

Advanced Graphics and Interaction 2014: Lecture 9

AGI14 Students @ ForskarFredag 2014



Mario Romero
2014/09/29



VICSTHLM
VISUALISATION INTERACTION COLLABORATION

Course Schedule

1.	Wed Sept 03 13-15	Lecture 1	Intro
2.	Fri Sept 05 15-19	Lectures 2-3	Group Formation and brainstorming
4.	Wed Sept 10 13-15	Lecture 4	Proposals
5.	Thu Sept 11 10-12	Lecture 5	Feedback on proposals
6.	Mon Sept 15 8:30-10	Lecture 6	Hello World! Demos
7.	Thu Sept 18 10-12	Lecture 7	Demo Day and ForskarFredag Planning
8.	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!!!
9.	Mon Sept 29 9-10	Lecture 9	Reflections of ForskarFredag
10.	Wed Oct 8 13-15	Lecture 10	The past and future of YA3 and PodRacer
11.	Mon Oct 13 8:30-10	Lecture 11	Epson Moverio – Project 2 industrial sponsor
12.	Wed Oct 15 13-15	Lecture 12	The past and future of 2Pac and Space Survival
•	Wed Oct 29 16-23	Kista Mässan Invation	Setup 16:00 – 23:59
•	Thu Oct 30 -Sun Nov 2, 9-19	Kistamässan Domination	COMICON 2014!!!
13.	Tue Nov 4 10-12	Lecture 13	Reflections on ComiCon
14.	Wed Nov 5 10-12	Lecture 14	New groups
15.	Fri Nov 7 15-19	Lectures 15-16	Epson Moverio Workshop
17.	Tue Nov 11 10-12	Lecture 17	Proposals
18.	Tue Nov 18 10-12	Lecture 18	Feedback on proposals. Early hello world dem os
19.	Tue Nov 25 10-12	Lecture 19	Hello world !demos
20.	Tue Dec 2 10-12	Lecture 20	Demo Day!!!
•	Thu Dec 4 15-18	VIC Invation	Prepare Open House
21.	Fri Dec 5 15-19	Open House	AGI14-VIC Open House

Agenda

1. Comming up
2. Group meetings
3. Epson Moverio
4. Individual Meetings
5. Media Technology job fair
(Branschdagen) Oct 9.
6. Reflections of ForskarFredag
7. Assignment 4 – due Wed Oct 8

Remember: Deliverable Oct 28

- Working VIC Demo
- Code with good comments
- Webpage with:
 - Description
 - Goal and motivation of the project
 - Explanation and Justification of the graphics and interaction technologies used and developed
 - Challenges
 - Obstacles
 - Related work
 - Lessons learned
 - Photos
 - "Making of" documentary (2 minutes)
 - Demo Reel (30 seconds)
 - Optional PR material (logo, trailer, flyers, posters, catalog)
 - User testimonials (what did people say)

Group Meetings

- Meet with me for 120 minutes
- Explain your projects in detail
- Plan lesson with me:
 - Wed Oct 8 13-15 Lecture 10 – The past and future of:
 - YA3 13:15 – 14:00
 - PodRacer 14:15 – 15:00
 - Wed Oct 15 13-15 Lecture 12 – The past and future of:
 - 2Pac 13:15 – 14:00
 - Space Survival 14:15 – 15:00
- Doodle: <http://doodle.com/fuhpr3g36gyvvrau#table>

