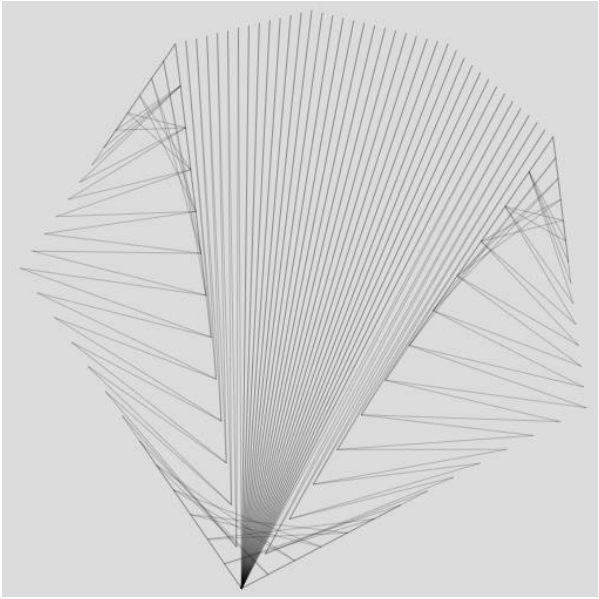
Taking a Static Image out for a *Sequence Player* Ride



ESA was created to explore individual images. Sometimes these static images have very nice ways that they have been drawn (for example the *60-second* images in Chapter 13 or the *Bird-beak* image from E18.4.3 shown to the right) but the focus was typically on the image itself. The images, especially the ones involving complex jump sets, were often created in the web version of *Playing with Polygons*. Specifically, they were created from the *Home* page of *PwP*. This is the mode that allows you to watch an image get drawn using the various *Drawing Modes* discussed in **E25.4.**

This *Bird-beak* (13,13,84,J(1,1,2,3,5,8,13,13,8,5,3,2,1)) is based on a double Fibonacci 13 jump sequence. It is enjoyable to watch get drawn since it is *single-step* of length 2 so that it is drawn in a one-time around fashion, just like the *60-second* images. If you click on the link, you can watch this happen using *Fixed Count Line Drawing* mode. As you know, the link takes you to this specific image, with (***n***,***S***,***P***,***J***) completely set for that image.

Suppose you want to explore this jump set for different ***n***, as discussed in Kicking the Tires of an Image Sequence. To do this, you need to switch between the *Home* and the *Sequence Player* tabs of *PwP*. You can do this manually, but when moving between tabs, each tab reverts to its default setting. To avoid this, you can do the following.

Turning an Image into an Image Sequence. If you have an image, you like using the *Home* tab it will be in your browser and the start of the image will have this in the address box (the … here would next have 13&subdivisions=13 …):

https://www.playingwithpolygons.com/?vertex= ...

To change this to *Sequence Player* mode, all you need to do is to put your mouse in the address box, between the / and the ? and type sequence and finish by touching the enter key. The line now begins like this:

https://www.playingwithpolygons.com/sequence?vertex= …

The image will reset to the VF, but you are now in *Sequence Player* mode. Here ae two examples. ***n*** = 10 at ***P*** = 67 an 832-line mask (given VCF = 5, set ***S*** = 32), and ***n*** = 15 at ***P*** = 475 a 1053-line triangle with loops (given VCF = 5, set ***S*** = 27).