

Advanced Graphics and Interaction 2014: Lecture 20

EXPERIENCE ADVANCED
GRAPHICS & INTERACTION

Open House

Friday Dec 5
15:00-19:00

VICSTHLM

Mario Romero
2014/12/02



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!!!
•	Fri Dec 5 10-15	VIC Invasion	Prepare Open House
21.	Fri Dec 5 15-19	Open House	AGI14-VIC Open House

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?

	Mon 1/12	Tue 2/12	Wed 3/12	Thu 4/12	Fri 5/12
GMT+01					
08:00	08:00 – 09:00 No meetings possible	08:00 – 09:00 No meetings possible	08:00 – 09:00 No meetings possible	08:00 – 09:00 No meetings possible	08:00 – 09:00 No meetings possible
09:00	09:00 – MID breakfast				09:00 – 15:00 Preparing for the Open House
10:00	10:15 – 11:15 Sebastian	10:00 – 12:00 AGI14 L20			
11:00					
12:00		12:00 – 16:30 ERC Grants in H2020 - Information meeting for KTH researchers - 2nd Dec 2014 - room F3			
13:00	13:30 – MMI			13:00 – 14:00 Flying Colors	
14:00	14:00 – 15:00 Ambjorn	14:00 – 15:00 Ambjorn E3			
15:00	15:30 – MMI		14:30 – 22:00 PDC HPCViz Julbord	15:00 – 16:00 Hanna	15:00 – 19:00 AGI14 - VIC OPEN HOUSE
16:00	16:00 – 17:00 No meetings possible	16:00 – 17:00 No meetings possible		16:00 – 17:00 No meetings possible	
17:00					
18:00					
19:00					19:00 – 21:00 After Open House
20:00					
21:00					

Presentation Schedule

- Criteria:
 - You present all the projects 1 that are not yours
 - You present only your project 2
- 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.

	2PACS	PodRacer	Thrust YS	YA3	InvadAR	duelAR	mARio
15:00	Stefan Johan S.	Oscar Søren	Carl Axel Daniel	Johan B. Christoffer	Ludwig Anton	Philip	Mattias Linnea
16:00	Oscar Anton Søren	Linnea Stefan Axel Philip	Mattias Christoffer	Ludwig Carl	Johan S.	Daniel	Johan B.
17:00	Johan B. Axel Philip	Ludwig Daniel Christoffer	Linnea Anton Johan S.	Mattias Stefan	Carl	Søren	Oscar
18:00	Carl Daniel	Johan B. Mattias	Ludwig Philip Søren	Linnea Oscar Anton Johan S.	Christoffer	Axel	Stefan

invadAR



Feedback invadAR

DEMOS 2014-12-02

has AR
invadAR

+

① MOVE TO UN-OCULDE 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 INVADERS/BUILDING COLLISION DET.

⑩ poster-sized image-based tracker

⑪ 2 devices {battery life an issue}

⑫ AIM

⑬ CRASHED?

⑭ ENGINEER SWITCH BTWN PEOPLE

⑮ FOCUS/CONTACTS

⑯ FX - BLOW UP

⑰ FORM OF AI FOR INVADERS

⑱ AVOID BUILDINGS SCATTER

⑲ HIDE

⑳ DISPERSE & TAKE COVER

㉑ UNCLEAR AIMING

㉒ MARK THE GROUND

㉓ WHY USE AR-TARGETING WITH HEAD

㉔ DAMAGE MESSES UP YOUR TARGETING SYSTEM

㉕ PERIPHERAL VISION

㉖ OBSTACLES

㉗ POWER UPS | WE KNOW POSITION OF CAMERA IN GAME WORLD



duelAR



Feedback duelAR

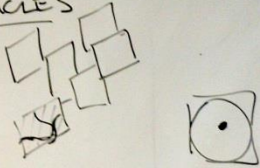
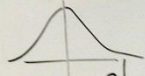
DEMOS 2014-12-07

