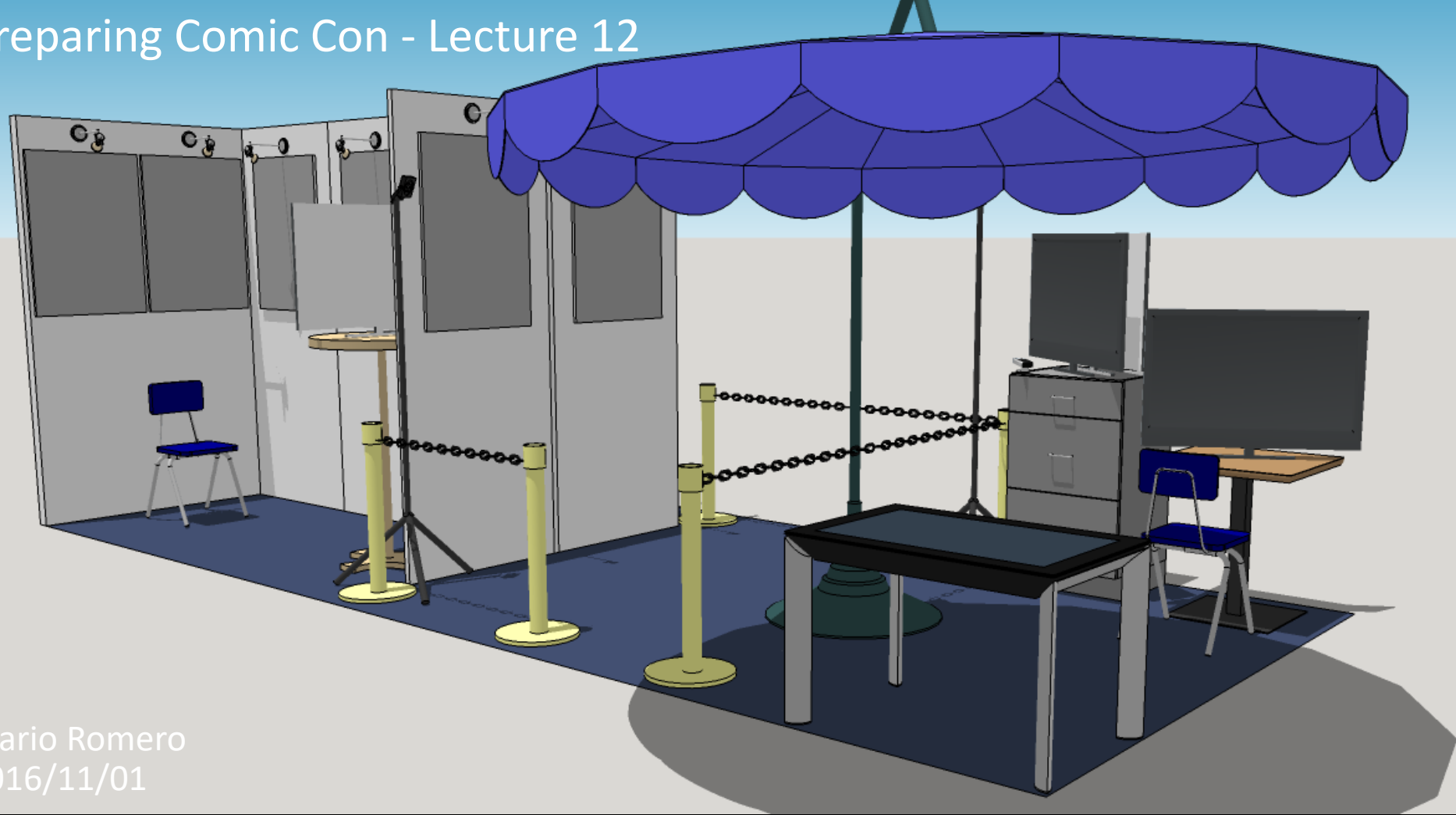


Preparing Comic Con - Lecture 12



Mario Romero
