

Advanced Graphics and Interaction 2015: Lecture 16

Hello World Demos for Project 2

Colorsplat

Emilie
Viktor
Viktor

Other Room

Lennart
Mikael
Huiting

**Wheelchair
Canon**

Johan
Omid
Johan
Stefan

**Hellthy
Kitchen**

Victor
Anton
Max

**Bloodcells
with Friends**

Douglas
Niklas
Rasmus

**Submarine
in a Fishtank**

Erik
Simon
Mårten

Spinnulator

Adrian
Robin
Vincent

SprayIt

Prasanth
Maxime
Robert

Aerial

Anton
Erik
Johan
Daniel



Mario Romero 2015/11/17



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](#)

Demo Feedback

<p>COLOR SPLAT</p> <p>VISION ON 4K</p> <p>SOLVE (x, y)</p> <p>FIX POSITION OF PLAYER</p> <p>PARABOLIC SHOT</p> <p>SPLATTER PASTE</p> <p>DRIP + MIX</p> <p>SPATER SIM</p> <p>WATER BALLOON STEREO SCOPIC</p>	<p>OTHER ROOM</p> <p>SOUND ✓</p> <p>NPR ✓</p> <p>ARTISTIC AESTHETIC</p> <p>PARTICLE SYS + WATER COLORS</p> <p>FIRE ✓</p> <p>WATER ✓</p> <p>AIR ✓</p> <p>EARTH ✓</p>	<p>WHEELCHAIR CANNON</p> <p>ANGLE ✓</p> <p>CONSTANT FORWARD SHOOTING LEFT & RIGHT</p> <p>PITCH ↓</p> <p>LEVEL UP</p> <p>TRON PROCEDURAL GENERATION</p> <p>STEREO</p> <p>SHOOT W/ SOUND?</p>	<p>HELLY KITCHEN</p> <p>MODELS ✓</p> <p>VR ✓</p> <p>HANDS?</p> <p>WATER</p> <p>OIL</p> <p>WII MOTES?</p> <p>KINECT</p> <p>BUMP MAPPING</p>	<p>BLOOD CELLS WITH FRIENDS</p> <p>PIXELSENSE ✓</p> <p>FIDUCIALS ✓</p> <p>BLOOD</p> <p>MESH CUTTING</p> <p>? 3D PRINT</p>	<p>SUBMARINE IN A FISH TANK</p> <p>UNREAL</p> <p>CAUSTICS CAMERA</p> <p>FISH SCHOOLS</p> <p>BIRDS (ANIMATION)</p> <p>ANIMATION</p> <p>MURMORATION</p> <p>DAVID SUMPTER</p> <p>JASON EUOT</p> <p>AQUAMOOSE</p>	<p>SPINNULATOR</p> <p>KINECT ✓</p> <p>DYNAMIC RANGE ✓</p> <p>ON/OFF</p> <p>TURNING</p> <p>GRAPHICS:</p> <p>FOREST LIGHTING</p> <p>BUMP MAPPING</p> <p>DISPERSION</p> <p>SEASON CHANGES</p>	<p>SPRAY IT</p> <p>WHEEL MENU COLOR</p> <p>DISTANCE</p> <p>PAINT ON CANVAS</p> <p>GRASS: WIND SPRAY SIM.</p> <p>WATER NIGHT/DAY REFLECTIONS</p> <p>MOUSE VS. POINTER</p> <p>FILTER</p>	<p>AERIAL</p> <p>PHONE ✓</p> <p>GYRO + ACC. ✓</p> <p>PROCEDURAL RENDERING</p> <p>BASE JUMPER</p> <p>PARTICLES SAND</p> <p>OCT TREE RENDERING</p> <p>FOG/</p> <p>ATMOSPHERE</p> <p>ANDREAS TADANI</p> <p>DICE GULU</p>
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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



Thank you!

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