

Advanced Graphics and Interaction 2015: Lectures 13-14



Mario Romero 2015/11/03



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 17:00
 - 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](#)

Agenda

1. Plan MMI on Thursday
2. Instructions Project 2
3. Form new groups
4. Brainstorm

Multimodal Interaction 2015

- Mixed-Reality Lectures
 - Spectrum from-to
 - Real Virtuality
 - Augmented Reality
 - Virtual Reality
- Wednesday 8:15 – 9:00
 - Talk about (60 seconds each):
 - AGI15
 - Blopper
 - BrARwl
 - Mad Sand
 - Padawan 101
 - Shmooning
 - Teamtris
 - AGI14
 - YA3
 - Thrust Yourself
 - 2 Pacs
 - Pod Racer
 - Space InvadAR
 - AGI13
 - Face Up
 - DangeRoads
 - Solar Sense
 - Dispersion
 - AGI12
 - Virtual Sculpting Milo
 - Base Jumper
 - MMI14
 - Sound Asteroids
 - IVIS13
 - Music Cube
 - MS
 - Flying Colors
- Wednesday 9:15 – 9:30
 - Uniview in 2D
- Wednesday 9:30 – 10:00 - Demos
 - Milo
 - Oculus Roller Coaster
 - Dispersion
 - 2 Pacs
 - Thrust Yourself
- Thursday 8:15 – 10:00
 - Demos AGI15
 - YA3 replaces BrARwl on 4K at 9:15

Volunteers – setup Wed 15-17

- Blopper
 - Erik Johan - setup wed, present thu
- BrARwl
 - Johan, Daniel, Anton
- Mad Sand
 - Viktor, Mikael, Lennart, Huiting
- Padawan 101
 - Stefan
- Shmoonig
 - Maxime, Max
- Teamtris
 - Victor

Project 2

1. Use existing interaction skills
 - Kinect
 - Phones
 - Wii motes
 - Leap Motion
 - Oculus
 - Cardboard
2. Focus on graphics
3. Focus on VIC rendering tech
 - Large graphics cards
 - 4K stereo
 - Pixel sense
 - Surface
 - Projectors
 - Oculus
 - Cardboard
 - Tablets
 - Phones
 - TVs
4. Target quality-of-life through technology
 - Body motion
 - Perception
 - Sight
 - Partial sight
 - Blindness
 - Situated blindness
 - Hearing
 - Touching
 - Mobility
 - Dexterity
 - Aging
 - Active bodies
 - Active minds

Remember?

- Working core with simple graphics
- Freedom to fail on individual elements
- Show work
 - Research
 - Paper reading and understanding
 - Development
 - Integration
- Write a short individual report – December 11
 - At most
 - 1000 words
 - 3 references
 - 3 figures
 - 1 video-figure
- If working, working code
- Group deliverables hold: web, video, text

Form new groups

- Exactly 3 people per group
- All new groups
- Mingle and talk about what you would like to build

Brainstorming

- Seed:

- From  DEPARTMENT OF GAME DESIGN
CAMPUS GOTLAND

- Ballistic Balloon Battle

- [Facebook](#)



Groups for Project 2

0	1	2	3	4	5	6	7	8	9
<ul style="list-style-type: none"> ✓ Anton E ✓ Victor ✓ Max 	Erik Dahlström Johan Kittis	<ul style="list-style-type: none"> ✓ Robin ✓ Vincent ✓ Adrian 	<ul style="list-style-type: none"> ✓ Prasanth ✓ Maxime ✓ Robert 	<ul style="list-style-type: none"> ✓ Niclas E ✓ Rasmus A ✓ Douglas S 	<ul style="list-style-type: none"> ✓ Emilie ✓ Viktor A ✓ Viktor L 	<ul style="list-style-type: none"> ✓ Simon ✓ Erik ✓ Märten 	<ul style="list-style-type: none"> ✓ Johan Hansson ✓ Daniel Lindström ✓ Anton Edholt Erik Dahlström 	<ul style="list-style-type: none"> ✓ Johan Hansson ✓ Stefan Sjö ✓ Omid Almaschi 	<ul style="list-style-type: none"> ✓ Mikael ✓ Lennart ✓ Håring
<ul style="list-style-type: none"> VR cooking - reward for healthy - main: wheelchair - sense tuning - force sitting down - experience w/ cooking 	X	<ul style="list-style-type: none"> temple runner - bike spinning - switching lanes - go fast 	<ul style="list-style-type: none"> printing on 4K screen multiplayer "Dance" 	<ul style="list-style-type: none"> pixelsense - no iden 	<ul style="list-style-type: none"> Digital paintball - throwing balls - pick up + throw - Kinect - crazy stuff 	<ul style="list-style-type: none"> - underwater graphics - relaxing in aquarion - oculus 	<ul style="list-style-type: none"> - accelerometer - phone on head - microphone? 	<ul style="list-style-type: none"> wheelchair balance - phone sense 	<ul style="list-style-type: none"> Meditative feeling - relaxing - going to bed - audio

Proposals next Tuesday at 10:15



Thank you!

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