Advanced Graphics and Interaction 2015: Lecture 4
Project 1 Proposals

AGI15 Students Proposing
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

- Blopper
  - Balloon popper
Proposal for Project 1 Title

Erik Dahlström
edahls@kth.se

Simon Fransson
simonfra@kth.se

Johan Huusmann
johanhuu@kth.se

Erik Dackelid
erikdj@kth.se

Rasmus Ansin

Advanced Graphics and Interaction
AGI15
2015-09-07
Blopper
Motivation

• The Oculus/VR is state of the art in gaming
• Combining all our different technologies will be a fun challenge
• Seeing how people interact and cope with a 360 degree VR game is interesting
• Popping balloons is extremely fun
Goals and Challenges

• **Goals**
  – Move an IRL object in a 360 degree 3D VR world
  – Wireless playability (except for carried devices)
  – Sufficient visuals for a nice user experience

• **Challenges**
  – Tracking the sword in 3D space with low enough delay
  – Sending webcam data to player (carried devices)
  – Creating efficient models and effects
Related Work (maybe a Table?)

- Fruit Ninja Kinect
  - Halfbrick & Microsoft Studios, 2011
- Wiimote 6DOF Position Tracking
- Oculus rift + Razer hydra, Half life 2
Fruit Ninja Kinect - With a Sword!
HL2 with Oculus Rift and Razer Hydra
Wiimote 6DOF Position Tracking
Methods and Techniques

- Multiple webcams searching for light on a sword
- Unity 3D
- Server computer and client computer with socket connection VS. WHDI
- Oculus Rift
- Algebra to make sure VR world and real world is aligned
Thank you!

Questions?

Erik Dahlström
edahls@kth.se

Simon Fransson
simonfra@kth.se

Rasmus Ansin
ransin@kth.se

Johan Huusmann
johanhuu@kth.se

Teacher:
Mario Romero
marior@kth.se

Erik Dackelid Johansson
erikdj@kth.se
Comments on Blopper

1. I am interested in the physics of your ballons.
   1. How do they float and fall?
   2. How do they blow up?
   3. What does that look like?

2. I am concerned about the feasibility and safety of 360 degrees of game play.

3. Wireless tech has limitations.

4. Building your own mocap portable studio may be too challenging.

5. I am interested in the special effects FX of your sword swings.

6. Sound and haptics?

7. Razer hydra?

8. I am concerned about the physical space you require.

9. You need more papers on the graphic elements you intend to develop.

10. Why use an oculus. Has cables and can’t see the world (including yourself). How about some see-through HUD – Epson Moverios?

   11. Will you use infrared markers?

   12. How about attaching a wii mote to the sword?

   13. What happens when you miss a ballon?

   14. You could use a backpack for carrying part of the equipment if you need to.

   15. You could force a pivot foot to restrain movement and constrain the engineering problem of you interaction infrastructure.

   16. I am concerned about multiple calibrations per installation. Needs more robustness.

   17. I know you are exploring google cardboard. Still, you can’t see the world.

   18. Have you thought about the TI Sensor Tag?

   19. Great work!
Group 2

Student
- Douglas
- Emilie
- Mårten
- Adrian
- Victor

Idea (merged from both groups)
- Teamtris
Teamtris
Who are we?

Douglas Carlsson ([douglasc@kth.se](mailto:douglasc@kth.se))
Adrian Blanco ([adblan@kth.se](mailto:adblan@kth.se))
Victor Hung ([vhung@kth.se](mailto:vhung@kth.se))
Emilie Le Moël ([emilielm@kth.se](mailto:emilielm@kth.se))
Mårten Norman ([martenno@kth.se](mailto:martenno@kth.se))
Motivation

Make a game that helps people
  Step out of their comfort zones
  Communicate better with each other in an easy-to-learn virtual world
  Have fun together

Everybody knows Tetris !
Goals and challenges

1. Gather people and have them collaborate with each other
   Challenge: making it work even for people that don’t know each other

2. Develop a fun and addictive game based on cooperation
   Challenge: adding something new to Tetris

3. Design mind-blowing graphics
   Challenge: creating impressive visuals from a simple base
Related works

2Pacs (2014) - KTH

Tetris with Kinect (2011) - University of Twente

Lumines (2004) - Q Entertainment
2Pacs
Tetris with Kinect
Interactions

Two players share control of the falling pieces

One player controls movement, the other rotation

Some movements will require teamwork to execute

Teams of two can compete simultaneously in a multiplayer mode

Important to deliver intuitive interactions
Technical specifications

Unity & C#

Either Wii-motes or physical touch-based devices based on availability

Custom hand controller HW interfaced to Unity.

