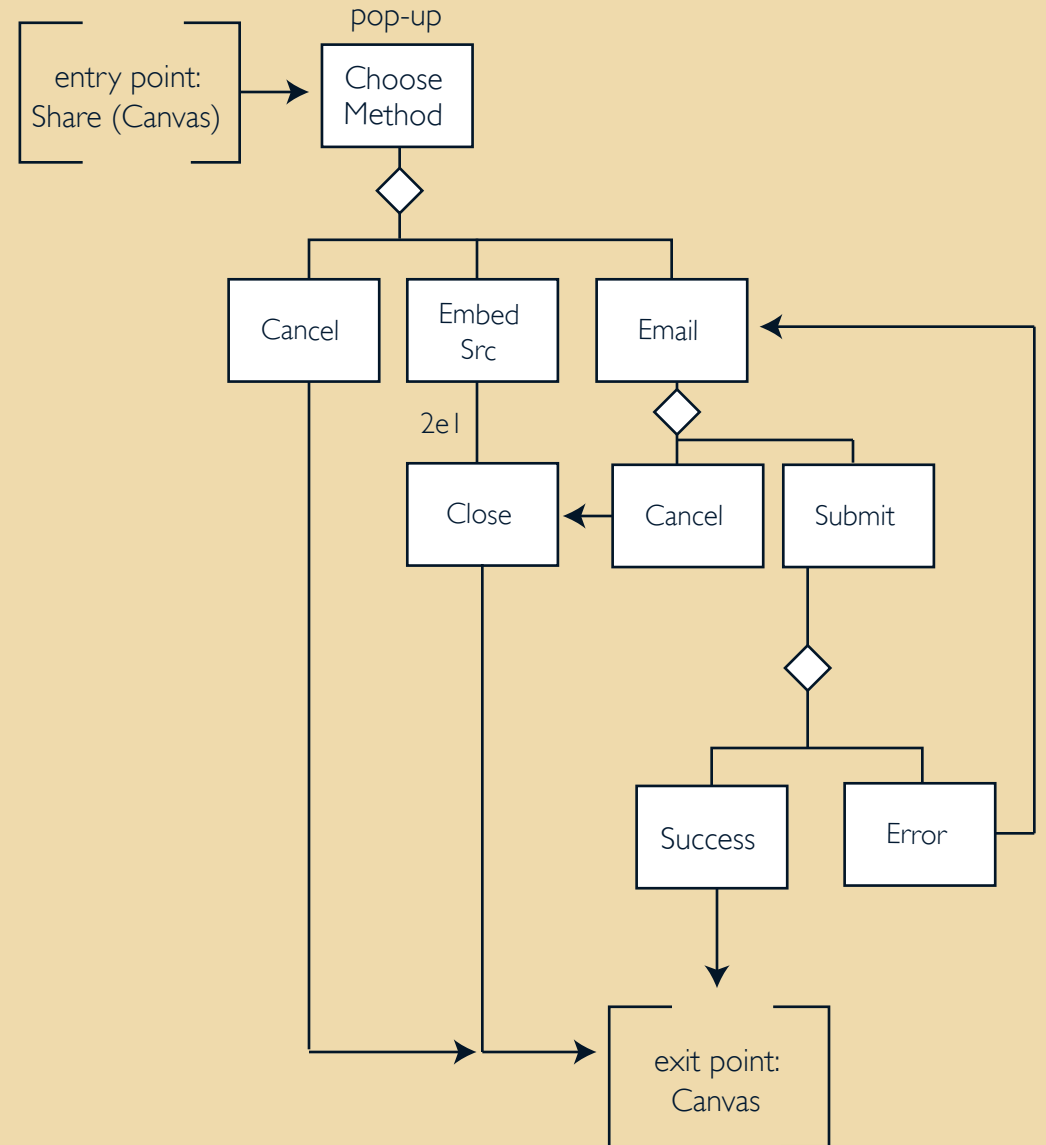
2. MOOD BOARD (ONLINE)



