Mutable Cinema is based on an interactive software interface that allows a player to perform live editing of a movie in front of an audience. As the player edits the movie in real time, he or she generates new patterns from the broad narrative database, such that each performance delivers a different interpretation on the cinematic content.

The tools available to the player are derived from the conventions of cinema. Devices such as flashback, foreshadowing, cross-cutting, point of view, voice-over, repetition, transition, colour correction, and others are available. Using these devices, the player navigates the story in real time and creates a unique interpretation path that the audience observes unfolding and can participate indirectly.

The cinematic content is specially created with multiple parallel story lines to form a multifaceted, and multidimensional, narrative space. This space is explored as the player actively chooses their own sequential path to access different narrative outcomes. There is sufficient complexity in the back-end design that each player, based on their performance, can generate a unique story.

Mutable Cinema strives to provide an enjoyable multimedia experience that will enhance forms of social communication and modes of participatory learning.
1. STORYLINE.
Here we found the macro components of the narrative: the blocks. Each icon represents a block. A block is a group of nuggets.

2. PLOT BOX.
A nugget contains one or more chunks, a chunk is our narrative unit. Chunks appear in nuggets on the plot box in two different formats:
- With borders: for those chunks that are together as action-reaction nugget.
- With out borders: for the chunks that that don't belong to an action-reaction nugget.

The chunks are represented by the icons in the nuggets, the bright green dot behind an icon shows that is the one being played, when the dot and the icon are dark means that the chunk has being played, and when just outlined, means that chunk will play next.

3. EDIT BOX:
Each chunk contains three video angles. The green box shows which is being played. Each video carries its own audio, sometimes the same, some times different.
INSTRUCTIONS:

First. Choose a block from the storyline. This will bring specific nuggets and chunks into the plot box.

Second. Choose a chunk to start the movie and once it's playing choose one to play next. If you choose the first block in the storyline this will have a start chunk all ready selected (next chunk selection is indicated by a round green outline).

If you click on this chunk the movie will start, if you pick a different chunk the outline will move to your selected chunk. In order to play it you need to click on it again. Once the movie has started you will only have the duration (see timeline) of the playing chunk to choose the next chunk to be played. If you don't choose one, the system will choose one for you.

Third, Choose an angle. When the chunk is playing, three video angles will appear on the edit box. The main angle (the one on the far left) will be displayed on the big screen by default. To change the angle click on the window or press one of the following keys on the keyboard, from left to right: angle one "A" angle two "S" angle three "D". You can go back and forth from any angle as many times as you want. The angle that is being displayed will always have the green highlight.

If you wish that the "next chunk" to play starts with a different angle, click and leave pressed the until a small window appears with three boxes, one for each angle. Select the box corresponding to the angle you want the next clip to start with.

Once the block is over, choose the next block or let the system choose it for you and repeat the instructions until you reach or choose the end.
TIMELINE.
The timeline on the bottom of the edit box represents the total duration of the chunk. As the playhead advances, you can see how much time you have left to choose your next chunk or to change the angle. The speed at which the playhead moves is a good reference to the chunk length. If the playhead moves fast the chunk is short, if the playhead moves slow then the chunk is long.

DATA BASE STRUCTURE AND MANAGEMENT.

Location: This is the main directory that holds all the database elements.

Blocks: These are the macro elements of the narrative, they hold a sequence of nuggets together.

Nuggets: These are the groups of chunks that belong together as a scene, either an ambient, narrative or critical scene. A nugget can have different chunks for a scene, allowing the user to transform it.

Chunks: This are the basic unit of the narrative. Each chunk is either an character action or an ambient or establishing shot. Each chunk has one to three video angles.

Angles: An angle is a point of view from the same chunk. It represent the same moment in the story-time as the chunk. Angles can also be a different place from the one in the chunk, but the same moment. For each chunk there are the MAIN angle, the SECOND angle and the EXTRA angle.

Flags: These are specifications to each chunk that make the interface and the system able to read and structure them on real time. They are named after the needs of each story. For "the blind date" these are the flags:
Type: Each chunk is one of four: Action, Reaction, Both or None. The "type" information is conveyed using a border for the chunks that are action, reaction, or both. Inside this border, an action chunk is placed on the left and a reaction chunk on the right. A chunk that is both is placed in the middle. The chunks that are None, are placed in the plot box with out borders. 
Attitude: Each chunk has an attitude according to the story. For the blind date we made three different character's attitudes: Hard, Nice or Shy. The "Attitude" info is conveyed in the vertical axis of the plot box. the higher part is the Hard level, the middle part is the Nice, and the bottom is the Shy.
Icon: This is the visual representation of the character or object in the chunk. In "the blind date" there are four: He, She, He+She and She+He (depending who is the focus of the chunk).

Parent-Child:
Using something similar to the "Parent-Child" relation system, we can determine the path that the user has to navigate in the database. Each block, nugget or chunk can have their can be a "parent" and only link to specific "children". In this manner we can limit the navigation of the user and make him access certain data before he can see other data related to the first.