

Advanced Graphics and Interaction 2014: Lecture 19



Mario Romero
2014/11/25



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 Invasion	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 8:15-10	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 Invasion	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 demos
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 Invasion	Prepare Open House
21.	Fri Dec 5 15-19	Open House	AGI14-VIC Open House

Agenda

1. Demos

1. LasAR
2. DuelAR
3. mARio

2. Planning space for Open House

Demo lasAR



Feedback lasAR

1. HW
2. AGI-OH
PLANNING

MIRACAST
?

HELLO WORLD → DEMO
LASAR SCULPTING 2014/11/25
FEEDBACK

1. - GAVE UP:

2. RESET & RE-CALIBRATE

3. HARD: AIM — TRANSFORM
MOVEMENT NOT A TRANSLATE
MARK END OF WAND

4. VOXELS (VOLUME) BOXES

5. + RENDER

6. UNITY | SHADERS
RASTERIZER.
RAYCASTING / COMPUTING INTERSECTION
RETURN LINE (LASER)
AND BOX

7. RESTART (NO)?

8. CONSISTENCY

9. RECALIBRATE
WITHIN APP

10. BOTH GYROS (?)

11. CHRISTOFFER
DIRECTION
• SHOOT EM UP
• VOLUME REND.
SCULPTING
SURFACE
NETS
• MARCHING
→ CUBES

12. KEEP IT SIMPLE S.
KIS
AND POLISH



Feedback duelAR

The whiteboard contains handwritten notes organized into three main sections. On the left, there is a list of tasks and a small box labeled 'MIRACAST'. In the center, there is a title 'HELLO WORLD -> DEMO' followed by 'DUELAR 2014/11/25' and a 'DESCRIPTION' section with a numbered list of features. On the right, there is a 'FEED BACK' section with a numbered list of items to be reviewed. The notes are written in black ink on a white background.

1. HW
2. AGI-OH
PLANNING

MIRACAST

space
invalARs

HELLO WORLD -> DEMO
DUELAR 2014/11/25

DESCRIPTION

1. UNITY
2. CAMERA - HEAD TRACKING
3. GYROSCOPE
4. SPELL MECHANICS
 - CHARGING
 - FLYING
 - STEERING
 - STOP STEERING
 - DYING
5. GAME MECHANIC.
6. NETWORKING -> HOVERIO
7. MENU

FEED BACK

1. BALL OF FIRE
SIZE
ALPHA
2. CUBE
REGISTRATION
LOST (?)
3. CALIBRATE
 - FIXED DISTANCE
 - DIRECTION
4. COMMUNICATION
5. HEALTH VISUALIZATION
BAR
6. OPPONENT REPRESENTATION
PICTURE AURA
7. LADDER
8. SOUND.

mARio



Feedback mARio

1. HMD 2. AGI-OH PLANNING MIRACAST	HELLO WORLD → DEMO mARio 2014/11/25 DESCRIPTION 1. 3D REGISTRATION w/ FIDUCIALS 2. RE-REGISTRATION 3. COINS + PLATFORMS 4. END? 5. ANIMATION OF LANDING 6. JUMPING CONTROL 7. CAMERA TRACKING 8. RESTART GLASSES	FEEDBACK 1. STANDING VS. SITTING 2. HEIGHT DIFFERENCE 3. END-LESS SCRAWLER MEMORY LEAK. <u>POOLING OBJECTS</u> 4. FORCE GARBAGE COLLECTION 5. PLATFORM DISSOLVE SHADING? 6. CHARACTER CARTOONISH MODEL 7. LANDSCAPE? 8. PHYSICAL WORLD 9. FIDUCIAL FUNCTIONS?	10. MAKE USE OF PHYSICAL WORLD 11. POWER UPS RUN FASTER • JUMP HIGHER • FLOAT? • TABLET (?) • DICE (OTHER PEOPLE) 12. CONNECT <u>VIEWERS</u>
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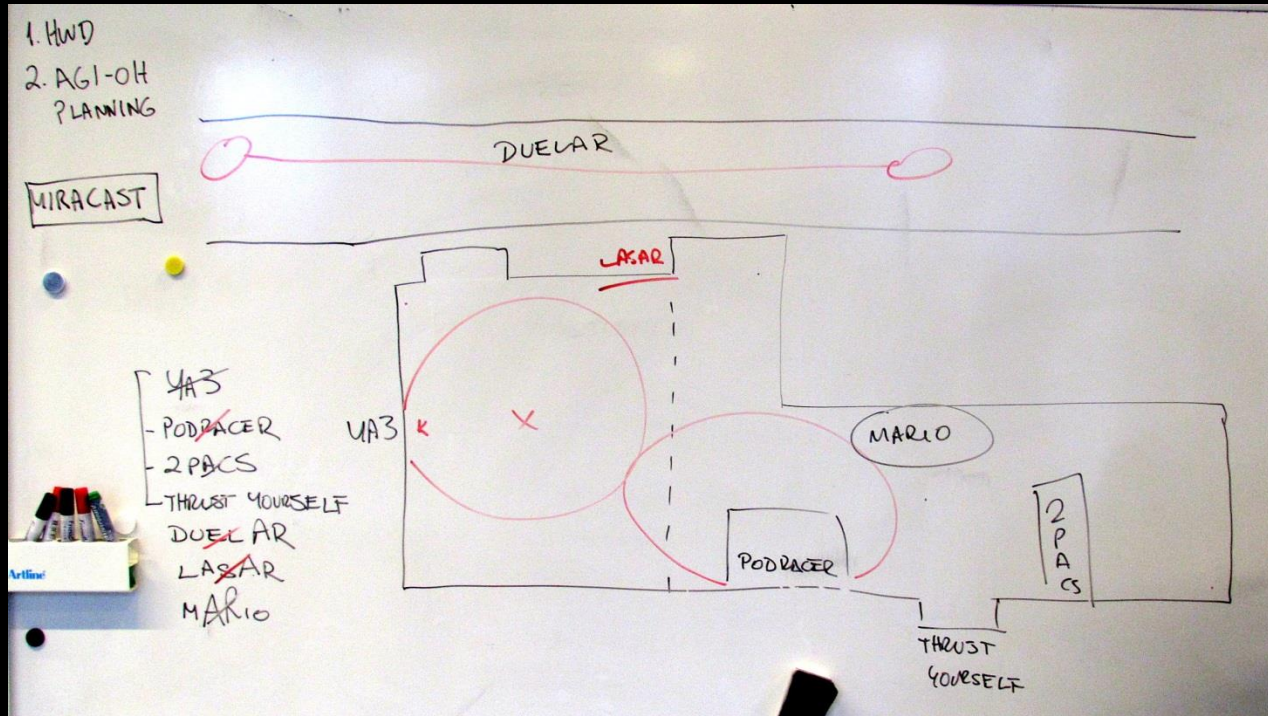
mARio demo



mARio discussion



Planning space for Open House



Thank you!

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Questions?