

Touch & Augmented Reality

Content Outline:

Basic of surface computing

What is Surface Computing?

Earlier prototypes of Surface Computing

Future of Surface Computing

Techniques used in Surface Computing

Different techniques used in Surface Computing

Frustrated Total Internal Reflection (FTIR)

Diffused Illumination (DI)

Front Diffused Illumination

Rear Diffused Illumination

Laser Light Plane (LLP)

Diffused Surface Illumination (DSI)

LED Light Plane (LED-LP)

Tracking your touch

Software used for tracking your touch

How does it track your touch?

Final self made prototype

Making a small touch pad

Working of touch pad

What is Kinect?

How it works

Other Hardware Devices

Images & Pixels

What are Images?

Formations of Images and Pixels

Frame Rates

What is Open NI?

Natural User Interface Software set up

How Does Open NI works

Installation of Open NI

What is processing?

Installation of libraries

Building your first sketch (Program)

Working with Depth Images

Occlusion and depth shadows

Noise at Edges

Distortion due to Reflection

Motion Sensing Applications

Tracking nearest Object

Making a wireless measuring tape

Controlling your Digital World **Students Learn from workshop**

1. They can make their own touch pad.
2. They can convert their laptop screen into Touch screen.
3. Can play music thru paper.
4. Can control laptop/desktop thru gestures.

Instructions:

No image processing and No mat lab.

Any student any branch any year can attend the workshop.

Take Away for each participant

1. A participation certificate
2. A software cd toolkit consisting of various different software(s) for Touch & Augmented Reality
3. Lifetime email support.
4. 10% Discount on Summer & Winter Training Program by Infizeal.