2d. OPEN



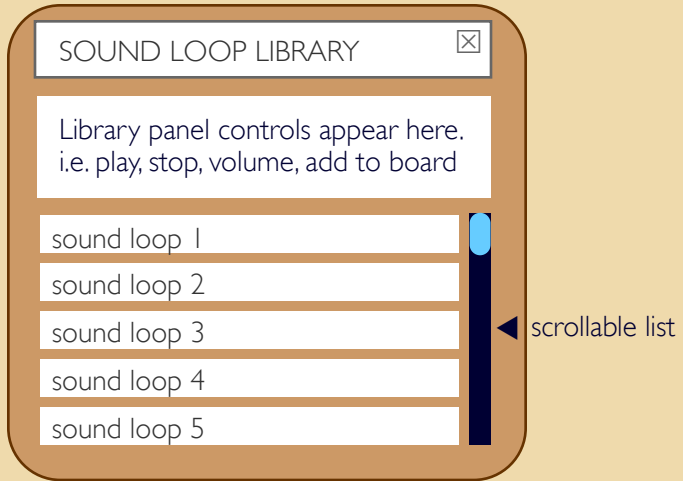
2e. SHARE



2e1: User copies Embed Src code and pastes into desired location

2. MOOD BOARD

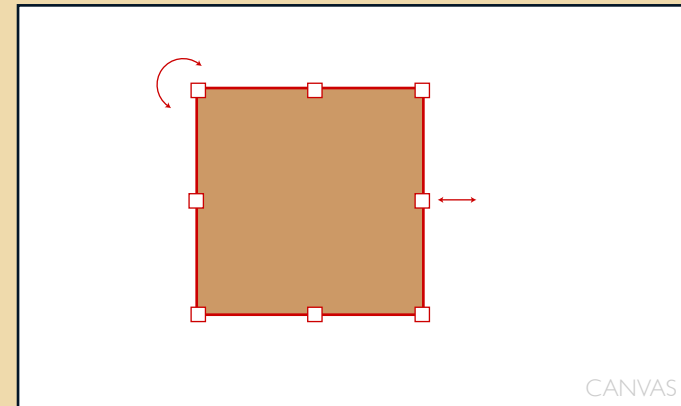
2f: LIBRARY EXAMPLE



Library-based tools bring up a draggable, closable panel where users can choose from library options.

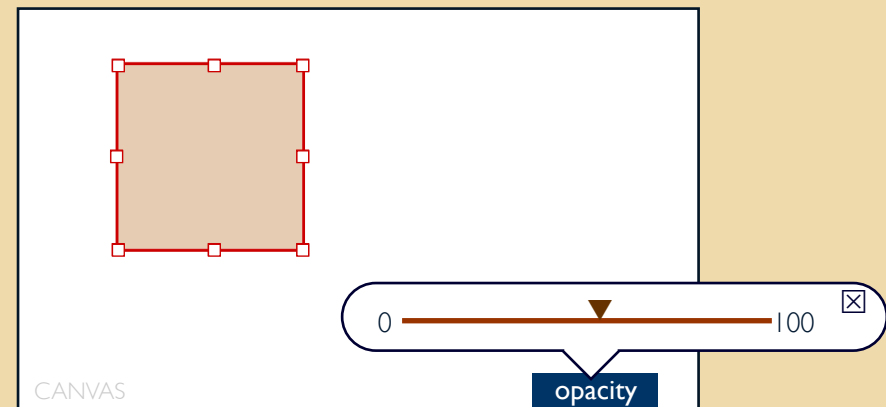
2g: ARTWORK TRANSFORMS

EXAMPLE OF SCALE & ROTATE FUNCTIONALITY



Bounding box highlights object on select. User can drag anchor points to scale or rotate the object.