2016/11/01

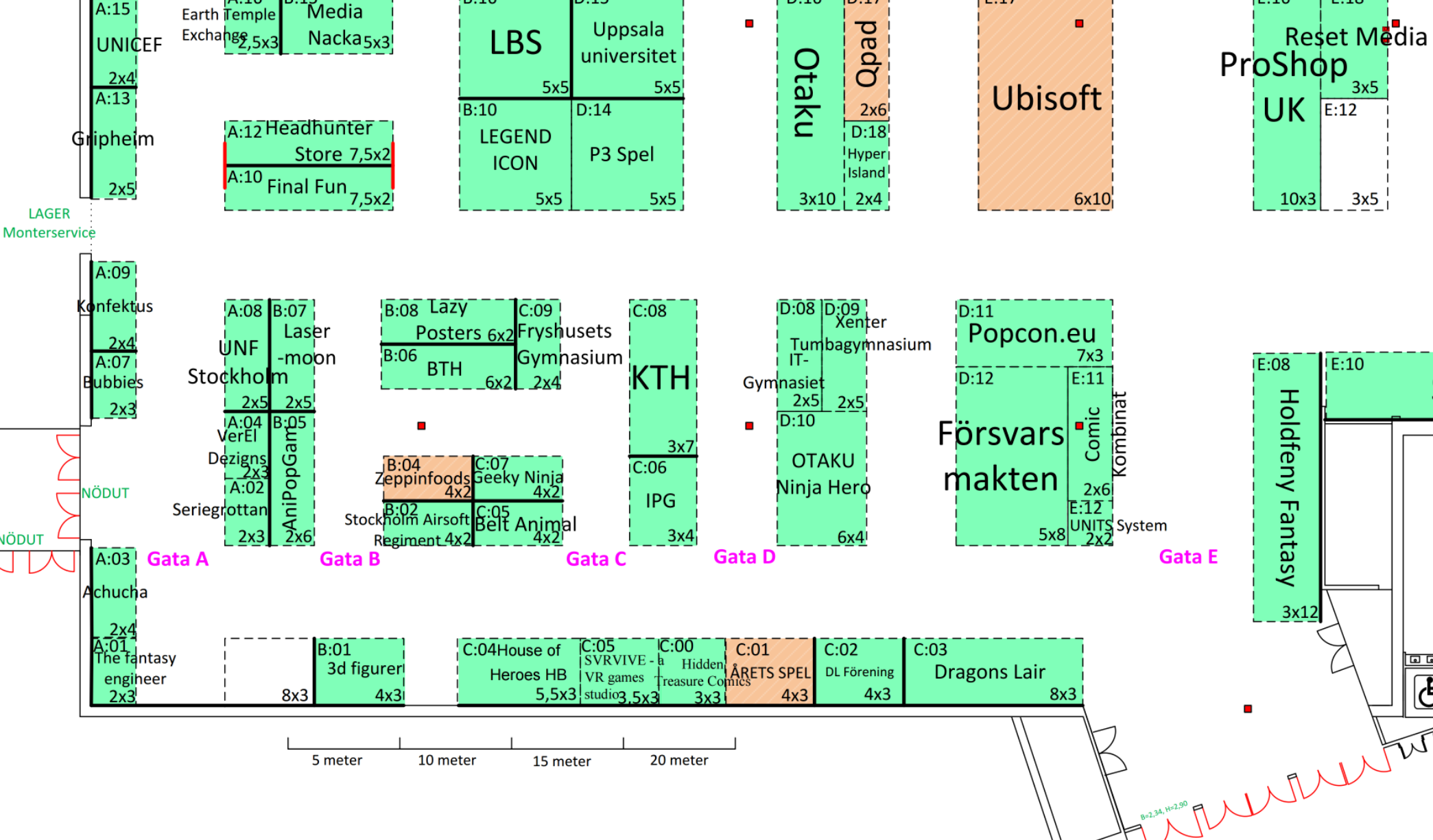
AGI16 Calendar: [link](#)

