

Advanced Graphics and Interaction 2014: Lecture 6



AGI14 Student "Hello World!" Demos @ VIC

Mario Romero
2014/09/15



VICSTHLM
VISUALISATION INTERACTION COLLABORATION

Course Schedule

- Wed Sept 03 13-15
 - Fri Sept 05 15-19
 - Wed Sept 10 13-15
 - Thu Sept 11 10-12
 - **Mon Sept 15 8:30-10**
 - Thu Sept 18 10-12
 - Wed Sept 24 14-16
 - **Thu Sept 25 16-20**
 - **Fri Sept 26 8-18**
 - **Mon Sept 29 8-10**
 - Wed Oct 8 13-15
 - **Mon Oct 13 8-10**
 - Wed Oct 15 13-15
 - **Wed Oct 29 16-23**
 - **Thu Oct 30 – Sun Nov 2 9-19**
 - Tue Nov 4 10-12
 - Wed Nov 5 10-12
 - Fri Nov 7 15-19
 - Tue Nov 11 10-12
 - Tue Nov 18 10-12
 - Tue Nov 25 10-12
 - Tue Dec 2 10-12
 - **Thu Dec 4 15-18**
 - **Fri Dec 5 15-19**
- Lecture 1
Lectures 2-3
Lecture 4
Lecture 5
Lecture 6
Lecture 7
Lecture 8
Debaser Invasion
Debaser Domination
Lecture 9
Lecture 10
Lecture 11
Lecture 12
Kistamässan Invasion
Kistamässan Domination
Lecture 13
Lecture 14
Lectures 15-16
Lecture 17
Lecture 18
Lecture 19
Lecture 20
VIC Invasion
Open House
- Intro
Group Formation
Proposals
Feedback on proposals
Hello World! Demos
ForskarFredag Preparation
Demo Day!!!
Setup 16:00 – 20:00
ForskarFredag 2014!!!
Reflections of ForskarFredag
Agile Development → ComiCon
Agile Development 2
Agile Development 3
Setup 16:00 – 23:59
COMICON 2014!!!
Reflections on ComiCon
New groups
Epson Moverio Workshop
Proposals
Feedback on proposals. Early hello world dem os
Hello world !demos
Demo Day!!!
Prepare Open House
AGI14-VIC Open House

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



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Hello World Demo

MEGATRON
EXISTING GAME
PACMAN

- MOTIVATION?

2 PLAYER

WII MOTE

P1

↓

SLIDE FORWARD

P2

↻

+ JUMP

BACK
MAP

- TOP VIEW

- 1ST-PERSON VIEW - OCVUS

- PHYSICS

- LIGHTING

PHILIP

1. CONTROL - ICE SKATING

- IMPACT? -

• NO FULL CONTROL

• GOING

• MORE NATURALISTIC

• BRAKE (BACKWARDS)

GRAPHICS

- LIGHTING

- PARTICLE EFFECTS

BOBEN

FOCUS ON
COLLABORATION?

SHARE VISUAL

- NOW - 1 PLAYER

- LATER - 2 PLAYER

WORKLOAD

- GIT HUB

- GIT FLOW

LINEA

MOTAS

CHRISTOPHER

LUIGI

DAVID

SHOP

REL - FW

CANTAIN LOGIC

DAVID

- SKILLS

~~WIKI~~
HIKING STICKS

Pod Racer



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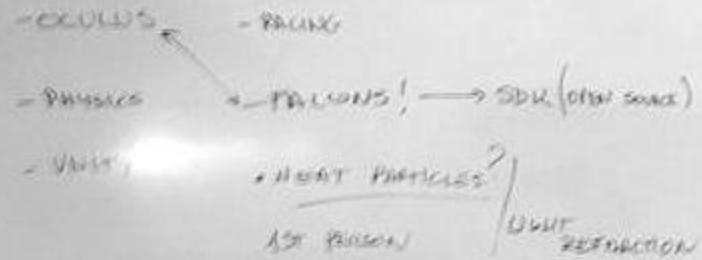
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Hevo World Demo

3. POD RACER



PHILIP
 - NEXT STEP
 - INPUT (FALCONS)

- FORCES
 2 THRUSTERS
 - GOALS FOR FF - THUNDER EFFECTS
 CHRISTOPHER
 - UNITY PRO?
 YES

- DANIEL
 VR - CONTROLLER
 DRIVE
 LOOKING AROUND w/ OCULUS

BEST TIMES
 TIME TAKE FOR
 DEFEAT AND GOALS

BTORGW
 - IF FALCONS FAILS
 - MUCK UP OWN
 HW. W/ STICKS
 + PS CONTROLLERS

- VIRTUAL REALITY
 +
 - REAL VIRTUALITY
 MIRROR



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YA3

ADVANCED GRAPHICS AND INTERACTION AGI 14

Hello World Demo

2 YAB

2D SHADER ENVIRONMENT

QT + OPEN GL

ALIASING

DIRECT MANIPULATION

CAMILLE UTERBACK
TEXT RAIN

COMPLEXITY

LEAFS
FLOWERS
FRUITS
BIRDS
SNOW
SEASONS
TIME-OF-DAY
SHADOWS
ATMOSPHERE
MIXED-CONTROL
MEMORY

SOUND?

ITERATION
GROUNDING1 SPREAD
ASYMERIC
2 SENSING
→ BRANCHING
PROBABILTYRE-CONSTRUCTION
CO-CREATION

DONE!

EDIT?

DESIGNING
GESTURE
UPGRADE → NEW ASSEMBLYCHALLENGE
→ INVENT
TRY AGAIN
W/ RESULT

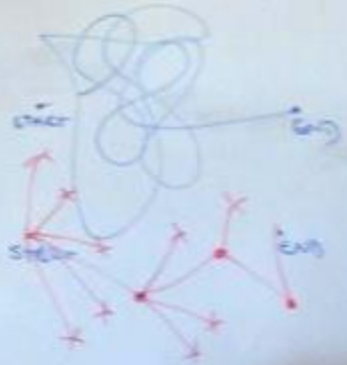
DO YOU? THE MICE

GO?
GO?

BORN

- PERFECT HELLO WORLD
- PERFORMANCE ISSUES
- SYSTEMATIC DEMONSTRATIONS

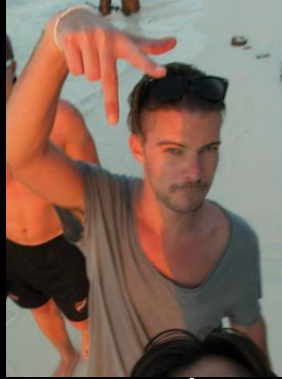
BEGINNER



Space Survival



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HELLO WORLD DEMO

SPACE SURVIVAL

1ST PERSON - OULWS

WII - THRUST

POINTS OF REFERENCE

DISORIENTATION!

OULWS

→ EXAGGERATING LANDMARKS FOR BEARING

DANIEL

GRAPHICS

- STARS

- SKY BOX

DEPTH

OULWS

GLUSSION

FORCE

LUDWIG

- WII MOTE

PHILIP

WII + MOTION + NUNCHUKS

GAME

- WIN

- LOSE

OXYGEN TIMER

(ARM BAND)

→ SEVERAL SKY BOX

- ROTATING!

✓ RANDOM ANGULAR VELOCITY

RAYCASTING
IN VR

2 CAMERAS



- SOMEWHAT
REALISTIC
PHYSICS

CHRISTOPHER

- SUN?

- PARTICLE SYS.

- ASSIGNMENT 3

SURVEY
QUESTIONS
ON YOUR KIT.

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!

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Questions?