Compatibility and drivers will be important
Graphics - Shaders

Many shader possibilities for eye-candy

Noise
Scanlines
Distortion
Fading
Bloom
Pixel displacement

Games + Retro + The 80s = ❤️
Graphics - Projection

Orthographic projection
makes 3D appear as 2D

Possible to make only one axis
visible at all times
Risk assessment

Team is new.

Need to get a working game in short time

Use Unity to get on high level fast

Selected Tetris, that is simple and well known, but still room for nice graphics and effects if time permits

The ideal controller interface is very advanced.

Start with just keyboard control, then add complexity and features if time allows
Prototype Demonstration
Any questions?
Comments on Teamtris

1. I like the asymmetric collaborative game aspect.

2. As I said in class, I would really like you to explore constructive geometries to copy patterns presented by the game challenge. You move forward by building more complex geometries in a time limit, for example.

3. I like the retro idea through shaders.

4. Have you thought about different views/capabilities for different players?

5. Be careful with developing your own hardware. Is it robust, physically and programmatically?

6. Great work!
Group 3

Students
• Johan
• Niclas
• Daniel
• Johan
• Anton

Project idea
• Multiplayer AR game
Augmented Reality
MULTIPLAYER GAMING
Team members

Niclas Ericsson
nerics@kth.se

Daniel Lindström
danielin@kth.se

Anton Eldh
aeldh@kth.se

Johan Kasperi
kasperi@kth.se

Johan Kitti
johanks@kth.se

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Using smartphones for augmented reality multiplayer gaming.
Motivation

- Everybody has a smartphone.
- You don’t need any extra hardware.
- AR through the smartphone is really cool.

- Building a multiplayer game.
- Learn Unity and especially networking with Unity.
- Learn AR.
Goals and Challenges

• Goals
  – To make a fun and interesting multiplayer game in augmented reality.

• Challenges
  – Make the AR work on multiple devices.
  – Make the input work without too much latency.
  – Make the gameplay feel meaningful and fun.
AR Defender 2 - Tower Defense Game
Ball Resurrection
Swordy
Methods and Techniques
Methods and Techniques

• The devices will be a server, multiple smartphones, a router with wireless support and a table with a texture.

• Augmented Reality (AR) through the smartphones camera.

• User input will be through the touchscreen of the smartphone.

• The parts will be connected with websockets.
Thank you!

Questions?
Johan Kasperi {kasperi@kth.se}
Niclas Ericsson {nerics@kth.se}
Anton Eldh {aeldh@kth.se}
Daniel Lindström {danielin@kth.se}
Johan Kitti Söderberg {johanks@kth.se}
Teacher - Mario Romero
Group Members

• Johan Kasperi (Interactive Media Technology, 2016, develop something cool)
• Daniel Lindström (Interactive Media Technology, 2016, have the freedom to choose my projects myself)
• Johan Kitti Söderberg (Computer Science, 2016, develop something cool)
• Niclas Ericsson (Human-Computer Interaction, 2016, develop something cool)
• Anton Eldh (Simulation Technology and Virtual Design, 2016, develop something cooler)
Individual Contributions

• Backend Team (networking, server)
  – Daniel Lindström
  – Johan Kasperi

• Game Engine Team (game dev, AR, design)
  – Anton Eldh
  – Niclas Ericsson
  – Johan Kitti Söderberg
Comments for Group 3

1. You need a name
2. I really like your idea of smartphones for AR
3. You need to improve your literature review
4. Start with AR at Georgia Tech with stuff like the zombie game I showed in class – arhrerrr
5. I really like the idea of combining this with a dynamic surface (microsoft surface or samsung pixelsense in studio) and physical objects – make sure you play zap the bugs!
6. The multiplayer aspect of your project is peripheral, but if you can get it to work quickly, it will make a huge difference
7. One thing I really don’t like from the videos you showed is that people are only fixated on the screens. Can you figure out a way to allow/force them to look at each other?
8. You need to think more about the graphics in your game. Think about special effects, for example, FX.
9. Great work!

