• 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

Student
• Douglas
• Emilie
• Mårten
• Adrian
• Victor

Idea (merged from both groups)
• Botanic interactive
• Touch a plan and get a response
• Create a larger scale
• Several plants and act as instruments
• Piano keys
• Full grown tree 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
Proposals next Monday

• Proposal template
Thank you!

Questions

marior@kth.se
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

Virtual Reality
Augmented Reality
See-through HUDs
Embodiment
Kinect
Wii motes
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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