MOVERIO

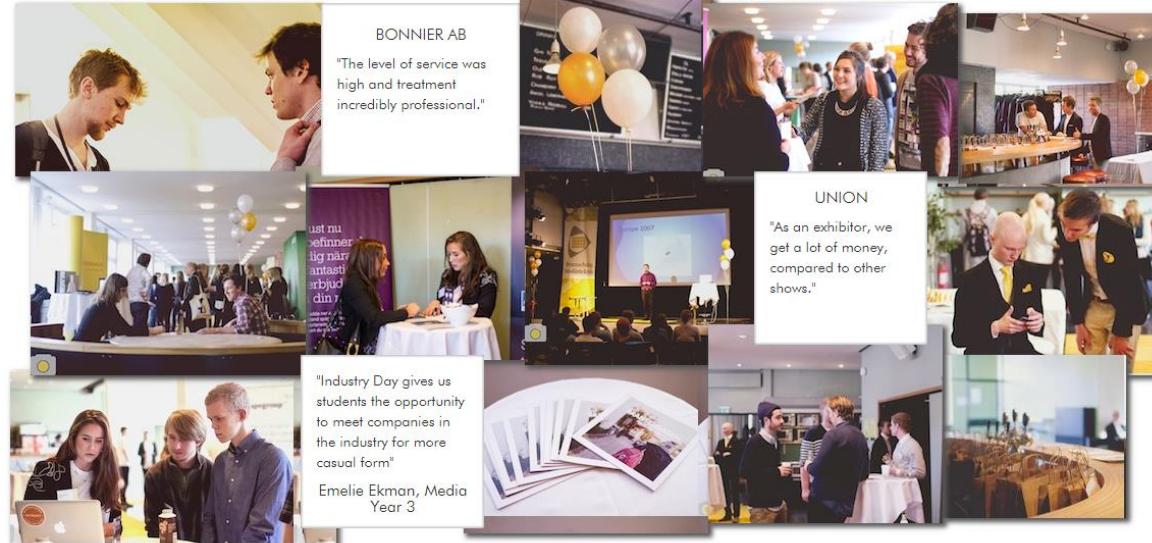
A new way of seeing the world

Project 2 – Epson Moverio



Individual Meetings

- Design a portfolio for your future career
- Determine features you would like to develop and claim
- Doodle:



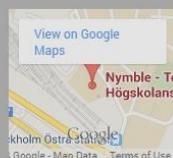
Näringslivsgruppen

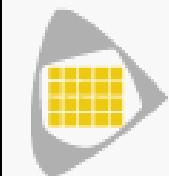
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BRANSCHDAGEN 2014

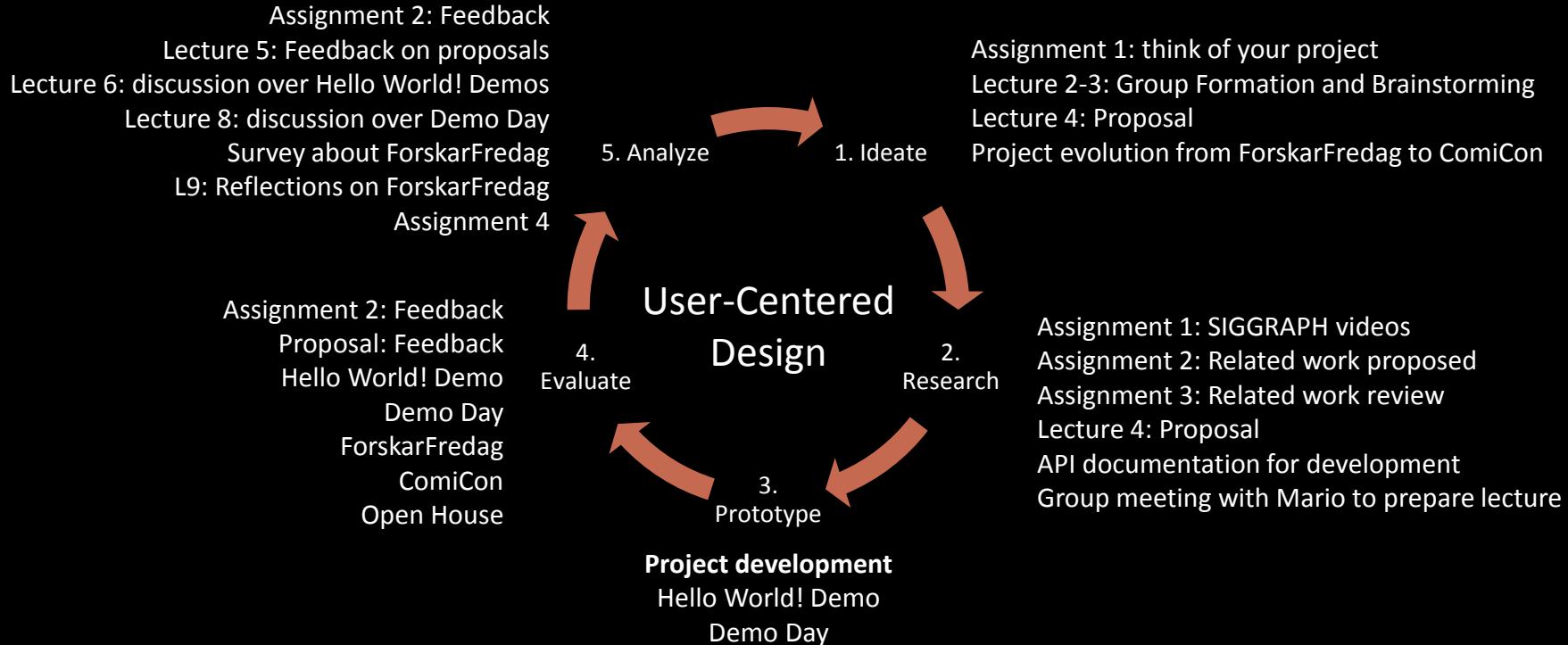
- If you are interested in volunteer to participate, email me as soon as possible.
- We coordinate with: **Sandra Liljeqvist** sanlil@kth.se
- Here some info:
 - <http://www.branschdag.com/omoss>
 - the exhibitors will be Outfox, TV4, Sveriges Ingenjörer, Bonnier, SVT, My Academy, Starcom, Vitt grafiska, Unionen, Qasa and KTH Innovation and the lectures will be given by Bonnier, Outfox, Kapero and Spotify.

