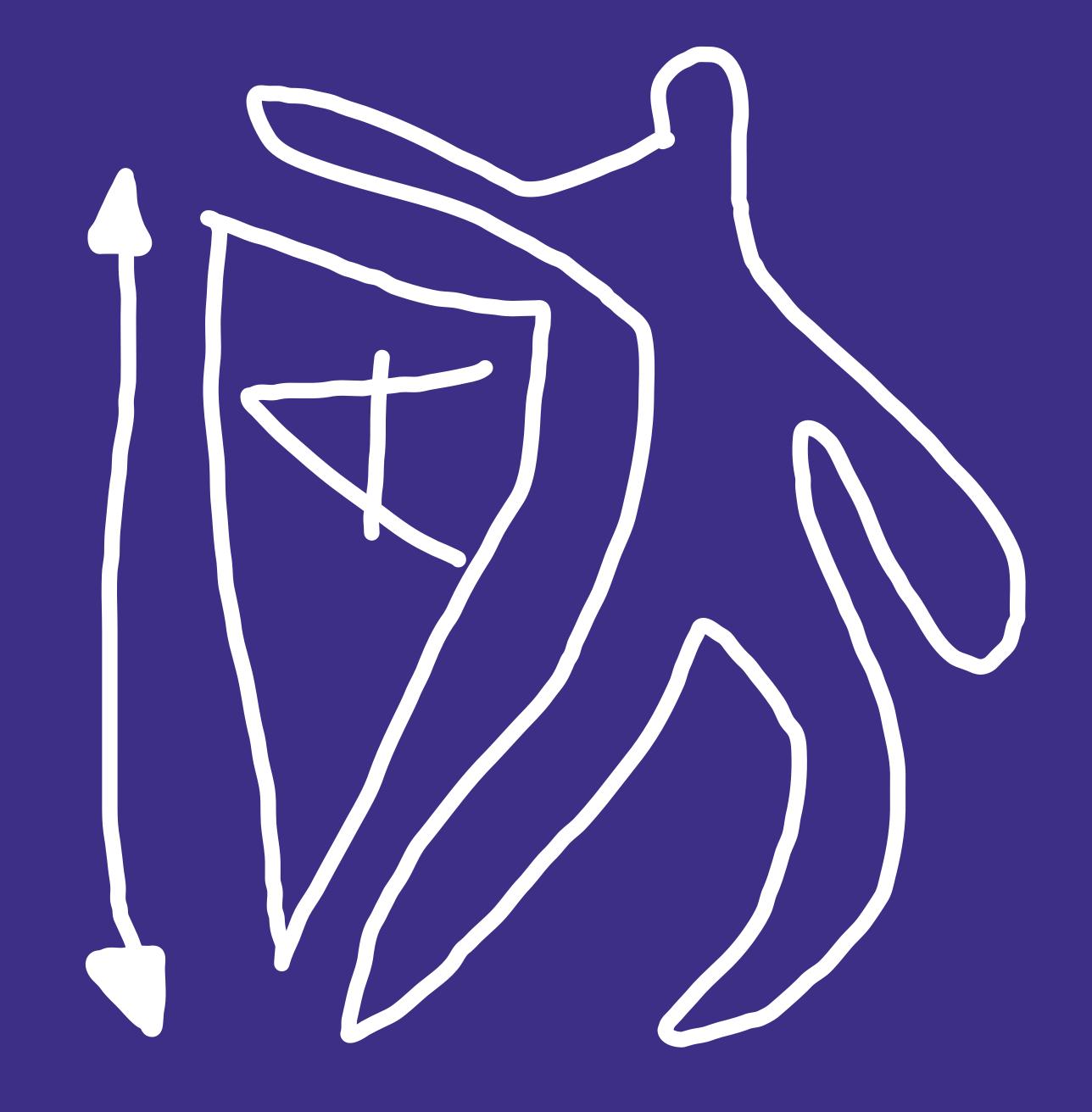
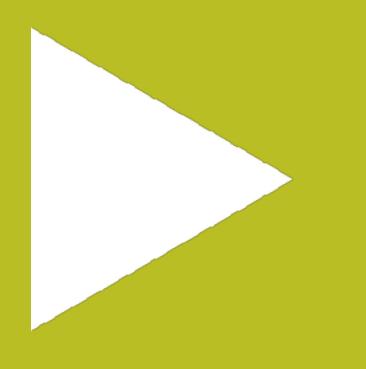
Embodied Interaction



- recap
- full body
- two hands touching
- face & hands
 - break
- face & hands
- (bonus examples)
- your project
 - break
- presentation



recap

what we learned so far

- → p5.js basics
 (ellipse, rect, line, triangle, image, text, color, contour, font)
- → tracking basics (hand tracking points)
- → interaction basics
 (follow a point, scale with distance)
- → questions?

about today

→ for beginners

if you feel the input is getting too much, feel free to start working on the task instead!

