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**
  - 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](#)

- **Tue 22 sep 10:00-12:00**
  - Lecture 8: [Preparing ForskarFredag 2015 ForskarFredag](#)

- **Fri 25 sep 8:00-16:00**
  - Lecture 9: [Reflecting on ForskarFredag](#)

- **Mon 28 sep 15:00-17:00**
  - Lecture 10: [Agile Development 1 towards Comic Con - Gamex 2015 Comic Con Gamex](#)

- **Mon 5 oct 15:00-17:00**
  - Lecture 11: [Agile Development 2 towards Comic Con - Gamex 2015 Comic Con Gamex](#)

- **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**
  - Lecture 12: [Reflecting on Comic Con Gamex](#)

- **Tue 24 nov 10:00-12:00**

- **Tue 1 dec 10:00-12:00**

- **Fri 4 dec 15:00-19:00**

  - 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**
<table>
<thead>
<tr>
<th>Color Splash</th>
<th>Other Room</th>
<th>Wheelchair Cannon</th>
<th>Healthy Kitchen</th>
<th>Blood Cells with Friends</th>
<th>Submarine in a Fish Tank</th>
<th>Spinnulator</th>
<th>Spray It</th>
<th>Aerial</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vision on 4K</td>
<td>Sound</td>
<td>Angle</td>
<td>Models</td>
<td>Pixelsense Fiducials</td>
<td>Blood</td>
<td>Submarine in a Fish Tank</td>
<td>Kinect Dynamic Range On/Off</td>
<td>Wheel Menu Color</td>
</tr>
<tr>
<td>Solve (x, y)</td>
<td>NPR</td>
<td>Constant for Wand Shooting Left &amp; Right</td>
<td>VR/Hands?</td>
<td>Water</td>
<td>Mesh Cutting</td>
<td>UNREAL</td>
<td>CAUSTICS</td>
<td>Camera</td>
</tr>
<tr>
<td>Fix Position of Player</td>
<td>Artistic Aesthetic</td>
<td>Particle Sys + Water Colors</td>
<td>Pitch? Level Up</td>
<td>Oil</td>
<td>3D Print</td>
<td>BOIDS</td>
<td>Boids</td>
<td>Lamination</td>
</tr>
<tr>
<td>Drip+Mix</td>
<td>Tron</td>
<td>Procedure Generation</td>
<td>Kinect Bump Mapping</td>
<td>MURMURATION</td>
<td>MURMURATION</td>
<td>BOIDS</td>
<td>Boids</td>
<td>Lamination</td>
</tr>
<tr>
<td>Splatter Sim</td>
<td>Water</td>
<td>Triangle</td>
<td>BOIDS</td>
<td>David Sumpter</td>
<td>Graphics: Forest Lighting</td>
<td>Bump Mapping</td>
<td>Dispersion</td>
<td>Season Changes</td>
</tr>
<tr>
<td>Water Balloon Stereoscopic</td>
<td>Fire &amp; Water Co</td>
<td>Air</td>
<td>Earth</td>
<td>Jason Elliot Aquanose</td>
<td>BOIDS</td>
<td>Boids</td>
<td>Boids</td>
<td>Water Night/Day Reflections</td>
</tr>
</tbody>
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2015/11/17 AGI15 - L15
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!

marior@kth.se