

DrawTalking:

Building Interactive Worlds by Sketching and Speaking

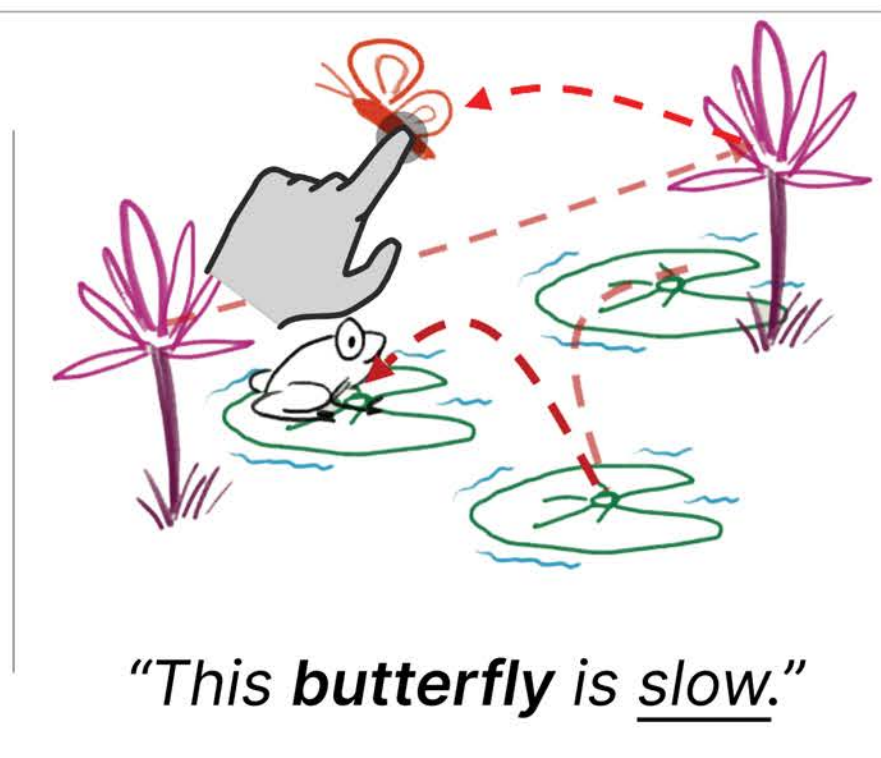
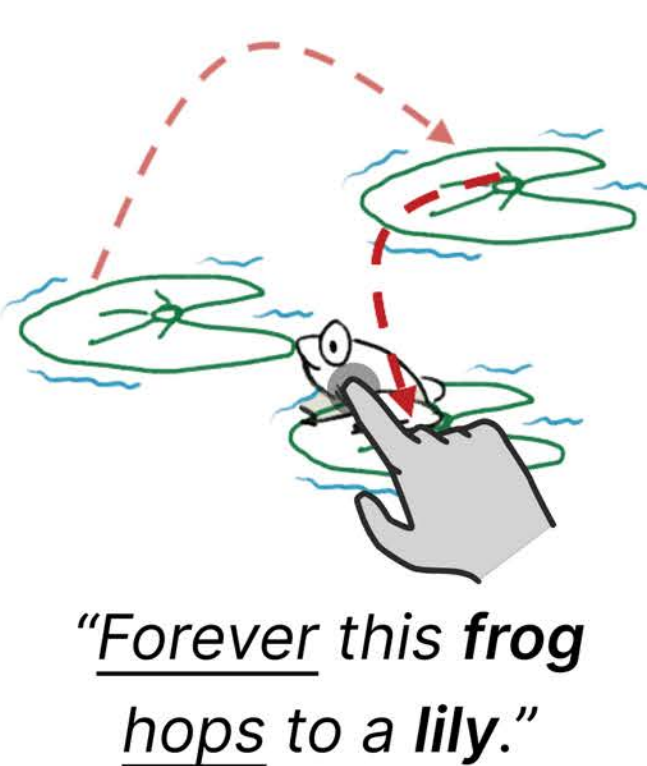
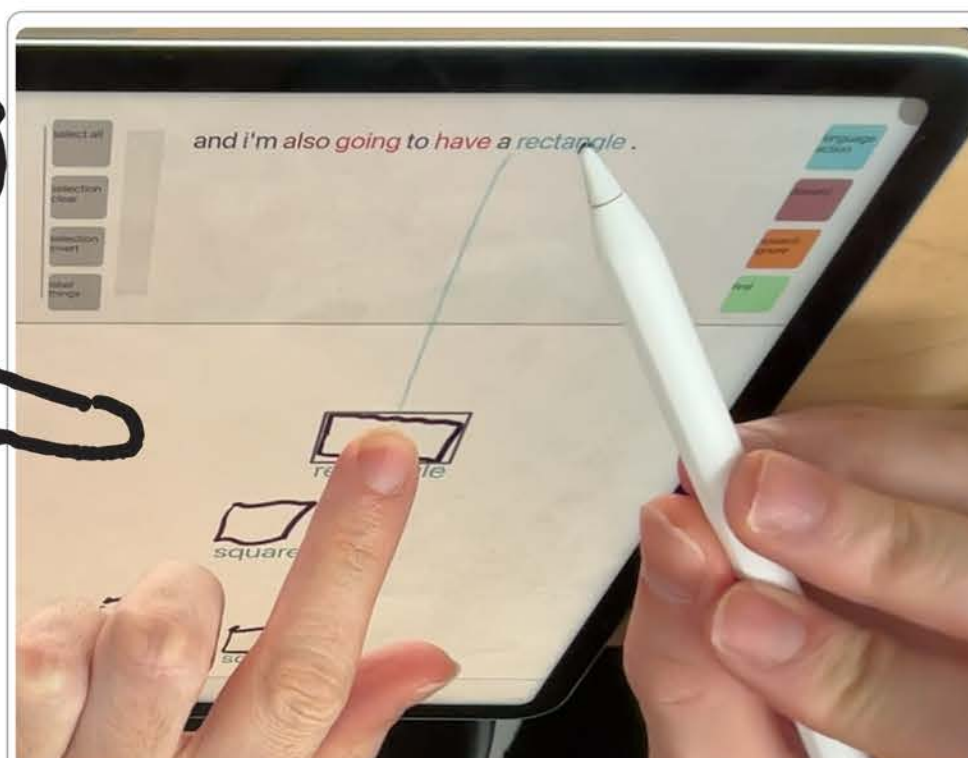