Assignment 4

The goal of this assignment is to help you create a plan for the future of your projects. This is a group project. You submit a single group pdf here. Here is what you must do:

1. Take the answers to the ForskarFredag survey that I will distribute, your notes from ForskarFredag, your photos, video, and sound files, and compile all the feedback and ideas into categories. Define those categories from the data. For example, large categories may be input/output and small categories may be buttons vs. gestures.
2. Once you have defined the first categories, define groups of larger categories that contain smaller categories.
3. Once you have a group of three or four very large categories, define what you have learned about your project, people's experience of it, and, most importantly, what is the list of priorities to implement for ComiCon.
4. Once you have a list of features, decide what is the feature that each individual group member will like to lead. For example, bob leads atmospheric scattering.
5. Define the related literature work you must study in order to develop the new features.
6. Submit the summary of the steps above and a table with features, leader, and related work.
7. Create a work plan for the table in 6.

Reflections of AGI14



YA3

- Interaction:
 - Physical surroundings
 - Common gestures:
 - Two arms to the side or in front
- Evaluation:
 - No presentation
 - Afford discovery without intervention
 - Non-participant observation
 - Don't turn it into a spotlight
 - Some people are shy and selfaware
 - Think of three-year-olds (who have not developed the theory of mind to understand that other people have different perspectives and thus don't care what people think)
- Develop the graphics and the mappings

Pod Racer

- Focus on the graphics
 - Fire
 - Electricity
 - Dust
 - Pseudo-realism
 - Advanced effects
 - Avatar with arms controlling the pod
 - Visualization of engine thrust
 - Map?
 - Virtual arrows?
- Sound
 - Location?
 - Special effects
 - Sound track
 - Expert: Roberto Bresin
 - You may justify spending time on good sound by calling it "advanced interaction" but I will not force you to do it.
- Change track
- In-game tutorial

Space Survival

- Controls
 - Hard
 - Confusing
 - Vertical thrusters
- In-game tutorial
- Self-localization
 - Map?
 - Virtual Arrows?
 - On avatar's body?!
- Space dust – speed and direction
- Look at 3D movie creation – layering
- Sound in helmet
 - Sonification
 - Early warning
 - Communication with ground control, mission command, or space craft

2Pacs

- Game mechanics are working best for adults – patient and using the brakes
- Focus on graphics

Thank you!

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Questions?