Mario Romero
2014/09/15
<table>
<thead>
<tr>
<th>Date</th>
<th>Time</th>
<th>Lecture</th>
<th>Description</th>
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<tr>
<td>Wed Sept 03 13-15</td>
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<td>Lecture 1</td>
<td>Intro</td>
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<td>Fri Sept 05 15-19</td>
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<td>Lectures 2-3</td>
<td>Group Formation</td>
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<td>Wed Sept 10 13-15</td>
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<td>Lecture 4</td>
<td>Proposals</td>
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<td>Thu Sept 11 10-12</td>
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<td>Lecture 5</td>
<td>Feedback on proposals</td>
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<td><strong>Mon Sept 15 8:30-10</strong></td>
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<td><strong>Hello World! Demos</strong></td>
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<td>Thu Sept 18 10-12</td>
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<td>Lecture 7</td>
<td>ForskarFredag Preparation</td>
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<td>Wed Sept 24 14-16</td>
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<td>Demo Day!!!</td>
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<td><strong>Thu Sept 25 16-20</strong></td>
<td>Debaser Invation</td>
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<td>Setup 16:00 – 20:00</td>
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<td>Fri Sept 26 8-18</td>
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<td>Debaser Domination</td>
<td>ForskarFredag 2014!!!</td>
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<td><strong>Mon Sept 29 8-10</strong></td>
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<td>Reflections of ForskarFredag</td>
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<td>Wed Oct 8 13-15</td>
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<td>Lecture 10</td>
<td>Agile Development → ComiCon</td>
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<td><strong>Mon Oct 13 8-10</strong></td>
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<td><strong>Wed Oct 29 16-23</strong></td>
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<td><strong>Thu Oct 30 – Sun Nov 2 9-19</strong></td>
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<td>COMICON 2014!!!</td>
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<td>Reflections on ComiCon</td>
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<td>Wed Nov 5 10-12</td>
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<td>Fri Nov 7 15-19</td>
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<td>Lectures 15-16</td>
<td>Epson Moverio Workshop</td>
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<td>Tue Nov 11 10-12</td>
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<td>Proposals</td>
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<td>Tue Nov 18 10-12</td>
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<td>Lecture 18</td>
<td>Feedback on proposals. Early hello world demos</td>
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<td>Tue Nov 25 10-12</td>
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<td>Lecture 19</td>
<td>Hello world Demos</td>
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<td>Tue Dec 2 10-12</td>
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<td><strong>Thu Dec 4 15-18</strong></td>
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<td>Prepare Open House</td>
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<td><strong>Fri Dec 5 15-19</strong></td>
<td>Open House</td>
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<td>AGI14-VIC Open House</td>
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Agenda for “Hello World!” Demos

1. Survival in the Dark
2. Pod Racer
3. YA3
4. Space Survival
5. Assignment 3
Survival in the Dark

Linnea
lblo@kth.se

Christoffer
cwiss@kth.se

ludwigpe@kth.se

matlon@kth.se
MEGATRON
EXISTING GAME
PAC-MAN
2 PLAYER
WIN NOTE
PHILIP
1. CONTROL: ICE SKATING
   - IMPORTANT?
   - NO FULL CONTROL
   - GOING
   - HOME NATURALISTIC
   - BRAKE (BACKWARDS)
   - GRAPHICS
   - LIGHTING
   - PELLETS EFFECTS
   - WORKLOAD
   - G-FLOW
   - G-F HD

BRIAN
FOCUS ON
COLLABORATION?
- SHARE VISUAL
- NON-PLAYER
- LAYER-2 PLAYER
- WORKLOAD
- G-F HD
- G-F FLOW

DANIEL
- SKILLS
- HIKING STICKS

CHRIS
- COMBAT SIMPLIFIED
- GEL + WI
- CAMPAIGN LOGIC
Pod Racer

Carl Ahrsjö
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Anton Warnhag
awarnhag@kth.se

Johan Storvall
johansto@kth.se

Advanced Graphics and Interaction
AGI14
Hello World Demo

POD RACER

- OCEANS
- RACING
- PHYSICS
- FALLONS!
- SDK (open source)
- UNIT
- HEAT PELTICLES?

PHILIP
- NEXT STEP
- INPUT (FALLONS)
- FORCES
- 2 HUMANS
- GOALS: WORK ON TWINER EFFECT

CHRISTOPHER
- UNIT PRO?
- VFX
- MTS

DANIEL
- VR CONTROLLER
- DRIVE
- LOOKING AROUND W/ OCULUS

BEST TIMES
- REAL GAME PLAY
- FORCE FEEDBACK

STORM
- IF FALLONS FAILS
- MOCK UP WITH HW, W/ STICKS

VIRTUAL REALITY
- RECENT VIRTUALITY W/ OS/PC
- 7/15/2014

AGI14
YA3

ADVANCED GRAPHICS AND INTERACTION AGI 14
2. YA3

2D Shader Environment

QT + OpenGL

Aliasing

Direct Manipulation

Complexity

Leaves
Flowers
Fruits
Birds
Snow
Seasons
Time-of-Day
Shadows
Atmosphere
Mixed-Control
Memory

Sound?

Interaction

Grounding

Designing
Genre
Grammar
Dan Ashbrook

You are? or not

1. Spread
   Asymmetric
2. Sensing
3. Branching
   Probability

Asynchronous
   Co-Creation

DONE!

BEGINNER

EXPERT

Stefan

END

Ref: Camille Utterback

Text Rain
Space Survival

Stefan Etoh
etoh@kth.se

Oscar Friberg
ofri@kth.se

Johan Bäckman
johba@kth.se

Advanced Graphics and Interaction

AGI14
Hello World Demo

Space Survival
- 1st Person - @oculus
- Wii - Throttle
- Points of Reference
  - Disorientation!
    - Oculus

Daniel
- Graphics
  - Stars
- Skybox
  - Depth
  - Oculus
- Collision
  - Force

Ludwig
- Wii Note

Philip
- Wii + Motion Plus
- Nunchucks

Game
- Win
- Lose

Ray Casting in VR
- 2 lambdas

Oxygen Timer
- Arm Band

- Several Environment
  - Rotating
  - Random Angular Velocity
  - Realistic Physics

Christopher
- Sun?
- Particle Dynamics

Survey Questions
On Your Lit.

Assignment 3
Assignment 3

• On Wednesday September 17 after lunch I will post a survey on your related literature (the one you defined for your project) asking you questions about it. Please, read the papers before that and be prepared. In the meantime, continue to work on your demos.
Thank you!

marior@kth.se

Questions?