## Course Schedule

<table>
<thead>
<tr>
<th>No.</th>
<th>Date</th>
<th>Time</th>
<th>Lecture</th>
<th>Topic</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>Wed Sept 03 13-15</td>
<td>Lecture 1</td>
<td>Intro</td>
<td></td>
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<tr>
<td>2.</td>
<td>Fri Sept 05 15-19</td>
<td>Lectures 2-3</td>
<td>Group Formation and brainstorming</td>
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<tr>
<td>5.</td>
<td>Thu Sept 11 10-12</td>
<td>Lecture 5</td>
<td>Feedback on proposals</td>
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<tr>
<td>6.</td>
<td>Mon Sept 15 8:30-10</td>
<td>Lecture 6</td>
<td>Hello World! Demos</td>
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<td>7.</td>
<td>Thu Sept 18 10-12</td>
<td>Lecture 7</td>
<td>Demo Day and ForskarFredag Planning</td>
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<td>8.</td>
<td>Wed Sept 24 14-16</td>
<td>Lecture 8</td>
<td>Demo Day!!</td>
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<tr>
<td>9.</td>
<td>Thu Sept 25 16-20</td>
<td>Debaser Invasion</td>
<td>Setup 16:00 – 20:00</td>
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<tr>
<td>10.</td>
<td>Fri Sept 26 8-18</td>
<td>Debaser Domination</td>
<td>ForskarFredag 2014!!!</td>
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<td>9.</td>
<td>Mon Sept 29 9-10</td>
<td>Lecture 9</td>
<td>Reflections of ForskarFredag</td>
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<td>12.</td>
<td>Mon Oct 13 8:15-10</td>
<td>Lecture 11</td>
<td>Epson Moverio – Project 2 industrial sponsor</td>
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<td>15.</td>
<td>Thu Oct 30 -Sun Nov 2, 9-19</td>
<td>Kistamässan Domination</td>
<td>COMICON 2014!!!</td>
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<tr>
<td>16.</td>
<td>Tue Nov 4 10-12</td>
<td>Lecture 13</td>
<td>Reflections on ComiCon</td>
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<td>17.</td>
<td>Wed Nov 5 10-12</td>
<td>Lecture 14</td>
<td>New groups</td>
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<td>18.</td>
<td>Fri Nov 7 15-19</td>
<td>Lectures 15-16</td>
<td>Epson Moverio Workshop</td>
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<tr>
<td>19.</td>
<td>Tue Nov 11 10-12</td>
<td>Lecture 17</td>
<td>Proposals</td>
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<tr>
<td>20.</td>
<td>Tue Nov 18 10-12</td>
<td>Lecture 18</td>
<td>Feedback on proposals. Early hello world demos</td>
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<tr>
<td>19.</td>
<td>Tue Nov 25 10-12</td>
<td>Lecture 19</td>
<td>Hello world !demos</td>
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<tr>
<td>20.</td>
<td>Tue Dec 2 10-12</td>
<td>Lecture 20</td>
<td>Demo Day!!!</td>
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<tr>
<td>21.</td>
<td>Thu Dec 4 15-18</td>
<td>VIC Invation</td>
<td>Prepare Open House</td>
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<td>22.</td>
<td>Fri Dec 5 15-19</td>
<td>Open House</td>
<td>AGI14-VIC Open House</td>
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</tbody>
</table>
Agenda

1. Demos
   1. LasAR
   2. DuelAR
   3. mARio

2. Planning space for Open House
Demo lasAR
Feedback lasAR

1. HAND
2. AGI-OH?
3. MIRACAST
4. DONT YOU THINK I WERE WRONG I'LL KNOW IT?
5. LASER SCULPTING 2014/11/25
6. HARD-
7. VODELS (VOLUME)
8. 4 DENDER
9. 6. UNITY
10. RASTERIZER.
11. ROYCASTING/COMPUTING INTERACTION RETURN LINE (LASER) AND BOX
12. KEEP IT SIMPLE S. KIS AND POLISH

HELLO WORLD + DEMO
FEEDBACK
1. GAVE UP
2. RESET & RE-TOOL
3. Mark END OF WAND
4. MOVE MENT AT
5. VODELS (VOLUME)
6. 4 DENDER
7. SCULPTING
8. CONSISTENCY
9. RECALIBRATE
10. BOTH GYROS
11. CHRISTOPHER
12. KEEPER.
Feedback duelAR

Hello World & Demo

DuelAR 2014/11/25

DESCRIPTION
1. Unity
2. Camera - Head Tracking
3. Gyroscope
4. Spell Mechanics
   - Charging
   - Flying
   - Steering
   - Drag Steering
   - Dying
5. Game Mechanics
7. Menu
8. Sound

FEEDBACK
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

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 classes

Feedback
1. Standing vs. Sitting
2. Height difference
3. Endless scroller, memory leak, pooling objects
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?
12. Tablet (?), dice (other people)
13. Connect viewers
mARio demo
mARio discussion
Planning space for Open House
Thank you!

marior@kth.se

Questions?