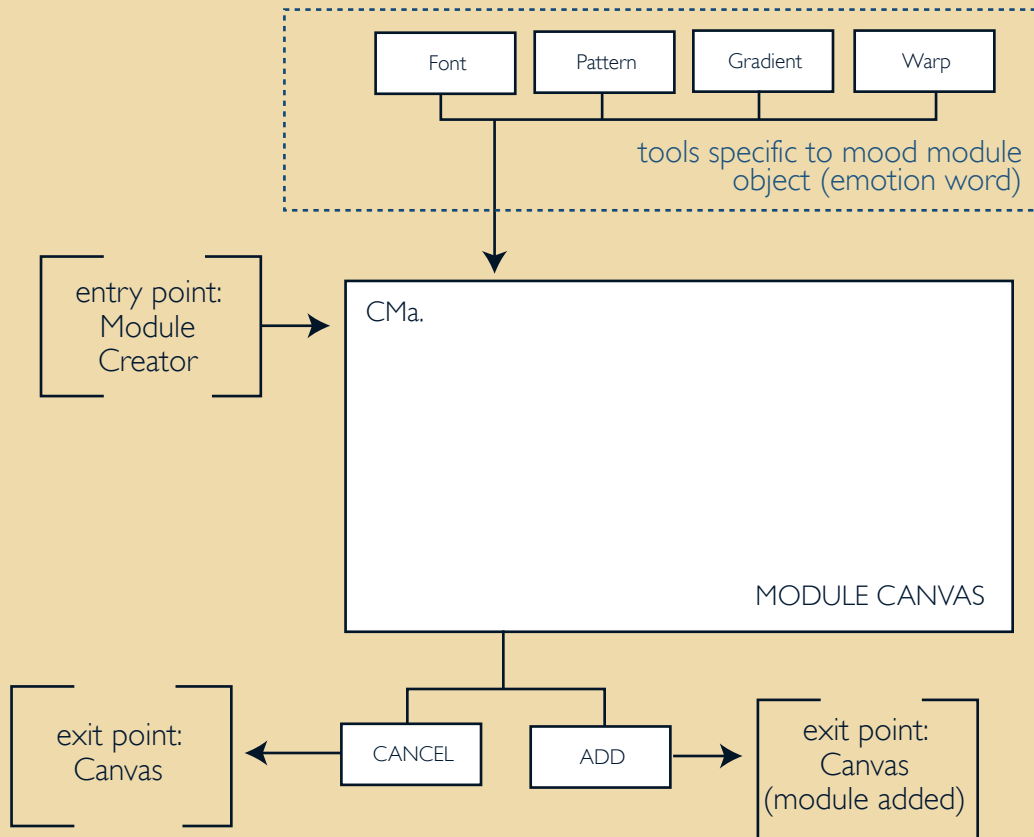
EXAMPLE OF OPACITY FUNCTIONALITY



User can drag a slider control to establish desired opacity of selected object.

2. MOOD BOARD

CREATE MODULE



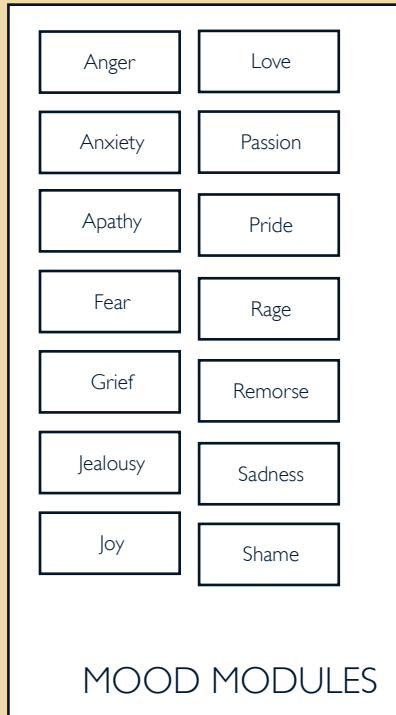
CMa: Module Creator loads with emotion word in Module Canvas (i.e. Joy), as selected from Mood Board. User has access to following tools from main Mood Board: Swatches, Undo, Redo, Replay, Help, Artwork Transforms. These tools will now act on Module Creator, not Main Mood Board.

EXAMPLE OF WARP FUNCTIONALITY

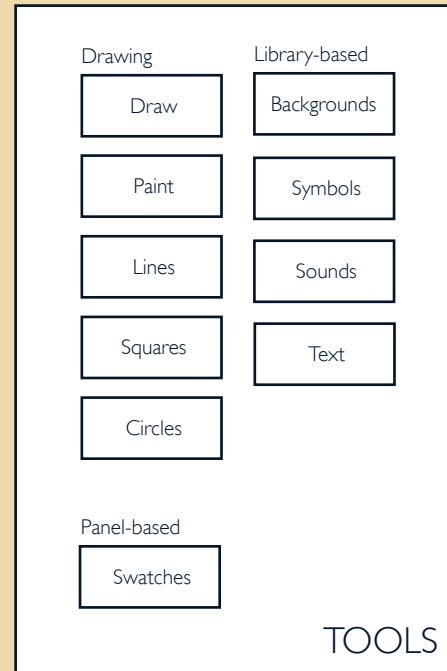


warp tool works on text via draggable anchor points.

2. MOOD BOARD GROUPINGS DEFINED



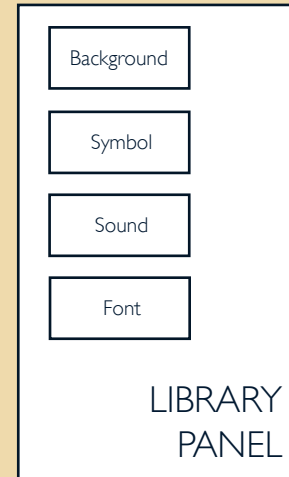
* **Mood Modules** individually link to the Module Creator, which is a pop-up canvas containing the chosen emotion word. This word can then be manipulated by the user and added to the main Mood Board canvas as a design element. Once on the main canvas it can be further manipulated to meet design goals.



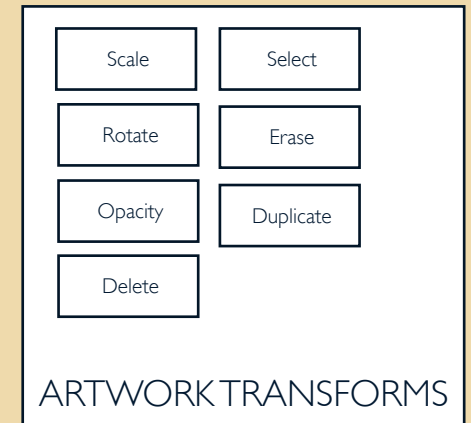
* **Drawing Tools** act directly on the Mood Board canvas via ActionScript code. The user controls these tools by clicking and dragging with the mouse or graphic tablet.

