Course Schedule

- Wed Sept 03 13-15  Lecture 1  Intro
- Fri Sept 05 15-19  Lectures 2-3  Group Formation
- Wed Sept 10 13-15  Lecture 4  Proposals
- Thu Sept 11 10-12  Lecture 5  Feedback on proposals
- Mon Sept 15 8-10  Lecture 6  Hello World! Demos
- Thu Sept 18 10-12  Lecture 7  ForskarFredag Preparation
- Wed Sept 24 14-16  Lecture 8  Demo Day!!!
- Thu Sept 25 16-20  Debaser Invation  Setup 16:00 – 20:00
- Fri Sept 26 8-18  Debaser Domination  ForskarFredag 2014!!!
- Mon Sept 29 8-10  Lecture 9  Reflections of ForskarFredag
- Wed Oct 8 13-15  Lecture 10  Agile Development ➔ ComiCon
- Mon Oct 13 8-10  Lecture 11  Agile Development 2
- Wed Oct 29 16-23  Kistamässan Invation  Setup 16:00 – 23:59
- Thu Oct 30 – Sun Nov 2 9-19 Kistamässan Domination  COMICON 2014!!!
- Tue Nov 4 10-12  Lecture 13  Reflections on ComiCon
- Wed Nov 5 10-12  Lecture 14  New groups
- Fri Nov 7 15-19  Lectures 15-16  Epson Moverio Workshop
- Tue Nov 11 10-12  Lecture 17  Proposals
- Tue Nov 18 10-12  Lecture 18  Feedback on proposals. Early hello world demos
- Tue Nov 25 10-12  Lecture 19  Hello world demos
- Tue Dec 2 10-12  Lecture 20  Demo Day!!!
- Thu Dec 4 15-18  VIC Invation  Prepare Open House
- Fri Dec 5 15-19  Open House  AGI14-VIC Open House
1. L6 8:30 – 10:00
2. Group Feedback (Assignment 2):
   1. Compile
   2. Analyze
   3. Synthesize
   4. Report - create slide and discuss
3. Break
4. Mario's Feedback
   1. Focus
   2. Seminal work
   3. Advanced Graphics
   4. Advanced Interaction
   5. Inventory of:
      1. Hardware
      2. Software
      3. Skills
      4. Time
   6. Work Plan
      1. Load balancing
      2. Scheduling
5. Next: "Hello World!" demos
Instructions

- Collect Feedback
- Remove duplicates
- Analyze
- Prioritize
- Produce 1 slide with synthesis
- Post it on the FB wall
- Present
Space Survival

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Advanced Graphics and Interaction
AGI14
2014/09/10
Space survival feedback

General feedback

- Gameplay or simulation/experience?
- Experience space
- Achieving believable space physics is hard
- Balance; space physics/actual gameplay
- Decide main mechanics.
- Making the player interactions translate well into the game
- No haptic feedback

Our focus

- Gameplay
- Believable
- Simplified Physics
Pod Racer

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Advanced Graphics and Interaction
AGI14
2014/09/10
Pod Racer Feedback

• Main feedback
  • Getting the NovInt Falcon to work properly
  • Decide on feedback delivered through Falcon
  • Do not break the Falcon
  • Have a backup for the Falcon (DualShock)
  • Focus on haptics over other immersion

• Our priorities:
  • Falcon input
  • Fire particle system
  • VR (priority raised if Flacons fail)
YA3

ADVANCED GRAPHICS AND INTERACTION AGI 14

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Motivation improvement
Possible stressing potential scientific applications such as stress etc.

Goal Prioritization:
Get the interaction right! Simple and intuitive, intuitive and simple!

Risk assessment
1. Getting Kinect to work
2. Getting the growth working!

Workload:
Split the work even between
1. Kinect
2. L-Systems
Survival in the Dark

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Motivation:
- Might have great commercial interest!
- Cross-platform connectivity experience
- Motivation for device choice

Goal priority:
- Implementing the cross-platform system should be the primary task
- Getting the horror feeling across

Risk assessment:
- Making the game enjoyable for all participants

Methods:
- Balancing between what all players do
- Reduce amount of devices at first
- Sound is important for horror experiences

Survival in the Dark

Our Priorities:
- Advance graphics: Focus on lighting
- Advance interaction: Focus on Oculus
- Gameplay focus: Create a stressful environment before a horror experience
Pod Racer

Novint Falcon working.

Eva Lotta Sällnas
Jonas Moul
Jonas Forsslund

Advanced Graphics

Fire Particle System

Survival in the dark
- Fun + horrific!

Desktop + Walkie-talkie
Handheld (tablet? Oculus)

Lighting
Surfaces (bumpmapping)

Mysterious Room
- Specified Roles
  - Simplified Environment

2D

Parametric Productions

contextfree.org

Objective
- Scientific
- Fun!

Difficult
- Dev
- Understand + use

Intuitive + simple

Oculus + Motion + Wii

Oculus + Motion + Wii (VR)

Pod (Gamelab)

Falcon + Motion

YA3

Kinect + TV

Survival in the Dark

Oculus

Joystick

PS Move

Android Table

AM"

Daniel:
Reverse Position Tracking
Using IR

# of Devices?
Next: “Hello World!” Demo

- Lecture 6 - Monday Sep 15 - 8:30 – 10:00
- Hello World!
  - Code working
  - Models looking
  - Interaction interacting
Thank you!

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Questions?