- Tue 30 aug 13:00-15:00
- Fri 2 sep 8:00 – 12:00
- Tue 6 sep 13:00 – 15:00
- Fri 9 sep 8:00 – 10:00
- Tue 13 sep 13:00 – 15:00
- Fri 16 sep 10:00-12:00
- Tue 20 sep 13:00 – 15:00
- Tue 27 sep 13:00 – 17:00
- Fri 30 sep 8:00 – 16:00
- Tue 4 oct 13:00 – 15:00
- Tue 11 oct 13:00 – 15:00
- **Tue 1 nov 13:00 – 15:00**
- **Fri 4 nov 9:00 – Sun 6 Nov 16:00**
- Tue 15 nov 13:00 – 15:00
- Fri 18 nov 8:00-12:00
- Tue 22 nov 13:00-15:00
- Tue 29 nov 13:00-15:00
- Tue 6 dec 13:00-15:00
- Tue 13 dec 13:00-15:00
- **Fri 16 dec 15:00-19:00**

- Lecture 1: Introduction
- Lecture 2-3: Forming Groups and Brainstorming
- Lecture 4: Groups formed, inspiration, and brainstorming
- Lecture 5: Proposals
- Lecture 6: Proposal Feedback
- Lecture 7: Hello World Demos
- Lecture 8: Preparing ForskarFredag 2016
- Lecture 9: Demo and preparation towards ForskarFredag
ForskarFredag (we set up on Thursday evening)
- Lecture 10: Reflecting on ForskarFredag
- Lecture 11: Preparing for Comic Con
- Lecture 12: **Preparing for Comic Con**
Comic Con (we set up on Thursday evening)
- Lecture 13: Forming groups for project 2
- Lecture 14-15: Proposals Project 2
- Lecture 16: Hello World Demo Project 2
- Lecture 17: Feedback on Demos
- Lecture 18: Preparing for Open House
- Lecture 19: Demo project 2
- VIC AGI16 Open House

Agenda

1. Space
2. Schedule
3. Posters
4. Kistamässan Invation
5. Assignment 4 group work



B:08 Lazy Posters 6x2	C:09 Fryshuset Gymnasium 2x4
B:06 BTH 6x2	



B:04 Zeppinfoods 4x2	C:07 Geeky Ninja 4x2
B:02 Stockholm Airsoft Regiment 4x2	C:05 Belt Animal 4x2

