Agi15 students preparing Hello World! demo
AGI15 Calendar: [link]

- **Mon 31 aug 15:00-17:00**
  - Lecture 1 – **Introduction**

- **Tue 1 sep 13:00-17:00**
  - Lecture 2-3: **Forming Groups and Brainstorming**

- **Mon 7 sep 15:00-17:00**
  - Lecture 4: **Proposals**

- **Thu 10 sep 10:00-12:00**
  - Lecture 5: **Discussion based on Proposals**

- **Mon 14 sep 15:00-17:00**
  - Lecture 6: **Hello World Demos**

- **Thu 17 sep 10:00-12:00**
  - Lecture 7: **Discussion based on the Hello World Demos**

- **Mon 21 sep 15:00-17:00**
  - Lecture 8: **Preparing ForskarFredag 2015**

- **Mon 28 sep 15:00-17:00**
  - ForskarFredag

- **Mon 5 oct 15:00-17:00**
  - Lecture 9: **Reflecting on ForskarFredag**

- **Mon 12 oct 15:00-17:00**
  - Lecture 10: **Agile Development 1 towards Comic Con - Gamex 2015**

- **Fri 30 oct 9:00 – Sun 1 Nov 16:00**
  - Lecture 11: **Agile Development 2 towards Comic Con - Gamex 2015**

- **Mon 2 nov 15:00-17:00**
  - Comic Con Gamex

- **Tue 3 nov 13:00-17:00**
  - Lecture 12: **Reflecting on Comic Con Gamex**

- **Tue 10 nov 10:00-12:00**
  - Lecture 13-14: **Forming new groups and brainstorming project 2**

- **Tue 17 nov 10:00-12:00**
  - Lecture 15: **Proposals Project 2**

- **Tue 24 nov 10:00-12:00**
  - Lecture 16: **Hello World Demos for Project 2**

- **Tue 1 dec 10:00-12:00**
  - Lecture 17: **Agile Development 1 for Open House**

- **Tue 8 dec 10:00-12:00**
  - Lecture 18: **Agile Development 2 for Open House**

- **Fri 4 dec 15:00-19:00**
  - VIC AGI15 Open House
Padawan 101
Padawan 101

• Done
  – Models
    • Light saber
    • Sphere
  – Wii signal
  – Volumetric shaders

• Going to do
  – Interaction wall
  – Audience visual
  – FX

• Not doing
  – Blind fold
Shmooning
Shmooning

• Done
  – Explored
    • Leap Motion
  – Wii mote control
  – Interactive (rough) graphics

• Going to do
  – Game play
  – Models for aliens
  – FX
  – Explore
    • Kalman Filtering

• Not doing
  – Leap Motion
  – ?

• Octree Rending
• Moiré Patterns
• Anti-Aliasing
• Bump Mapping
• Register and coordinate hands and eyes
• Scott Saponas’ air guitar hero (?)

2015/08/31
MadSand

- **Done**
  - Wooden Structure prototype
  - Kinect tracking
  - Simple graphics
  - Simple interaction

- **Going to do**
  - *Simple* game mechanics
  - Sand
  - Hidden objects
  - Explore
    - Haptics for hidden objects

- **Not doing**
  - Projection

- **Projecting on non-flat surfaces** (image warping)
  - Phong illumination
  - Bump mapping
  - Octree rendering
  - Anti-aliasing

2015/08/31
Multiplayer AR game

• Done
  – Wireless Client/Server
  – Simple graphics
  – Simple image registration
  – Multi-perspective AR
  – Vuforia
  – Simple physics

• Going to do
  – Audience view

• Game play
  – Registration consistency
  – Filtering and smoothing
  – Explore social dimensions of AR in context (bar, etc).

• Not doing
  – Table top interaction
Teamtris

• Done
  – Tetris
  – Trees

• Going to do
  – Sound
  – Explore
    • Removing trees
    • Make it unlike tetris

• 3D building
• Multiview 3D puzzle
• Limited rotations and translations to view plane

• Not doing
  – Constructive Geometry
Blooper
Blooper

- Done
  - Kinect
  - sockets
- Going to do
  - Explore computing centroid of a blob
- Not doing
  - No multi cam
Thank you!

Questions

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