



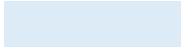



Venice Content Node Structure for Scenes

Pinth 1 - Soil Work

| Node | Duration | Topic | MF Scenes | Type | Themes | SFX |
|---------------|----------|---------------------------|---------------------------|-------|--|--|
| 1 | 01:00 | Mountain scene | 0TouchAudio_1_SoilWork_v1 | Audio | c1_SoilWork_mountain-nature |  |
| 2 | 00:45 | Soil Gathering | 0TouchAudio_1_SoilWork_v1 | Audio | c1_SoilWork_digging c1_SoilWork_abstract |  |
| 3 | 00:30 | Carrying Soil | 0TouchAudio_1_SoilWork_v1 | Audio | c1_SoilCarrying |  |
| 4 | 00:30 | Soil Mixing (shovel) | 0TouchAudio_1_SoilWork_v1 | Audio | c1_SoilMixing |  |
| 5 | 01:00 | Foot Mixing | 0TouchAudio_1_SoilWork_v1 | Audio | c1_FootWork | |
| 6 | 01:15 | Textures of Soil and Vase | 0TouchAudio_1_SoilWork_v1 | Audio | c1_SoilWork_abstract c1_SoilVase_White c1_SoilVase_Red |   |
| Total: | 05:00 | | | | | |



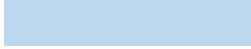

Venice Content Node Structure for Scenes

Pinth 2 - Clay and Wheel Work

| Node | Duration | Topic | MF Scenes | Type | Themes | SFX |
|---------------|-----------------|-----------------|----------------------------|-------------|------------------------------------|------------|
| 1 | 00:30 | Hand kneading | 0TouchAudio_2_WheelWork_v1 | Audio | c2_handKneading | |
| 2 | 00:45 | Start Clay lump | 0TouchAudio_2_WheelWork_v1 | Audio | c2_wheel4Syncopated | |
| 3 | 01:00 | Shaping Andante | 0TouchAudio_2_WheelWork_v1 | Audio | c2_wheelAndante | |
| 4 | 01:00 | Shaping Allegro | 0TouchAudio_2_WheelWork_v1 | Audio | c2_wheelAllegro | |
| 5 | 01:00 | Shaping Vivace | 0TouchAudio_2_WheelWork_v1 | Audio | c2_wheelVivace | |
| 6 | 01:00 | Hand & Feet ECU | 0TouchAudio_2_WheelWork_v1 | Audio | c2_wheelPresto | |
| 7 | 01:00 | Burnishing | 0TouchAudio_2_WheelWork_v1 | Audio | c2_Burnish_Red c2_Burnish_White | |
| Total: | 06:15 | | | | | |



Venice Content Node Structure for Scenes

Pinth 3 - Water & Glaze work

| Node | Duration | Topic | MF Scenes | Type | Themes | SFX |
|---------------|--------------|---------------------|---------------------------|-------|----------------------|---|
| 1 | 00:45 | Greenware | 0TouchAudio_3_GlazeWaterW | Audio | c3_Greenware_waiting | |
| 2 | 01:45 | Joining Dal Hangari | 0TouchAudio_3_GlazeWaterW | Audio | c3_JoiningDalHangari | |
| 3 | 00:45 | Signing | 0TouchAudio_3_GlazeWaterW | Audio | c3_signingPots | |
| 4 | 00:45 | Brushwork | 0TouchAudio_3_GlazeWaterW | Audio | c3_brushwork |  |
| 5 | 02:00 | Glaze Dipping | 0TouchAudio_3_GlazeWaterW | Audio | c3_dippingGlaze |  |
| 6 | 01:30 | Guiyal | 0TouchAudio_3_GlazeWaterW | Audio | c3_Guiyal_brushing |  |
| 7 | 00:30 | washing hands | 0TouchAudio_3_GlazeWaterW | Audio | c3_washingHands |  |
| Total: | 08:00 | | | | | |

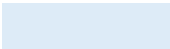
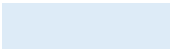


Venice Content Node Structure for Scenes

Pinth 4 - Wood work

| Node | Duration | Topic | MF Scenes | Type | Themes | SFX |
|---------------|----------|------------------|------------------------|-------|--|---|
| 1 | 00:45 | Wood Prep | 0TouchAudio_4_WoodWork | Audio | c4_WoodCall c4_WoodPercussion c4_woodPrep |  |
| 2 | 01:00 | Wood Textures | 0TouchAudio_4_WoodWork | Audio | c4_WoodTremelo c4_WoodPercussion need one more |  |
| 3 | 01:45 | Chopping Wood | 0TouchAudio_4_WoodWork | Audio | c4_choppingWood |  |
| 4 | 01:30 | Stacking Wood | 0TouchAudio_4_WoodWork | Audio | c4_stackingWood |  |
| 5 | 00:45 | Firewood at Kiln | 0TouchAudio_4_WoodWork | Audio | c4_WoodatKiln |  |
| Total: | 05:45 | | | | | |

Venice Content Node Structure for Scenes

Pinth 5 - Kiln and Fire work

| Node | Duration | Topic | MF Scenes | Type | Themes | SFX |
|---------------|--------------|--------------------|----------------------------|-------|--------------------------------|---|
| 1 | 00:45 | Shin's Dragon Kiln | 0TouchAudio_5_KilnFireWork | Audio | c5_DragonKiln | |
| 2 | 00:45 | Preparing the Kiln | 0TouchAudio_5_KilnFireWork | Audio | c5_prepareKiln |  |
| 3 | 01:00 | Packing the Kiln | 0TouchAudio_5_KilnFireWork | Audio | c5_packingKiln | |
| 4 | 00:45 | Lighting the fire | 0TouchAudio_5_KilnFireWork | Audio | c5_startFire |  |
| 5 | 01:15 | Intense Fire | 0TouchAudio_5_KilnFireWork | Audio | c5_intenseFire |  |
| 6 | 01:15 | Smoke and Flames | 0TouchAudio_5_KilnFireWork | Audio | c5_kilnAtmosphere c5_Flames |  |
| 7 | 00:45 | Closing the Kiln | | | | |
| Total: | 06:00 | | | | | |

Venice Content Node Structure for Scenes

Pinth 6 - Born Ceramics

| Node | Duration | Topic | MF Scenes | Type | Themes | SFX |
|---------------|----------|--------------------|---------------------------|-------|---|-----|
| 1 | 00:30 | Unpacking Kiln | 0TouchAudio_6_BornCeramic | Audio | c6_UnpackingKiln | |
| 2 | 00:45 | Born Ceramics | 0TouchAudio_6_BornCeramic | Audio | c6_BornCeramics | |
| 3 | 00:45 | Curate by Smashing | 0TouchAudio_6_BornCeramic | Audio | c6_Smashing | |
| 4 | 00:45 | Smooth Vases | 0TouchAudio_6_BornCeramic | Audio | c6_Smooth c6_SmoothMottled | |
| 5 | 00:45 | Complex Vases | 0TouchAudio_6_BornCeramic | Audio | c6_RoughMottled c6_RoughReticulated | |
| 6 | 00:45 | Rustic Vases | 0TouchAudio_6_BornCeramic | Audio | c6_Rustic | |
| 7 | 00:45 | Rough Vases | 0TouchAudio_6_BornCeramic | Audio | c6_Rough c6_Brushstroke c6_RoughBrush | |
| 8 | 00:45 | Moon Vase | 0TouchAudio_6_BornCeramic | Audio | c6_SmoothMoon | |
| Total: | 05:45 | | | | | |