Gata B

C:08 KTH 3x7
C:06 IPG 3x4

Gata C

D:08 Gymnasiet 2x5	D:09 Xenter Tumbagymnasium 2x5
D:10 OTAKU Ninja Hero 6x4	

Gata D

D:11 Popcon.
D:12 Försvarsmakten 5x8

B:01 3d figurer 4x3

C:04 House of Heroes HB 5,5x3

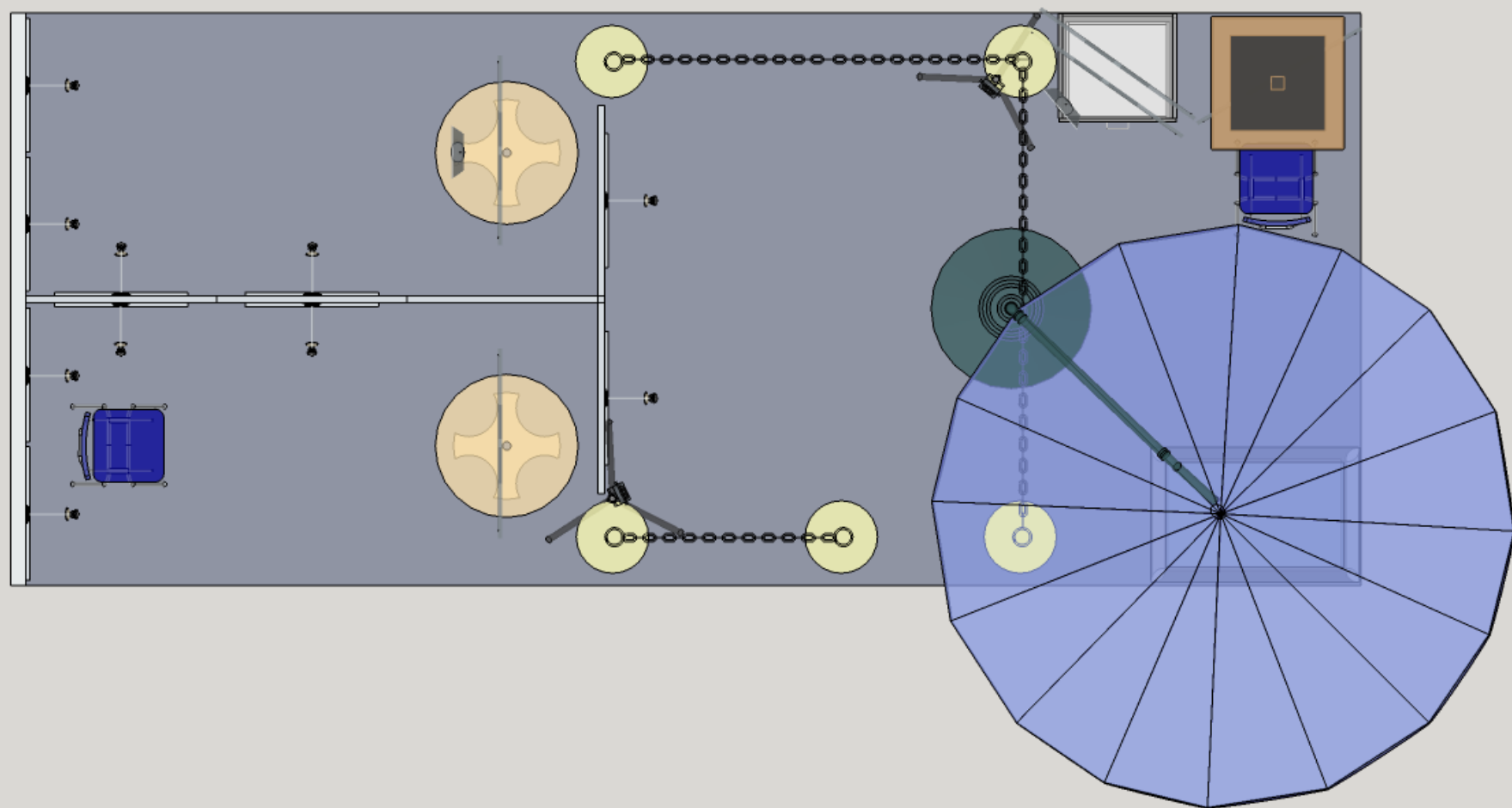
C:05 SVRVIVE - VR games studio 3,5x3

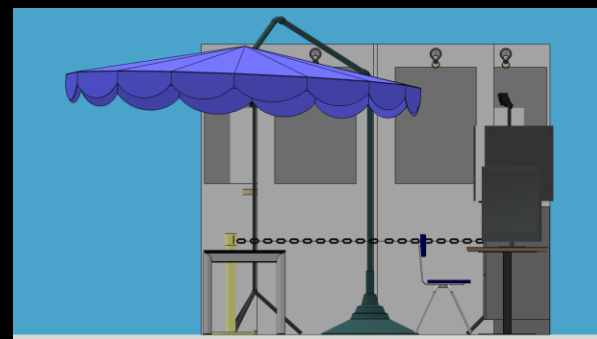
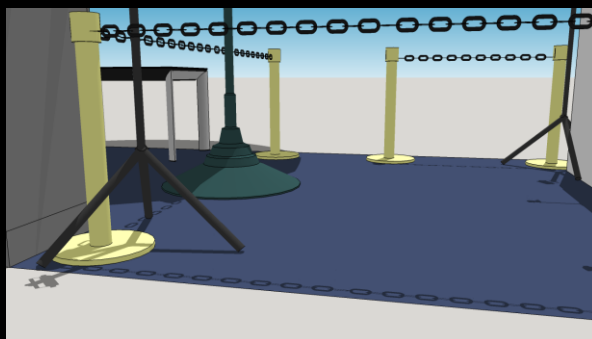
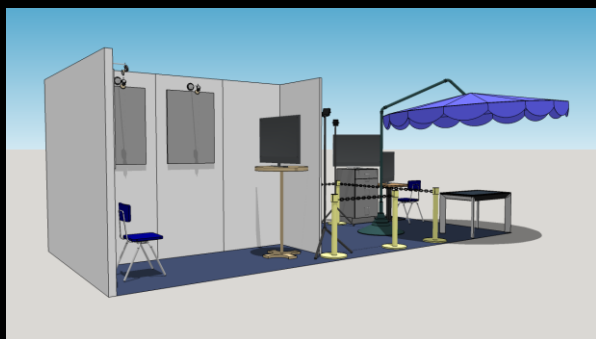
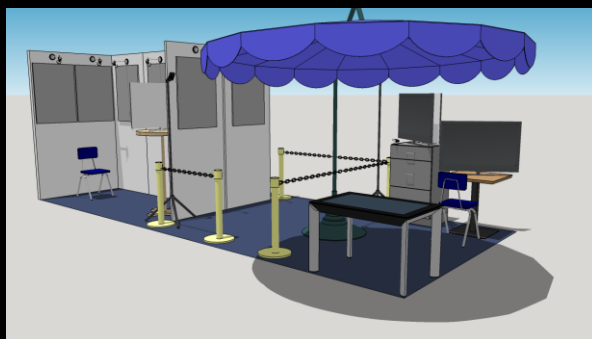
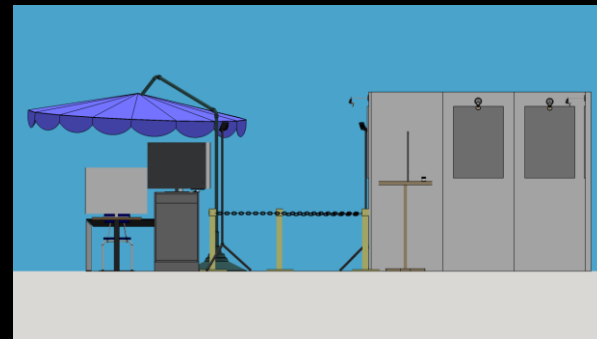
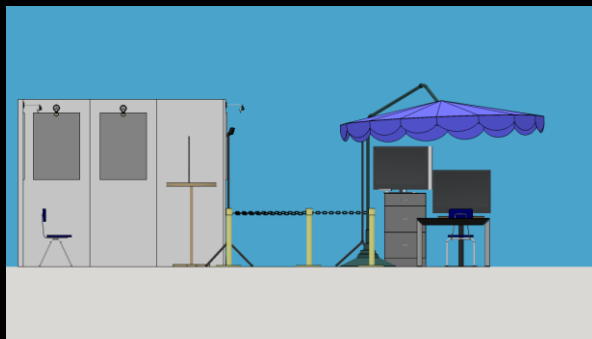
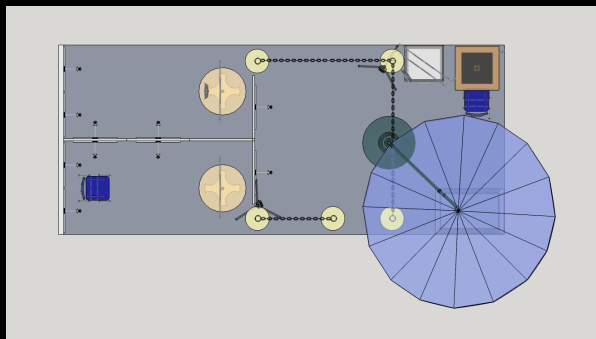
C:00 Hidden Treasure Comics 3x3

C:01 ÅRETS SPEL 4x3

C:02 DL Förening 4x3

C:03 Dragons Lair 8x3





Assignment 4

- Please, read these four papers and be ready to answer a few short questions and to discuss the papers next lecture, on November 1.

1. Morgan McGuire and Andi Fein, Real-time rendering of cartoon smoke and clouds.

Smoke, Cartoon, Non-photorealistic rendering

2. Mine, M., Yoganandan, A., & Coffey, D., Making VR work: building a real-world immersive modeling application in the virtual world

Game controller design, Immersive game experience, Virtual reality

3. Foltin, Martin (2011)., Automated Maze Generation and Human Interaction

Procedural generation, mazes, algorithms

4. Plemmons, Daniel; Holz, David, Creating next-gen 3D interactive apps with motion control and Unity3D.

Motion controller, Game engine, natural interfaces

Questions?