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Group 4

Students
- Viktor
- Vincent
- Lennart
- Huiting
- Mikael

Project idea
- Virtual reality fighting game
- Sandbox turns into real-time strategy game

2015/09/07
Proposal for MadSand

Huiting huitingw@kth.se
Mikael mikaele3@kth.se
Viktor valderin@kth.se
Vincent vwong@kth.se
Lennart lenjons@kth.se

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Motivation

• Fun! Combine nostalgia with new technologies
• Return to your childhood by taking the sandbox to a whole new level
• Learn about combining the physical world with the digital
• Make it easier for people to create 3D objects/maps
Goals and Challenges

• Goals
  – Create an interactive sandbox based on AR
  – Create a fun and immersive multiplayer game

• Challenges
  – Attain depth data from the sandbox
  – Make the digital world update in real time
  – Find a game balance
Related Work

• Augmented Reality Sandbox
  – Oliver Kreylos (2015)

• Project Mimicry
  – developed by Monobando (2011)
  – http://mimicry.monobanda.nl/

• Animal Crossing - Sweet day from Nintendo Land
  – Nintendo
  – released 30 November 2012 (EU)
Augmented Reality Sandbox
Project Mimicry
Setup

- Computer
- Projector
- Kinect
- Screen(s)
- Game Controllers
- Sandbox
Augmented reality: projection on the sand

> Game state projected onto the sand

> Computer vision: depth map from Kinect
Method
Procedural generation: digital world

> Digital world procedurally generated based on the sandbox

> Game physics: gravity, speed, acceleration
Software

Unity

Controller input

Depth data

Xbox Controllers

Computer

Screen data

Projector data

Kinect

Screen(s)

Projector

Depth data

Controller input

Screen data

Projector data

Screen(s)

Projector

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Thank you!

Questions?

Mikael mikaele3@kth.se
Viktor valderin@kth.se
Lennart lenjons@kth.se
Huiting huitingw@kth.se
Vincent vwong@kth.se

Teacher: Mario marior@kth.se
In case they ask

EXTRA SLIDES
Load Balancing

- We have tried to split the work ahead into groups, and assigning people according to what they want to learn! Of course this is not laid in stone, and we will help each other or change as we need.

  Get Depth data into Unity:
  Lennart, Vincent

  Project AR on Sand:
  Lennart, Viktor

  Procedurally Generate World:
  Huiting, Mikael

  Game models, animation:
  Vincent, Huiting

  Game engine programming:
  Mikael, Viktor
The plan ahead

• First: get to know Kinect, interface it with unity to be able to get the depth data.
• Get to know Unity
• Find which libraries we want to use.
• Get physical devices, such as the box, sand etc.

Our Planning document can be found here:
https://docs.google.com/spreadsheets/d/11LWqKTLMnB0z1o1jNYFVbscN_4J2fwE1u0p2zwFkK88/edit?usp=sharing
Notice that there are two sheets, one for tasks and one for the general schedule
Proposal Feedback

• Sand - What kind of sand? Not too messy
• Why sand? - Are there other materials/techniques
• Other physical objects into the sand as extension.
• Hiroshi Ishii MIT tangible interfaces as inspiration
• Think about the point of the game/ gamedesign
• Google has Sandbox related patent?
1. It is a great idea to create a physical interaction device (tangible media) and use sand as a high definition phycon with intrinsic tangible feedback. You need to take it a few steps further.

2. Can you combine it with other phycons?

3. Be careful with getting stuck with the game play.

4. Thinking about your proposal, I concluded it is a tower defence game where the defender modifies the terrain. The balnancing is hard!

5. Have you thought about casting shadows from the projectors on the interactive surface? Do some research on multiple redundant projection.

6. What about the physics of your interaction?

7. Yes, the sand could get really messy!

8. Great work!
Group 5

Students
- Maxime
- Max
- Robert
- Omid

Project idea
- Oculus rift
- Wii remote
- Space shooter
Project proposal

Omid Ghorreshi
omidgh@kth.se

Max Turpeinen
maxtu@kth.se

Maxime Hulliger
hulliger@kth.se

Robert Amino
amino@kth.se

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Really cool image of your project!!
Motivation

• Experience the VR immersion
• Learn new development and graphics methods
• Extend portfolio by completing a great project
• Save lives in case of alien moon invasion
• For fun!
Goals and Challenges