Swatches (color tiles) display in a panel that is always visible.

Library-based Tools have numerous options attached to them, which are displayed in the Library panel. For example, when "Text" is chosen, the Library panel populates with options such as font and text size.



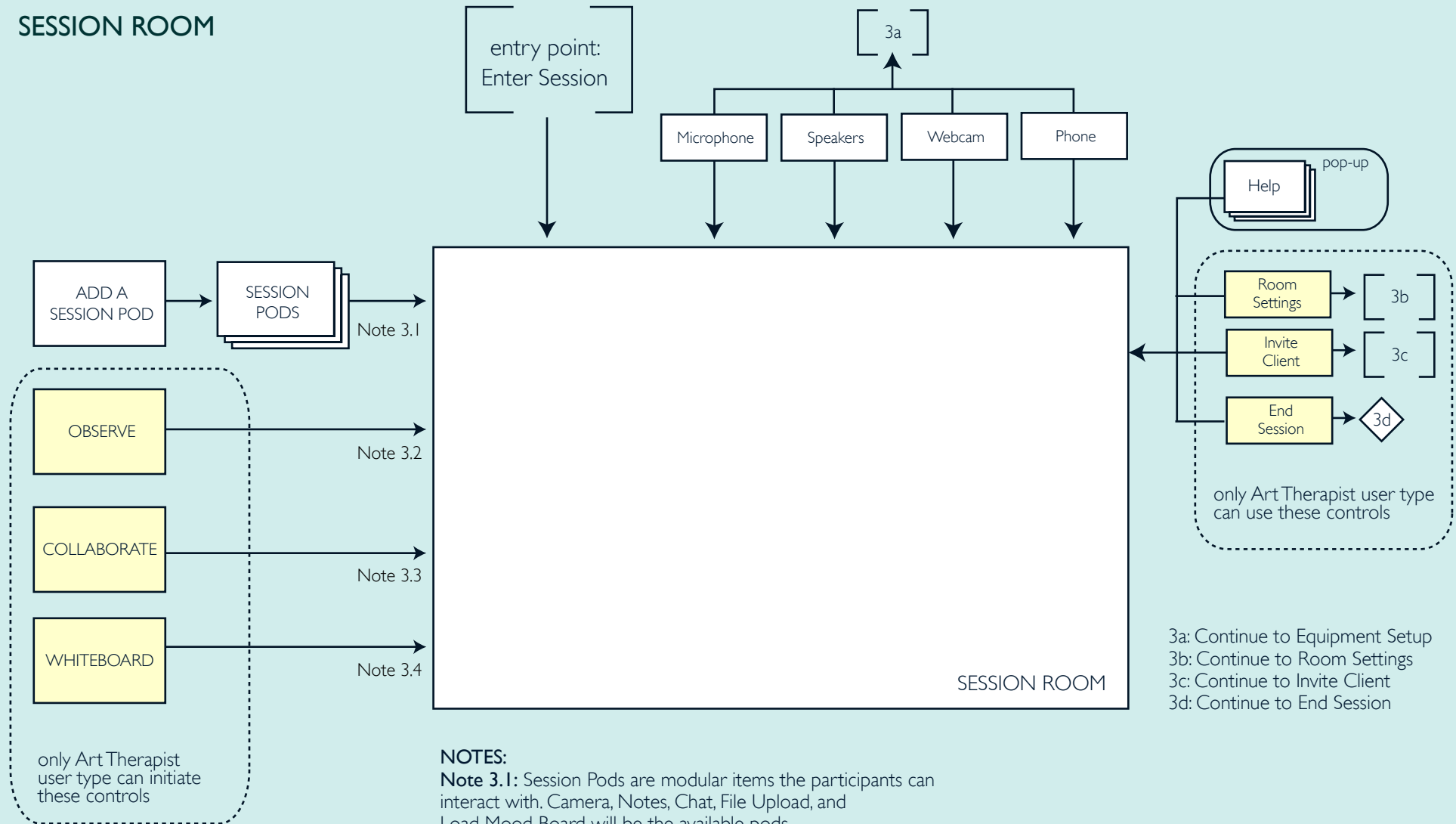
* The **Library Panel** is dynamically populated with options when the user chooses a Library-Based Tool. The user can choose whether or not this panel is always displayed. The panel launches automatically when a Library-Based Tool is chosen, but the user has the option to close the panel and the ability to drag it to the desired location in the interface.