duelAR

HITS

1. MOVERID
2. AIMING
CURVE BALLS
3. FIRE BALLS
- SPEED

IMPROVEMENTS

1. PARTICLES

2. TWO PLAYERS?
✓ TWEAK
CHEAP!

3. BLOCKY SILHOUETTE
4. LOW-RES REND.
SCALE
5. AUDIO

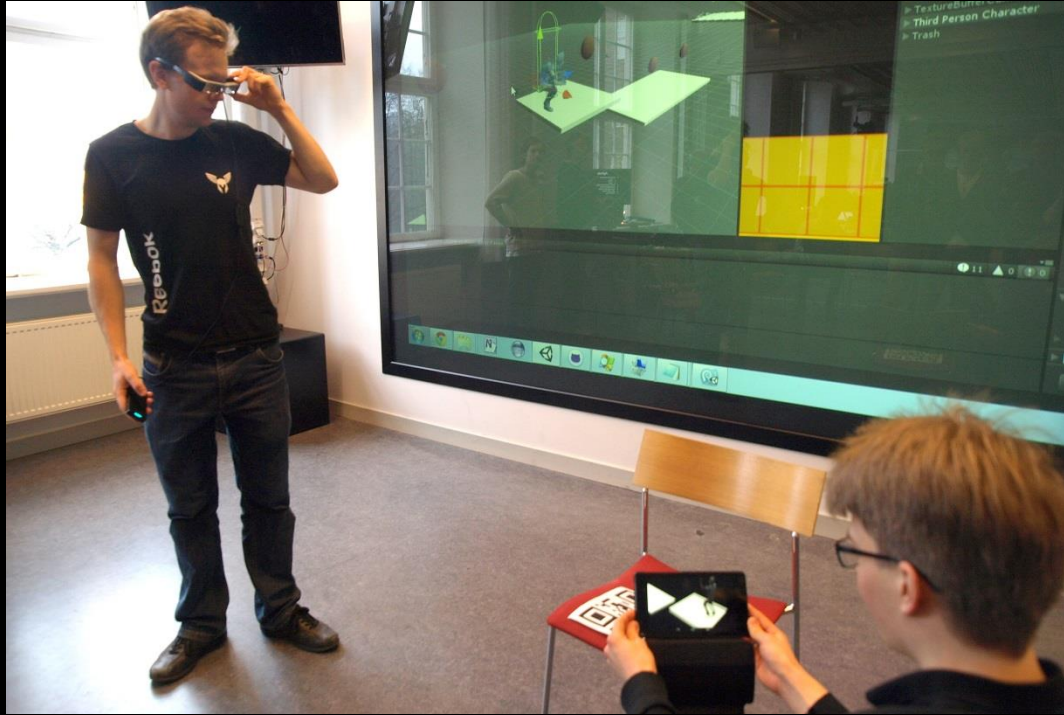
PERCEPTION.

- ADV. IN ADV. GRAPH.
- TECHNICAL FOR LEARNING.
- NETWORK SYNC. UNIT
- TARGETS
- UI - WHO IS YOU?
- SCRIPTS
SPELLS

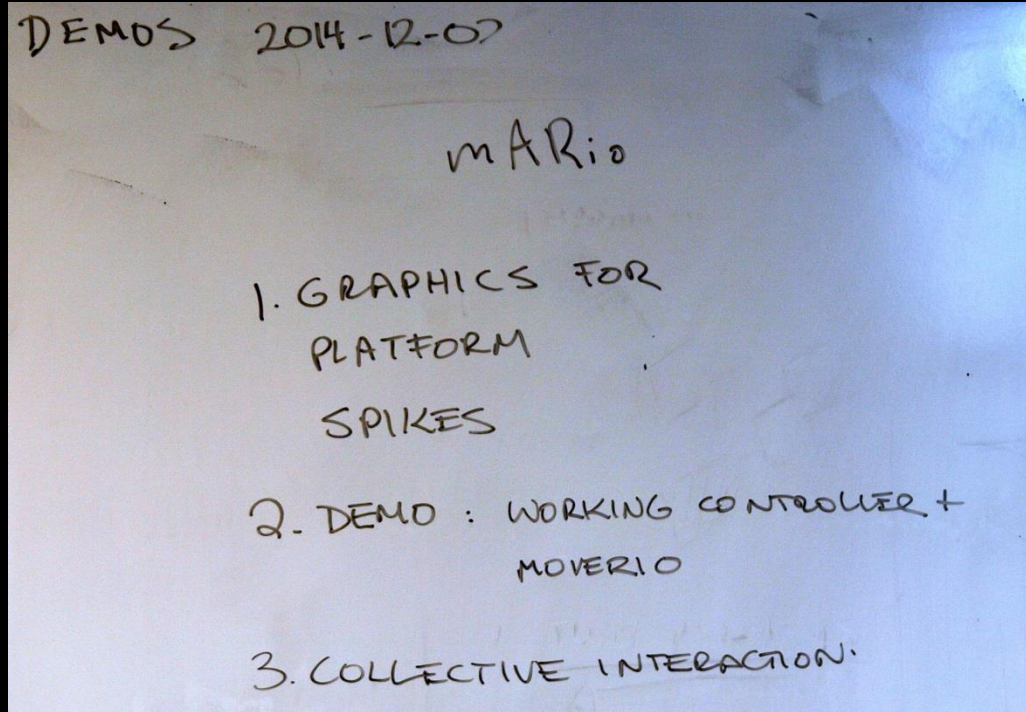
P&S

- GAME PLAY
- AI - SINGLE-PLAYER

mARio



Feedback mARio



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?