• Goals
  – Realistic shooting animation
  – Immersive environment
  – Fun to play (running)

• Challenges
  – Wii remote controls
  – Hand movement coherent
  – Workload balance as we walk in the unknown
Related Work

• Thrust yourself
  – Stefan Etoh, Oscar Friberg, Johan Bäckman
  – 2014 in AGI14

• Half-Life 2 (with the Oculus Rift and Virtuix Omni)
  – Valve
  – 2004

• Wii Fit Plus : Jogging
  – Nintendo
  – 2009
Thrust Yourself
Half-Life 2
(with the Oculus Rift and Virtuix Omni)

- [https://youtu.be/dP48cLFeBms?t=3m25s](https://youtu.be/dP48cLFeBms?t=3m25s)
Wii Fit Plus : Jogging

• https://youtu.be/Tt0sPxlqydg?t=1m29s
Methods and Techniques

- Wii remote and Nunchuk
- Oculus Rift
- Maya
- Unity (C#)
Wii remote and Nunchuk
Maya

2015/09/07

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Thank you!

Questions?

Omid Ghorreshi \{omidgh@kth.se\}
Maxime Hulliger \{hulliger@kth.se\}
Max Turpeinen \{maxtu@kth.se\}
Robert Amino \{amino@kth.se\}
Teacher : Mario Romero \{marior@kth.se\}
Feedback

- We need to choose if we want the game more immersive (Oculus Rift) or more physical (Wii remote).
- Should the player sit or stand up?
- Use Samsung samsung gear instead of Oculus Rift for more movement freedom.
- Hydra Razer instead of wii remote?
- Weapon independent from the view?
Omid Ghorreshi

• Majors: computer science, mathematics
• Graduation year: September 2016 (Master)
• Career goal: project manager in computer graphics projects in a big company
Maxime Hulliger

- Majors: Computer science
- Graduation year: 2016
- Career goal: Software development
Max Turpeinen

• Majors: computer science
• Graduation year: 2018
• Career goal: Work for a company, involving computers.
Robert Amino

• Majors : computer science
• Graduation year : 2016
• Career goal : Work in a tech company.
Individual Contributions

• Maxime will do
  – Game mechanism
  – Oculus rift integration

• Omid will do
  – Wii remote integration

• Max will do
  – The animations - bones/body
  – Model for the characters
  – The space station

• Robert will do
  – The environment
  – The space ship
Comments on Proposal

1. Try the Oculus with VR Roler coaster (Henrik)
2. Try zap the bugs
3. I am interested in the physics on the moon’s surface
4. Be careful not to treat VR like a screen. Immersion and interaction is paramount!
5. Be careful with the physical safety of players.
6. Don’t loose focus of your learning objectives by getting stuck with game mechanics
7. Great work!
Group 6

Students
• Viktor
• Stefan
• Prasanth
• Robin
• Anton

Project idea
• Light saber
Proposal for “Jedi Academy”

Prasanth Korada
korada@kth.se

Cool Photo of Student 2

Viktor Leandersson
vlea@kth.se

Cool Photo of Student 3

Robin Palmberg
robinpa@kth.se

Anton Erholt
aerholt@kth.se

Stefan Seibert
sseibert@kth.se

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Motivation

• Crowd pulling game experience with research value.
• Testing the limits of complete immersion.
• Learn integrating VR-Input- game play- anything and everything we can.
• World needs better gamers and gamers need better immersion.
• World needs more trained Jedis.
Goals and Challenges

• **Goals**
  – VR room with a laser sword that is moved by a input device
  – Game where the user can “train” by fighting against a shooting ball
  – Full experience with sound and tactile feedback fighting several Stormtroopers

• **Challenges**
  – Choosing working hardware and connecting everything correctly
  – Tracking works correctly and being able to create a believable graphics quality
  – Finish the assets for the stormtroopers and the “defense algorithm”
  – Staying aware of when to limit ourselves in terms of time-and-effort constraints
Related Work

- Jedi Trainer
  - Lostvectors.com
  - 2005

- A Dose of Reality: Overcoming Usability Challenges in VR Head-Mounted Displays
  - McGill, Boland, Murray-Smith, Brewster

- Sixsense STEM Controller Demo @ GDC 2015
  - Sixsense
  - 2015

- Monster Shroud
  - Choi, Malia, Pleshakov, Garncarz, Vu, Kosowski, Estes
Jedi Trainer 2.3

Use your sword to deflect enemy lasers into floating orb droids. Avoid having the lasers hit your handle and see how long you can last! Use practice mode to configure what types of enemies you want to fight against and how quickly they respawn.