* **Artwork Transforms** allow the user to manipulate the design elements on the canvas. The **Select** tool is used to choose a design element. Once a design element is chosen, it can be manipulated through controls (Scale, Rotate, Opacity), it can be deleted or duplicated, or it can be erased via clicking and dragging with a mouse or graphic tablet.

3. SESSION ROOM (COLLABORATION)

SESSION ROOM



NOTES:

Note 3.1: Session Pods are modular items the participants can interact with. Camera, Notes, Chat, File Upload, and Load Mood Board will be the available pods.

Note 3.2: Observe allows the therapist to view the client's computer screen as he/she creates artwork.

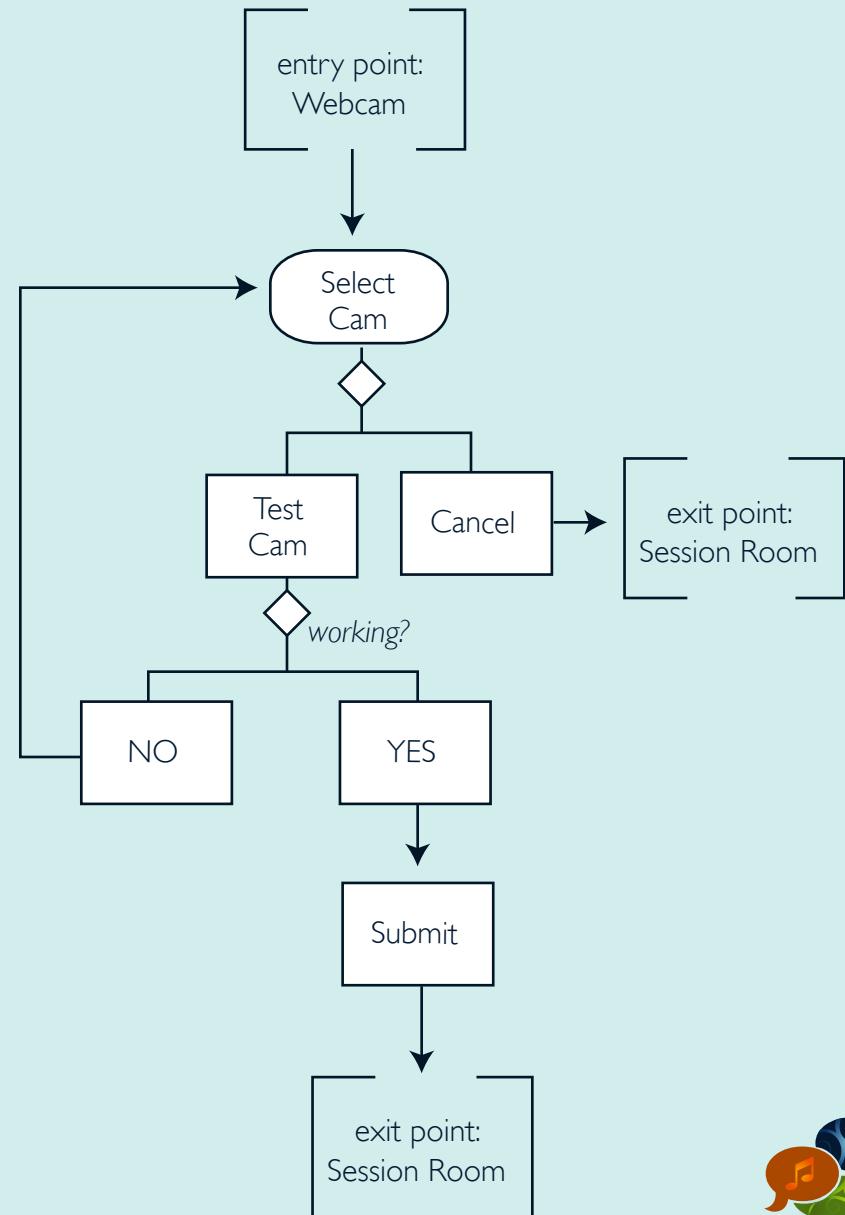
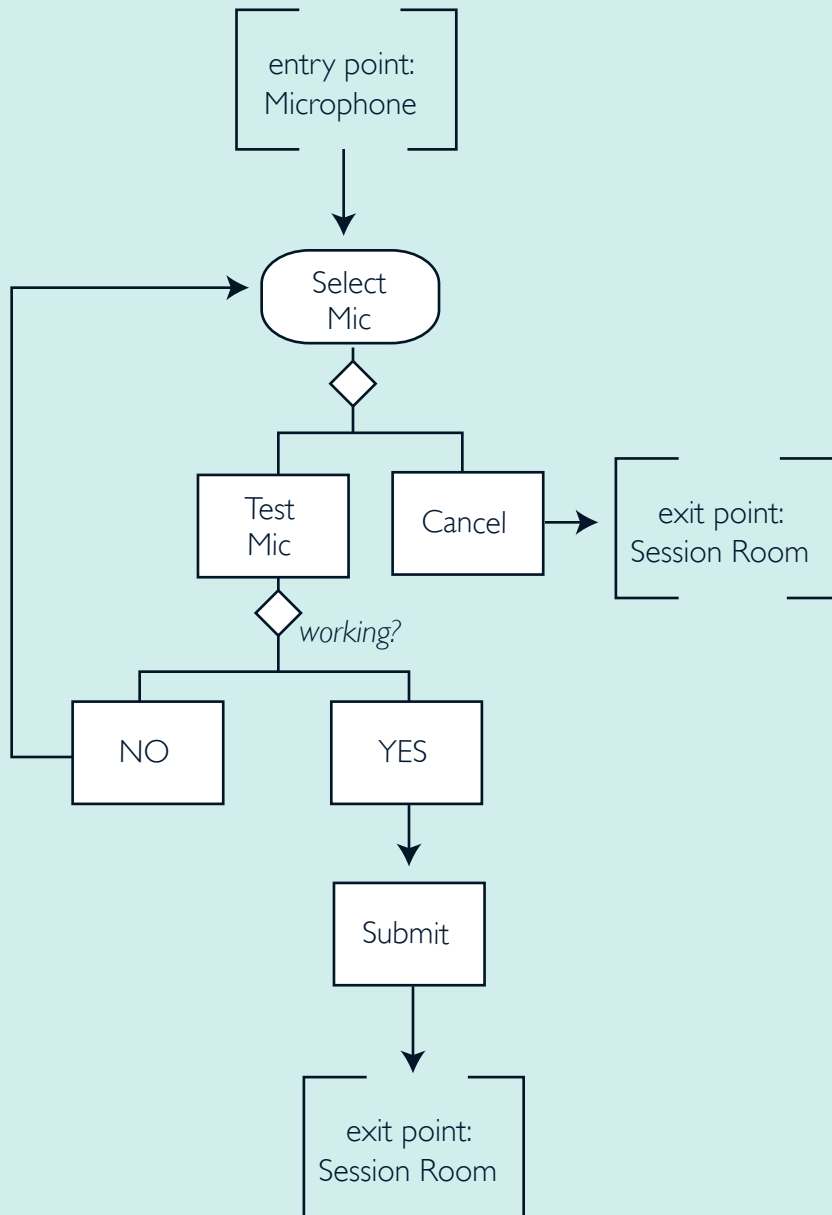
Note 3.3: Collaborate loads the Mood Board into the Session Room. The therapist and client can both interact with the controls to create a collaborative Mood Board.