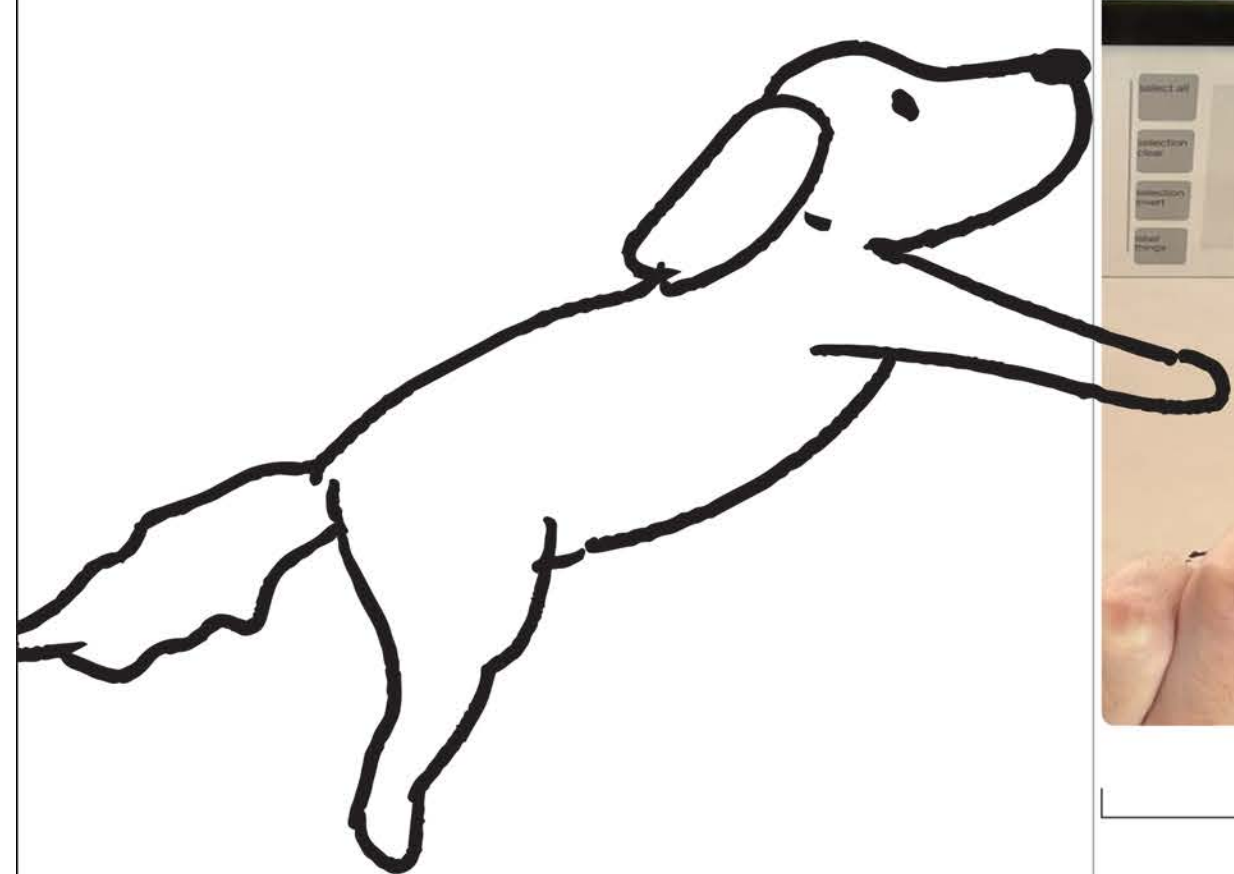
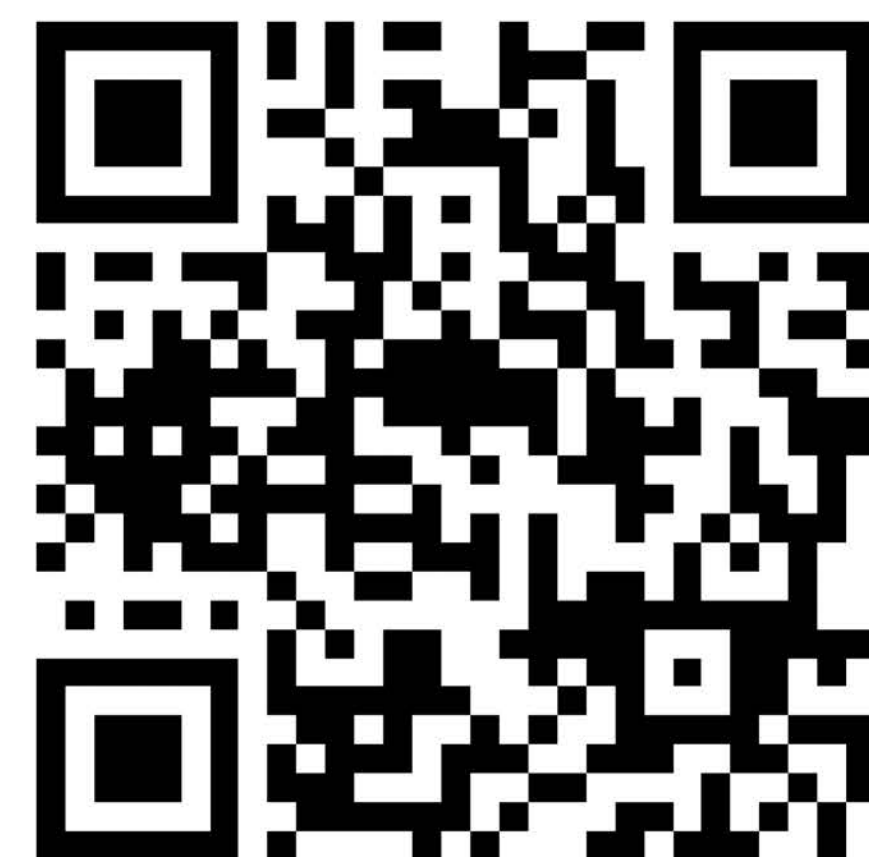
Karl Toby Rosenberg
New York University
ktr254@nyu.edu

Rubaiat Habib Kazi
Adobe Research
rhabib@gmail.com

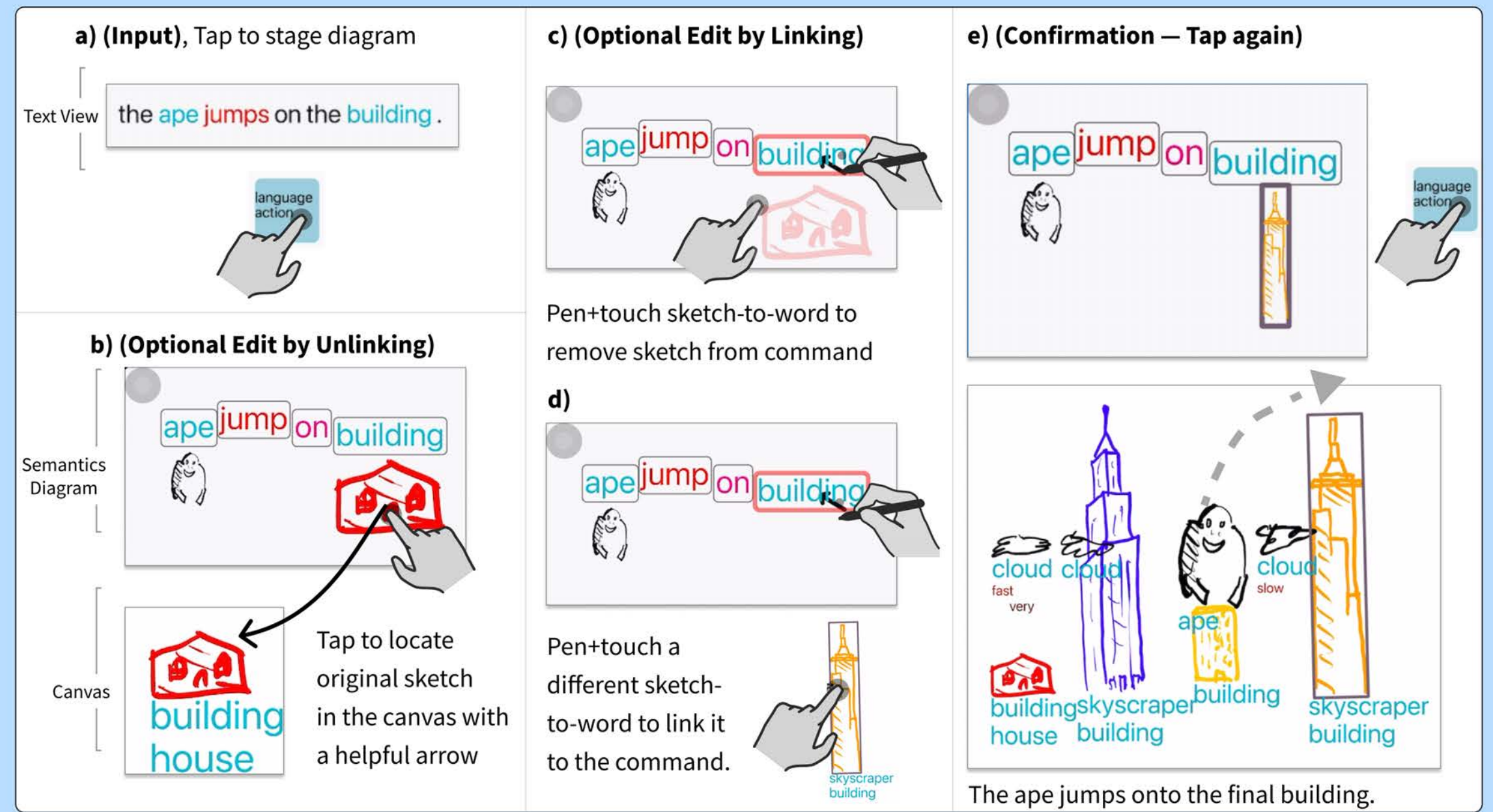
