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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