Note 3.4: Whiteboard gives the ability to use a simple marker tool and arrow stamps on top of the artwork to emphasize areas. The therapist can use it to mark up the client's Mood Board.

3a: Continue to Equipment Setup
3b: Continue to Room Settings
3c: Continue to Invite Client
3d: Continue to End Session

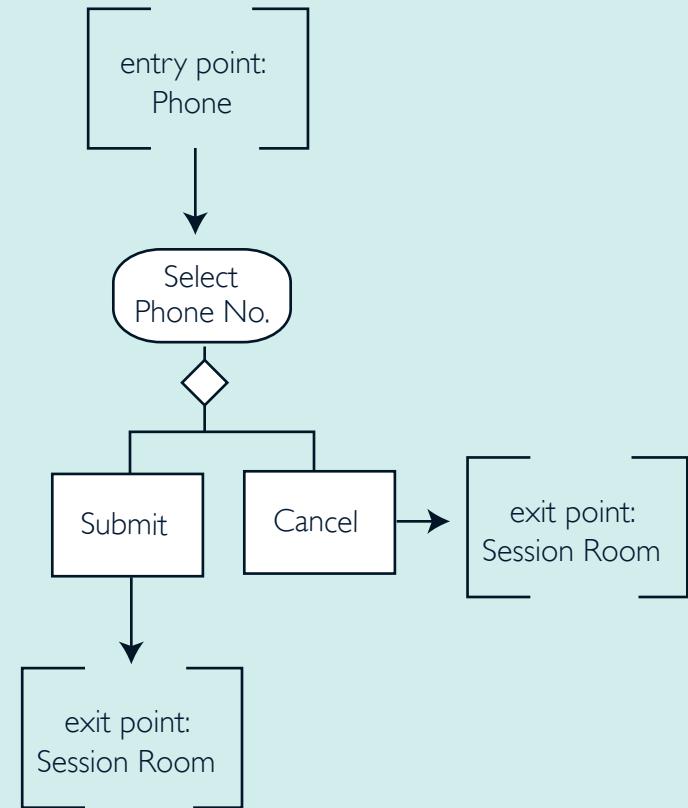
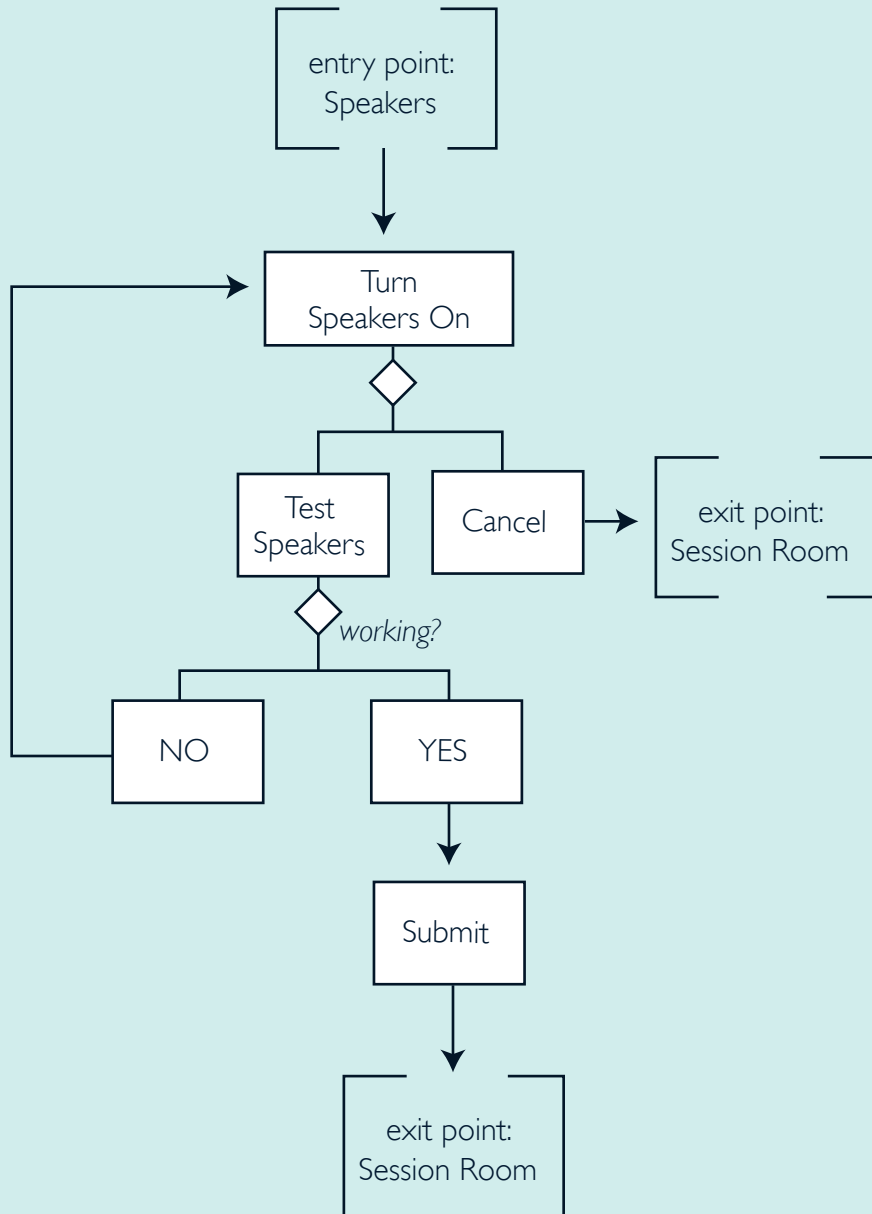
3. SESSION ROOM (COLLABORATION)

3a. EQUIPMENT SETUP



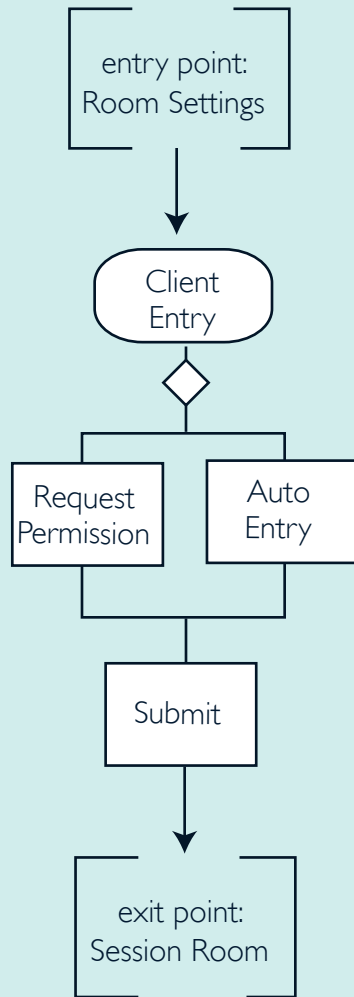
3. SESSION ROOM (COLLABORATION)

