Mixed drawing - merging traditional and digital drawing

1st Author Name
Affiliation
Address
e-mail address

2nd Author Name
Affiliation
Address
e-mail address

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 cardboards)
- Touch - Kinect
- Capture - additional Camera
- Processing

DIGITAL TOOLS FOR TRADITIONAL DRAWING

Interacting with a projected image
- projection of an image in the canvas (choose the good position to trace the projected image)
- modification of the display (RST mutitouch gesture) + transparency

Compositing the image
- from a picture (scan)
- from a part of the drawing (copy and paste), or from a sketch/other paper
- from a DB, e.g. internet

Guiding the composition
- virtual construction lines
- automatic alignments (e.g. rock and rails)

Filtering the displayed content
- general filters
- local filters

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

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