Score: 0  High score: 0  Hit points: 10  Help
Kills: 0  Scoring on  Options  5.348

Jedi Trainer 2.3  - 2005 lostvectors.com
A Dose Of Reality

McGill, Boland, Murray-Smith, Brewster, CHI 15
STEM Controller Demo
Monster Shroud
Methods and Techniques

- Engine / Framework: Unity Engine
- Output Device: Oculus Rift Headset
- Input Devices: Wii Motion Plus and Kinect optionally
- Sounds: Selfmade or partially from Sound Libraries
- 3D Assets: Created by our own and also 3D Libraries (Stormtroopers?)
- Libraries: UniWii maybe for connecting the Wii Devices
- Tools: Github for Code Hosting / Freedcamp for Project Management
- The whole setup could be published as public github repo for people who want to build successors
- Interaction Paradigm: Virtual Reality
- Two Algorithmic Questions: Random Fight Behaviour of the Ball and Reflecting Rays from Troopers
Methods and Techniques

Propose Project at VIC

Created By: Stefan S. on Sep 7, 2015
Due By: due Sep 7, 2015
Progress: no progress
Assigned To: Everyone
Priority: High

I created this first to-do that you get an idea how freedcamp works.

Comments

No comments yet! Be the first to leave one.
Thank you!

Questions?
Prasanth Korada {korada@kth.se}
Viktor Leandersson {vlea@kth.se}

Stefan Seibert {sseibert@kth.se}
http://nada.kth.se/~aerholt/yedi-academy/
Group Members

• Prasanth Korada
  – Major in Electronics from India and presently pursuing my Masters in System Control and Robotics
  – I want to make a cool blend of Robotics and Gaming to make a complete experience.
  – I am presently working as an International Student blogger for KTH (www.kth.se/blogs/prasanth)
  – Oh wait, I am also an Art freak!
Group Members

- Anton Erholt
  - Computer Science student from KTH, took a semester abroad in France last year
  - Pursuing a Master’s degree in Computer Science, expected completion: June 2016
  - I am going to be a kind hacker when I grow up.
Group Members

- Stefan Seibert
  - Exchange Student from Stuttgart, Germany
  - Bachelor Thesis March 2015 about editing virtual objects in a film environment directly on set.
  - Therefore focus on: computer graphic and computer vision
  - Doing a Master in Computer Science and Media, expected to graduate in 2017
  - Would like to work in R&D
  - www.stefanseibert.com
Group Members

• Robin Palmberg
  – Media Technology student from KTH
  – Taking the
  – I would like to work with using media technology as a way of helping people in need in their everyday life
Individual Contributions

- Prasanth Korada will do
  - Modelling and lighting art
  - Motion capture of the player

- Viktor Leandersson will do
  - Gameplay and graphics help
  - Help with the HCI environment

- Anton Erholt will do
  - Networking and system administration
  - Web page(s), since I <3 JS

- Robin Palmberg will do
  - HCI-programming, getting the Wii remotes and Kinect to work as planned
  - Help with modelling

- Stefan Seibert will do
  - CG Programming
  - Rendering / Game Loop / etc.
  - Try to help where he can
Comments and Suggestions

- Make use of muscle-propelled force feedback to interact better with the virtual sword

  Blindfold the user in some way to “feel” where the rays are shooting at him.

  Change project name to something like “padawan 101”, to avoid fight with Disney Lawyers.

  Use maybe GEAR VR or some other mobile phone based system to be wireless.

  Keep the time in mind and where you can come towards.
Comments to Proposal

1. I really like the ideas in your proposal and want to see the realized.
2. Prioritize and focus.
3. The force may be muscle-activated force feedback. That will make me sooooo happy! Can you read the paper and replicate it? I can contact the authors if that may help.
4. Focus on the graphics special effects FX as well. Lasers, floating balls, flashing and exploding light sabers, etc!
5. If you can, but a toy light saber.
6. Padawan 101 will not get you off the hook from Disney lawyers, but at least there is only fan fiction using that name, not an actual existing game!
7. Great work!
Coming up!

• Hello World! demos next Monday
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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