3a. EQUIPMENT SETUP (continued)

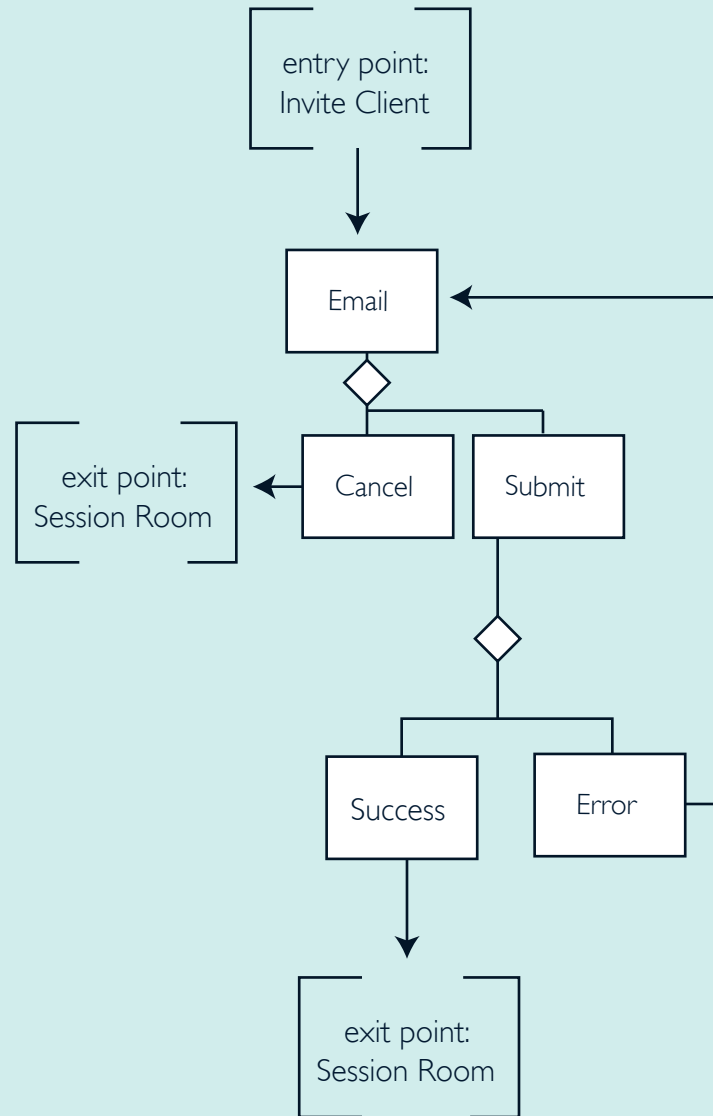


3. SESSION ROOM (COLLABORATION)

3b. ROOM SETTINGS

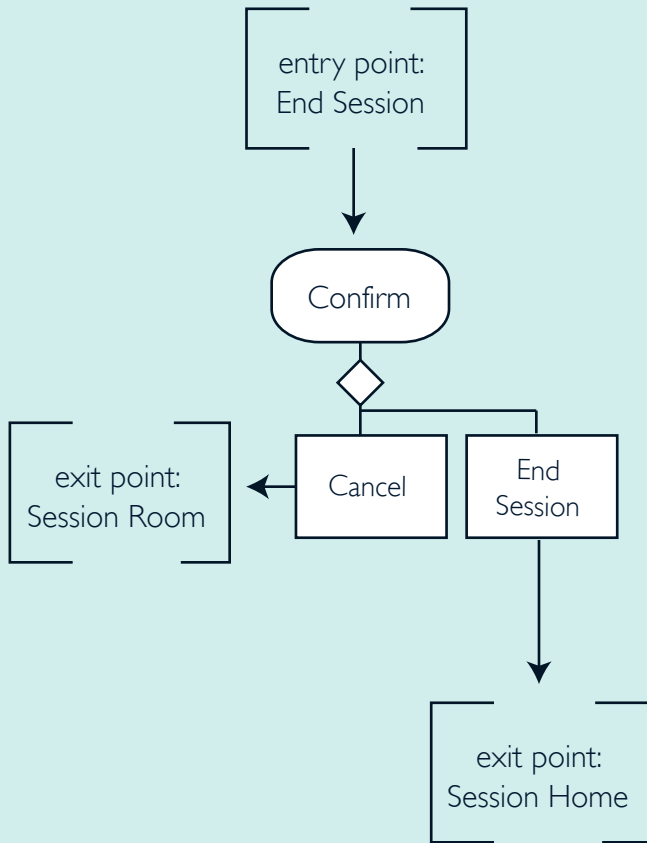


3c. INVITE CLIENT



3. SESSION ROOM (COLLABORATION)

3d. END SESSION



SAMPLE SESSION ROOM LAYOUT