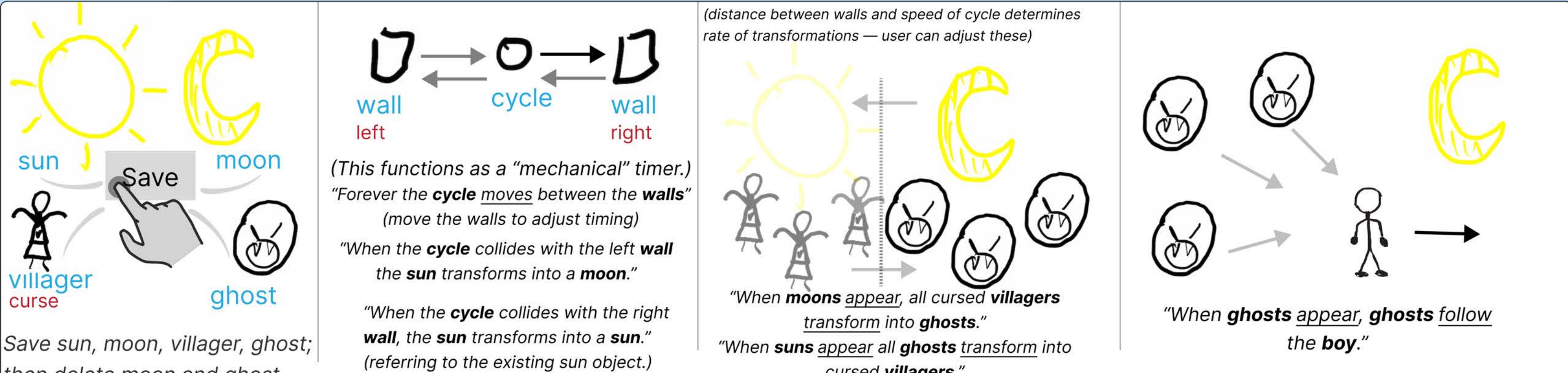
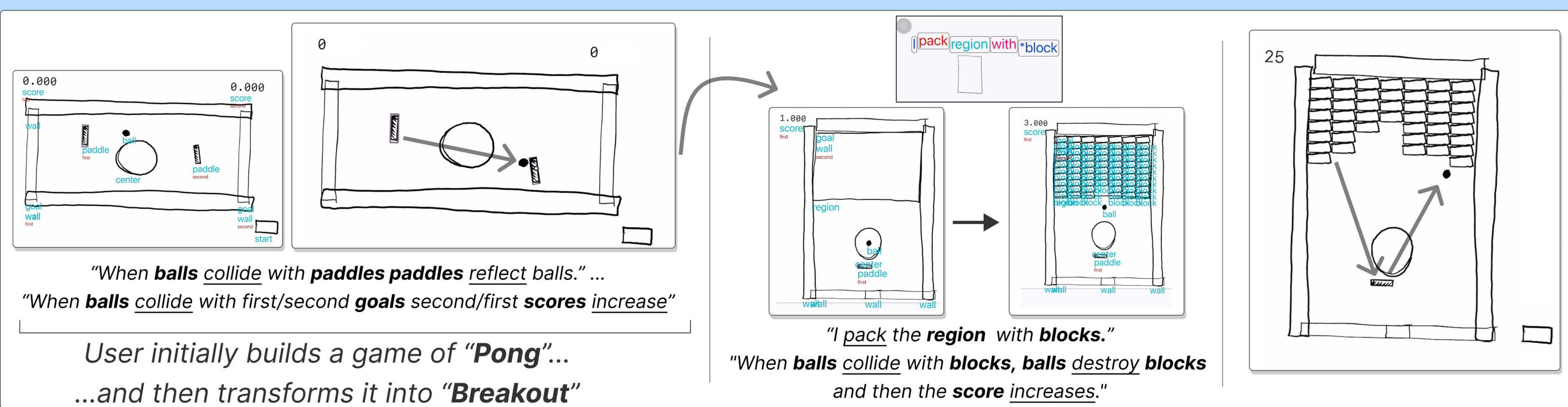
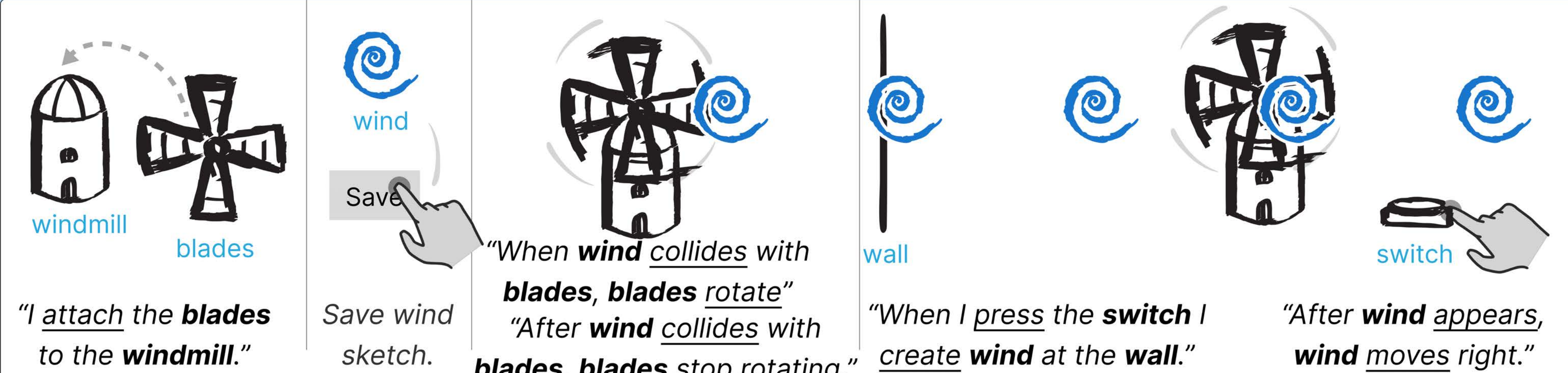
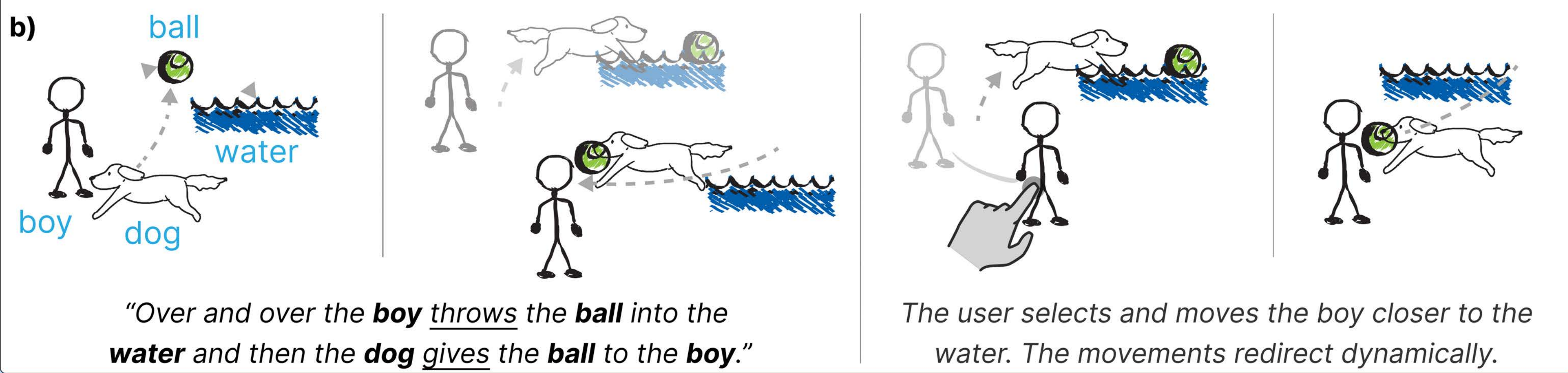
