

Advanced Graphics and Interaction 2015: Lecture 2



SolarSense, ÅGI13.

Mario Romero
2015/08/31



VICSTHLM
VISUALISATION INTERACTION COLLABORATION

AGI15 Calendar: [link](#)

- Mon 31 aug 15:00-17:00
 - Tue 1 sep 13:00-17:00
 - Mon 7 sep 15:00-17:00
 - Thu 10 sep 10:00-12:00
 - Mon 14 sep 15:00-17:00
 - Thu 17 sep 10:00-12:00
 - Tue 22 sep 10:00-12:00
 - Fri 25 sep 8:00-16:00
 - Mon 28 sep 15:00-17:00
 - Mon 5 oct 15:00-17:00
 - Mon 12 oct 15:00-17:00
 - Fri 30 oct 9:00 – Sun 1 Nov 16:00
 - Mon 2 nov 15:00-17:00
 - Tue 3 nov 13:00-17:00
 - Tue 10 nov 10:00-12:00
 - Tue 17 nov 10:00-12:00
 - Tue 24 nov 10:00-12:00
 - Tue 1 dec 10:00-12:00
 - Fri 4 dec 15:00-19:00
- Lecture 1 – [Introduction](#)
- Lecture 2-3: [Forming Groups and Brainstorming](#)
- Lecture 4: [Proposals](#)
- Lecture 5: [Discussion based on Proposals](#)
- Lecture 6: [Hello World Demos](#)
- Lecture 7: [Discussion based on the Hello World Demos](#)
- Lecture 8: [Preparing ForskarFredag 2015](#)
- [ForskarFredag](#)
- Lecture 9: [Reflecting on ForskarFredag](#)
- Lecture 10: [Agile Development 1 towards Comic Con - Gamex 2015](#)
- Lecture 11: [Agile Development 2 towards Comic Con - Gamex 2015](#)
- [Comic Con Gamex](#)
- Lecture 12: [Reflecting on Comic Con Gamex](#)
- Lecture 13-14: [Forming new groups and brainstorming project 2](#)
- Lecture 15: [Proposals Project 2](#)
- Lecture 16: [Hello World Demos for Project 2](#)
- Lecture 17: [Agile Development 1 for Open House](#)
- Lecture 18: [Agile Development 2 for Open House](#)
- [VIC AGI15 Open House](#)

Group 1

Students

- Rasmus
- Erik
- Erik
- Simon
- Johan

Project idea

- SWORANGE
- Fruit Ninja
- Oculus
- Gravity
- Real sword
- Light sensors on sword
- Webcams in ceiling
- Game

Group 2

Students

- Adrian
- Victor

Project idea

- Asymmetric games
- Mobile phones
- Each players gets different information

- Perhaps combine this idea with the plant interaction group

Group 3

Students

- Johan
- Niclas
- Daniel
- Johan
- Anton

Project idea

- Rolling out input
- Mobile phone
- Game
- Common display
- Collaborative – competitive
- Infinite players
- Any phone
 - At least no blackberries

Group 4

Students

- Viktor
- Vincent
- Lennart
- Huiting
- Mikael

Project idea

- Virtual reality fighting game

- Sandbox turns into real-time strategy game

Group 5

Students

- Maxime
- Max
- Robert
- Omid

Project idea

- Oculus rift
- Wii remote
- Space shooter

Group 6

Students

- Viktor
- Stefan
- Prasanth
- Robin
- Anton

Project idea

- Light saber
- Star wars
- Mobile phone / wii
- Androids
- Oculus

Group 7

Student

- Douglas
- Emilie
- Morten

Idea

- Botanic interactive
- Touch a plan and get a response
- Create a larger scale
- Several plants and act as instruments
- Piano keys
- Full grown tree

Proposals next Monday

- Proposal template



Thank you!
Questions

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Advanced Graphics and Interaction

High-Quality Ambient Occlusion
Volumetric Light Scattering
Shadow Maps
Multi-Texturing Techniques
Cloth simulation
Soft Bodies
Fluids
Smoke
Rigged body animation
Rigid Body simulation
Multiple specular reflections and refractions
Shading techniques
N-body simulation
Generating Complex Procedural Terrains
Animated Crowd Rendering
Collision detection
Hair
Snow

Clouds
Geometric texturing
Voxels - texturing - modeling - animation
Octree rendering
Volumetric shadows
GPU Ray Tracing of large scenes with shadows, reflections and ambient occlusion

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Virtual Reality
Augmented Reality
See-through HUDs
Embodiment
Kinect
Wii mote
Multi platforms
4k screen - touch
Haptics
Mobile interaction
3D printing
Microsoft surface
Pixelsense
Touch screens
Gestures
Accelerometers
On-body sensing
Sonification
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