

Advanced Graphics and Interaction 2014: Lecture 5



AGI14 Student Pproposals @ VIC

Mario Romero
2014/09/11



VICSTHLM
VISUALISATION INTERACTION COLLABORATION

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 Invasion	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 15 13-15	Lecture 12	Agile Development 3
• Wed Oct 29 16-23	Kistamässan Invasion	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 dem os
• 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 Invasion	Prepare Open House
• Fri Dec 5 15-19	Open House	AGI14-VIC Open House

Agenda

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

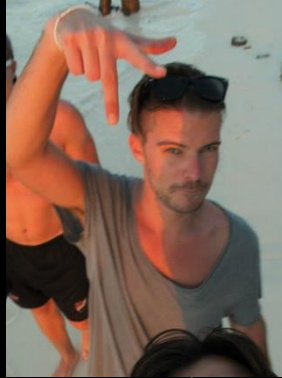
Instructions

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

Space Survival



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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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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 Falcons fail)



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YA3

ADVANCED GRAPHICS AND INTERACTION AGI 14

Motivation improvement

Possible stressing potential
scientific applications such as
stress etc.

Goal Prioritization:

Get the interaction right! Simple
and intuitive, intuitive and simple!

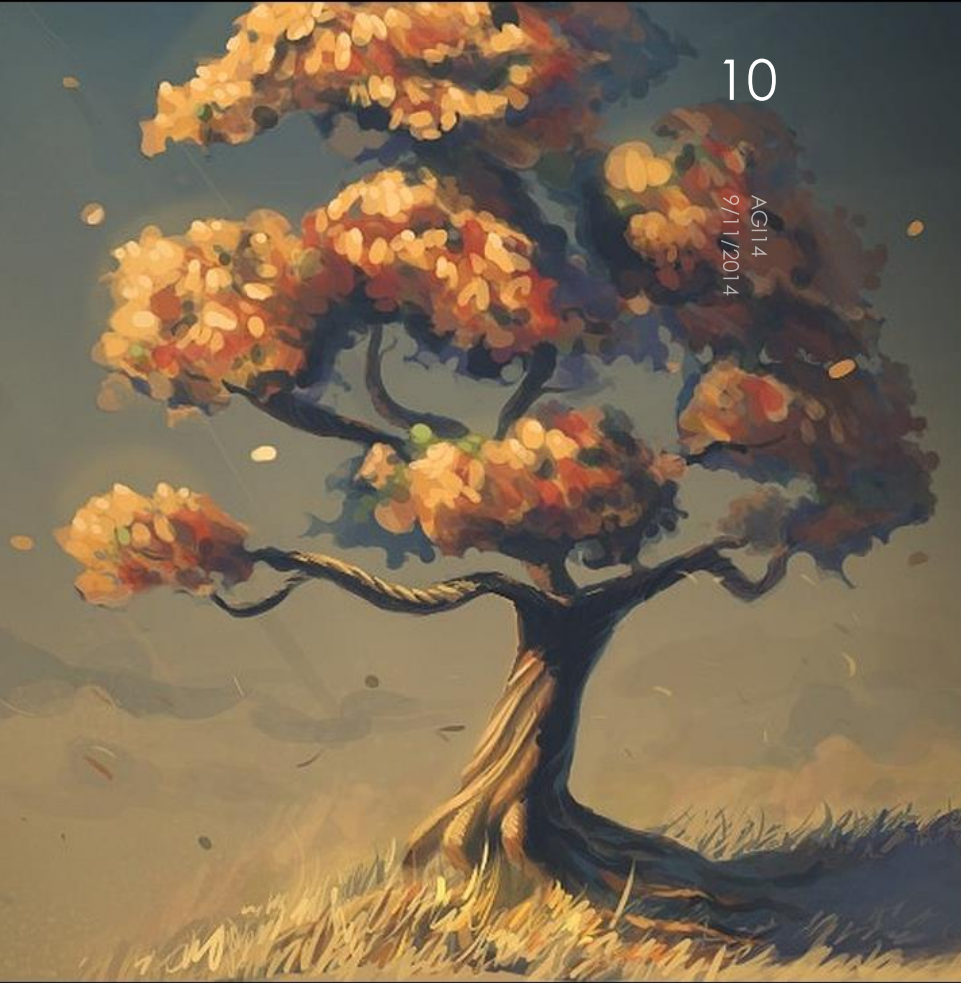
Risk assesment

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

Riskassessment:

- 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
- Gamplay focus:
Create a stressful environment
before a horror experience

SPACE SURVIVAL

• SIMULATION?

GAMEPLAY

• MECHANICS -

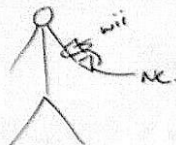
OCULUS

Wii

Wii - HISTORY

Wii x2

MUNCHUCKS x2



OF DEVICES !

DANIEL:

REVERSE POSITION
TRACKING.
USING IR.

POD RACER

NOVINT FALCON WORKING.

EVA LOTTA SÄLNÄS

JONAS MOLL

JONAS FORSSLUND

ADV. GRAPHICS

FIRE PARTICLE SYSTEM

SURVIVAL IN THE DARK

- FUN + HORRIFIC!

DESKTOP X (WALKIE-TALKIE)

HAND HELD (TABLET?)

OCULUS

LIGHTING.

SURFACES (BUMP MAPPING)

MYSTERIOUS ROOM

- SPECIFIED ROLES

SIMPLIFIED ENVIRONMENT

YAB

MOTIVATION

~ SCIENTIFIC

- FUN!

DIFFICULT

• DEV

• UNDERSTAND + USE

INTUITIVE + SIMPLE

contextfree.org

SPACE SURVIVAL	OCULUS Wii + wii IR	MOTION IR NUNCS
POD RACER	OCULUS (303000)	FALON + FALCON
YAB	KINECT 1	TV
SURVIVAL IN THE DARK	OCULUS JOYSTICK PS MOVE	ANDROID TABLE AN " "

2D

PARAMETRIC
PRODUCTIONS

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?