EXPERIENCE ADVANCED GRAPHICS & INTERACTION

Open House

Friday Dec 5
15:00-19:00

Mario Romero
2014/12/02
<table>
<thead>
<tr>
<th>#</th>
<th>Date</th>
<th>Time</th>
<th>Event Description</th>
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<tbody>
<tr>
<td>1</td>
<td>Wed Sept 03</td>
<td>13-15</td>
<td>Lecture 1 Intro</td>
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<tr>
<td>2</td>
<td>Fri Sept 05</td>
<td>15-19</td>
<td>Lectures 2-3 Group Formation and brainstorming</td>
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<td>3</td>
<td>Wed Sept 10</td>
<td>13-15</td>
<td>Lecture 4 Proposals</td>
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<td>4</td>
<td>Thu Sept 11</td>
<td>10-12</td>
<td>Lecture 5 Feedback on proposals</td>
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<td>5</td>
<td>Mon Sept 15</td>
<td>8:30-10</td>
<td>Lecture 6 Hello World! Demos</td>
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<td>6</td>
<td>Thu Sept 18</td>
<td>10-12</td>
<td>Lecture 7 Demo Day and ForskarFredag Planning</td>
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<td>7</td>
<td>Wed Sept 24</td>
<td>14-16</td>
<td>Lecture 8 Demo Day!!!</td>
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<td>8</td>
<td>Thu Sept 25</td>
<td>16-20</td>
<td>Debaser Invation</td>
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<td>9</td>
<td>Fri Sept 26</td>
<td>8-18</td>
<td>Debaser Domination</td>
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<td>10</td>
<td>Mon Sept 29</td>
<td>9-10</td>
<td>Lecture 9 ForskarFredag 2014!!!</td>
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<td>11</td>
<td>Wed Oct 8</td>
<td>13-15</td>
<td>Lecture 10 The past and future of YA3 and PodRacer</td>
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<td>12</td>
<td>Mon Oct 13</td>
<td>8:15-10</td>
<td>Lecture 11 Epson Moverio – Project 2 industrial sponsor</td>
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<td>14</td>
<td>Thu Oct 30 - Sun</td>
<td>10-12</td>
<td>Lecture 13 Reflections of ForskarFredag</td>
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<td>Nov 2, 9-19</td>
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<td>16</td>
<td>Tue Nov 4</td>
<td>10-12</td>
<td>Lecture 13 Reflections on ComiCon</td>
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<td>17</td>
<td>Wed Nov 5</td>
<td>10-12</td>
<td>Lecture 14 New groups</td>
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<td>Fri Nov 7</td>
<td>15-19</td>
<td>Lectures 15-16 Epson Moverio Workshop</td>
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<td>19</td>
<td>Tue Nov 11</td>
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<td>Lecture 17 Proposals</td>
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<td>Tue Nov 18</td>
<td>10-12</td>
<td>Lecture 18 Feedback on proposals. Early hello world demos</td>
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<td>21</td>
<td>Tue Nov 25</td>
<td>10-12</td>
<td>Lecture 19 Hello world Idemos</td>
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<td>22</td>
<td>Tue Dec 2</td>
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<td>Fri Dec 5</td>
<td>15-19</td>
<td>Open House AGI14-VIC Open House</td>
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Agenda

1. Demos and discussion
   1. invadAR
   2. duelAR
   3. mARio
2. Mario’s schedule this week
3. Installing Open House
4. Presenting Open House
5. After Open House
6. Assignments
7. Deliverables
8. Course Evaluation: Survey and Interview
Mario’s Schedule

1. Meet in Groups?
2. Install OH?
3. After OH?
Presentation Schedule

• Criteria:
  – You present all the projects that are not yours
  – You present only your project

• Guidelines:
  – Take breaks
  – Switch with other people when you would like to present one of your first projects
**Presenting Open House**

This is a suggestion. You can take breaks or trade places to present your own first projects to your friends and family at any time.

<table>
<thead>
<tr>
<th>Time</th>
<th>2PACS</th>
<th>PodRacer</th>
<th>Thrust YS</th>
<th>YA3</th>
<th>InvadAR</th>
<th>duelAR</th>
<th>mARio</th>
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<td>Stefan</td>
<td>Oscar</td>
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<td>Johan B.</td>
<td>Ludwig</td>
<td>Philip</td>
<td>Mattias Linnea</td>
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<td>Johan S.</td>
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<td>Axel</td>
<td>Christoffer</td>
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<td>Linnea Stefan Axel Philip</td>
<td>Mattias Christoffer</td>
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<td>Johan B. Axel Philip</td>
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<td>Linnea Anton Johan S.</td>
<td>Mattias Stefan</td>
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<td>18:00</td>
<td>Carl Daniel</td>
<td>Johan B. Mattias</td>
<td>Ludwig Philip Søren</td>
<td>Linnea Oscar Anton Johan S.</td>
<td>Christoffer</td>
<td>Axel</td>
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invadAR
Feedback invadAR

DEMONS 2014-12-02

1. How to un-occlude invaders
2. OTHER CITY/PLANET
3. SHOOTING FROM EYES
4. AIM IS GOOD
5. SHOOT THROUGH BUILDING
6. GOOD CITY EFFECT
7. UNLIMITED ROUNDS
8. VIDEOS
9. FX BLOW UP
10. FORM OF AI FOR INVADERS
11. AVOID BUILDINGS SCATTER
    HIDE
    DISPERSE & TRANCE OVER
12. UNCLEAR AIMING
13. MARK THE GROUND
14. WHY USE AR-TARGETING WITH HEAD
15. DAMAGE MESS ES UP YOUR TARGETING SYSTEM
16. PERIPHERAL VISION
17. OBSTACLES
18. POWER UPS [WE KNOW POSITION OF CAMERA IN GAME WORLD]
duelAR
Feedback duelAR

- Hits
  1. Xtremio
  2. Aiming curve balls
  3. Fire balls - speed

- Improvements
  1. Particles (Tweak) CHEAP
  2. Two players?
  3. Blocky silhouette
  4. Low-res read: scale
  5. Audio

- Perception
  - Adv. in adv. graph.
  - Technical for learning.
  - Network sync. unity
  - Targets
    - UI: Who is you?
    - Scripts spells
  - Pros: Game play
    - AI: Single-player
mARio
Feedback mARio

DEMOS 2014-12-02

mARio

1. GRAPHICS FOR PLATFORM
   SPIKES

2. DEMO: WORKING CONTROLLER
   MOVERIO

3. COLLECTIVE INTERACTION
Assignments

• Six
• Drop one with lowest grade
• 2% each
Deliverables

• Go to https://www.kth.se/social/course/DH2413/

• For both projects
Course Evaluation

• Handeled by colleague
• Anonymous to me
• Survey sent next Monday
• Interview in next two weeks (schedule 15 minutes with doodle sent next Monday)
Thank you!

marior@kth.se

Questions?