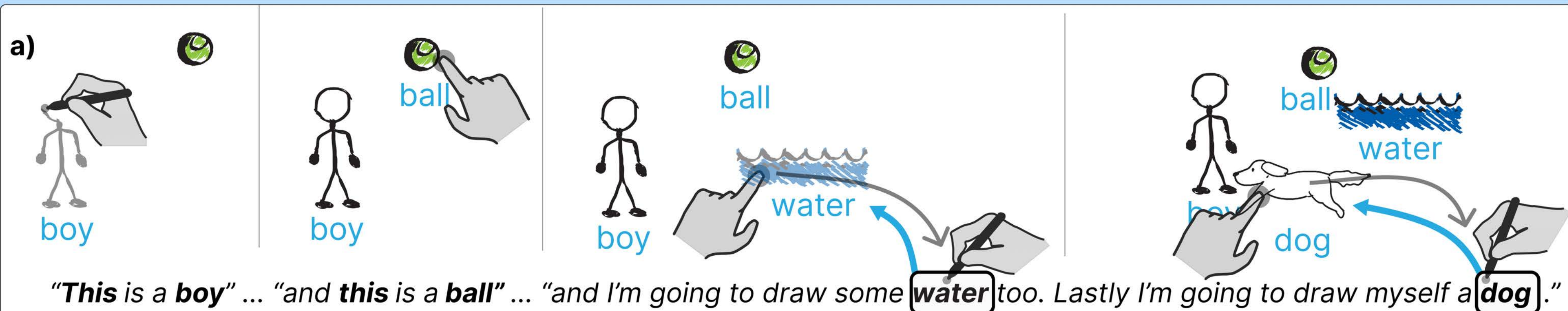
Li-Yi Wei
Adobe Research
liyiwei@acm.org

Haijun Xia
UC San Diego
haijunxia@ucsd.edu

Ken Perlin
New York University
perlin@nyu.edu



DrawTalking is an interactive approach to world-building that **combines freehand-sketching and talking-out-loud**. It enables improvisational creative computation tasks without requiring code, and prioritizes user control and workflow fluidity.



- Core Concepts:**
1. The user should focus on storytelling and communicating with others, not the machine. The machine should extend natural creativity and capability unobtrusively.
 2. Sketching + speaking as in explaining at a whiteboard lets you tell stories, control an interface, & build interactive worlds at the same time, with the same natural input!
 3. Creative control, system transparency

