

Mixed drawing - merging traditional and digital drawing

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ABSTRACT

Author Keywords

mixed reality, projection mapping, drawing, touch input

ACM Classification Keywords

H.5.1 Information interfaces and presentation: Information interfaces and presentation

General Terms

Design, Human Factors

INTRODUCTION

- Motivation
- General approach

PEVIOUS WORK

TECHNICAL SETUP

- SAR - markers, projection (main paper + additional card-boards)
- Touch - Kinect
- Capture - additional Camera
- Processing

DIGITAL TOOLS FOR TRADITIONAL DRAWING

MIXING PHYSICAL AND DIGITAL DRAWING

Embedding digital content in the drawing

- images
- videos
- animated elements (e.g. gif)

Interacting with the drawing

- interactive elements (e.g. grass)
- changing (e.g. brightness from 3D spatial movements)

Creating animated drawings

- animated sequences

USER FEEDBACK AND DISCUSSION

on demande de faire un dessin qui necessite l'utilisation de "Digital tools for traditional drawing" on voit ce qu'ils en disent. On discute.

CONCLUSION

REFERENCES