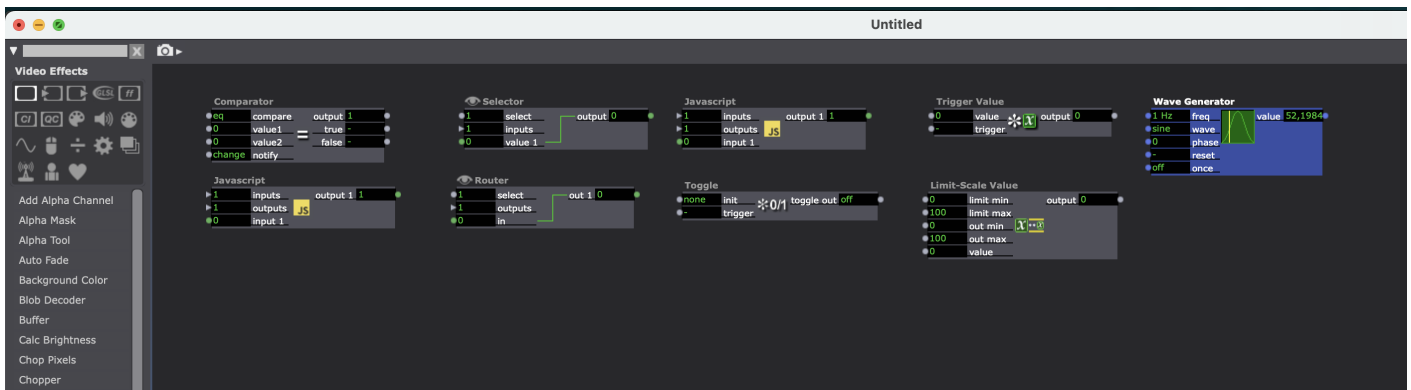


Logics



Tutorials

- [Isadora 101 #9 Using the Generators Actors](#)
- [Using Wave Generators](#)
- [How to Scale Values](#)

Using Logics

When you start understanding Isadora you will get more ideas of what you can do and how you can use Isadora in a interactive dynamic way. Then it is important to get to know the different actors that can better help you to "program" Isadora to do what you want. A good start is take a look at this list of actor for creating logics:

- comparator
- selector /router
- javascript
- toggle
- trigger value
- limit-scale
- generators

Practice Assignment

Try to make a patch where the movie only plays when you move infront of the webcam. Try to make a patch where a movie or animation only moves when the mouse does NOT move.

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