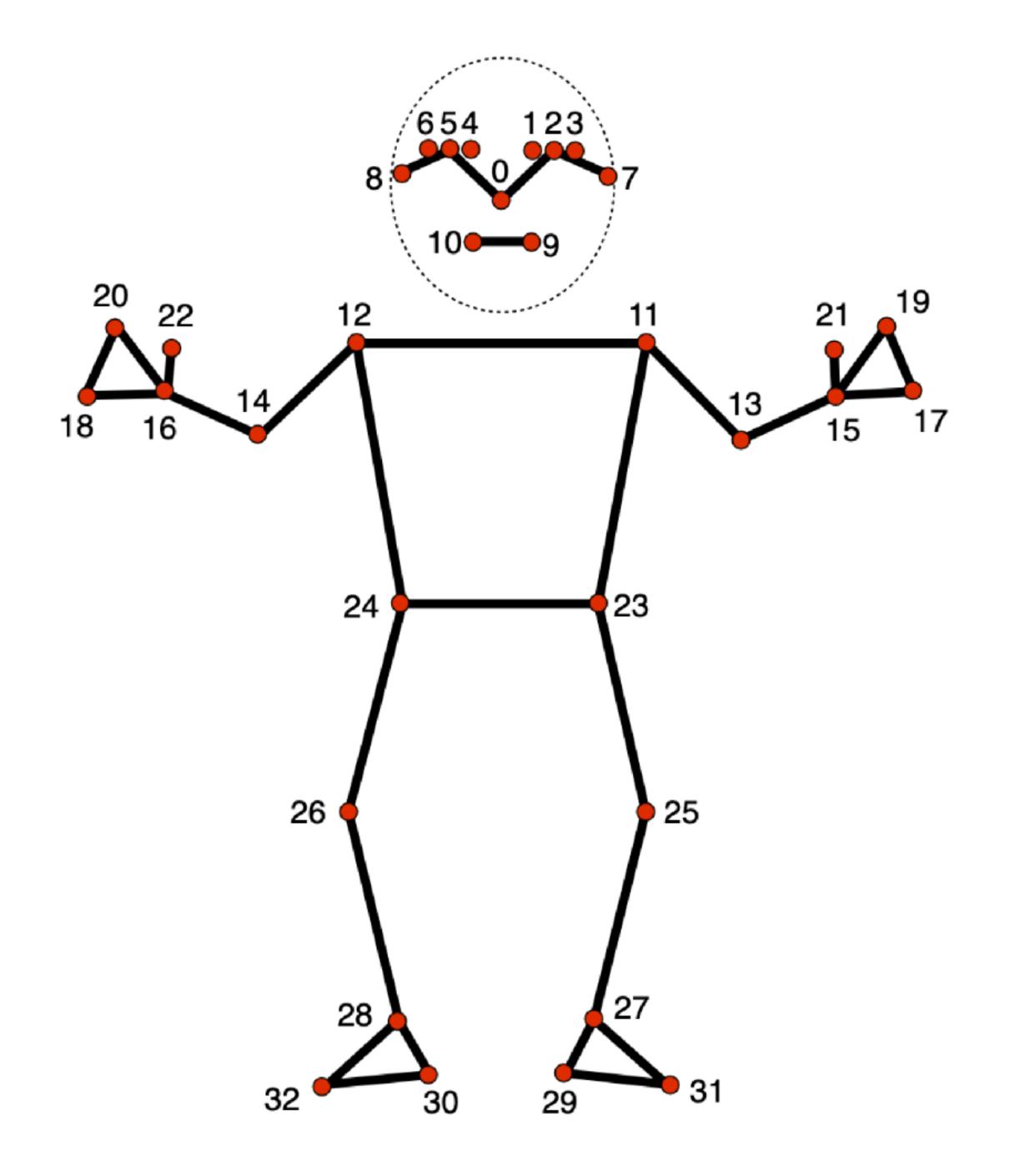
Task (till 13:00 UK)



- → make a paper sketch first
- → write down the logic of your code in words first
- → work in small steps
- → start from existing examples or earlier experiments
- → if you find something unexpected that you like,
 explore this instead
- → document everything

- think of a gesture or motion you like
- which tracking model & tracking points do you need for this?
- connect gesture with basic graphic shapes
- do something short but fun, think of a little story around your interaction





0 = nose

12 = right shoulder

11 = left shoulder

26 = right knee

25 = left knee

32 = right foot

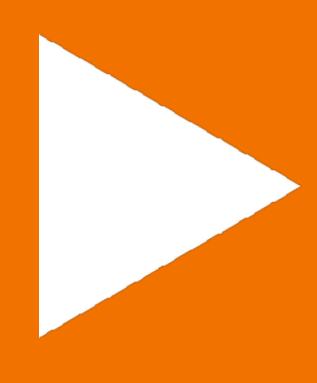
31 = left foot

20 = right hand

19 = left hand



- copy example 08_body
- add tracking points to new body parts
- attach images /
 shapes / letters to
 body parts
- © play



8 two hands touching



- → main idea:
 measure distance
 between two points
- → if distance = lower than 50px (or whatever value), they are touching!
- → if touch, do something!

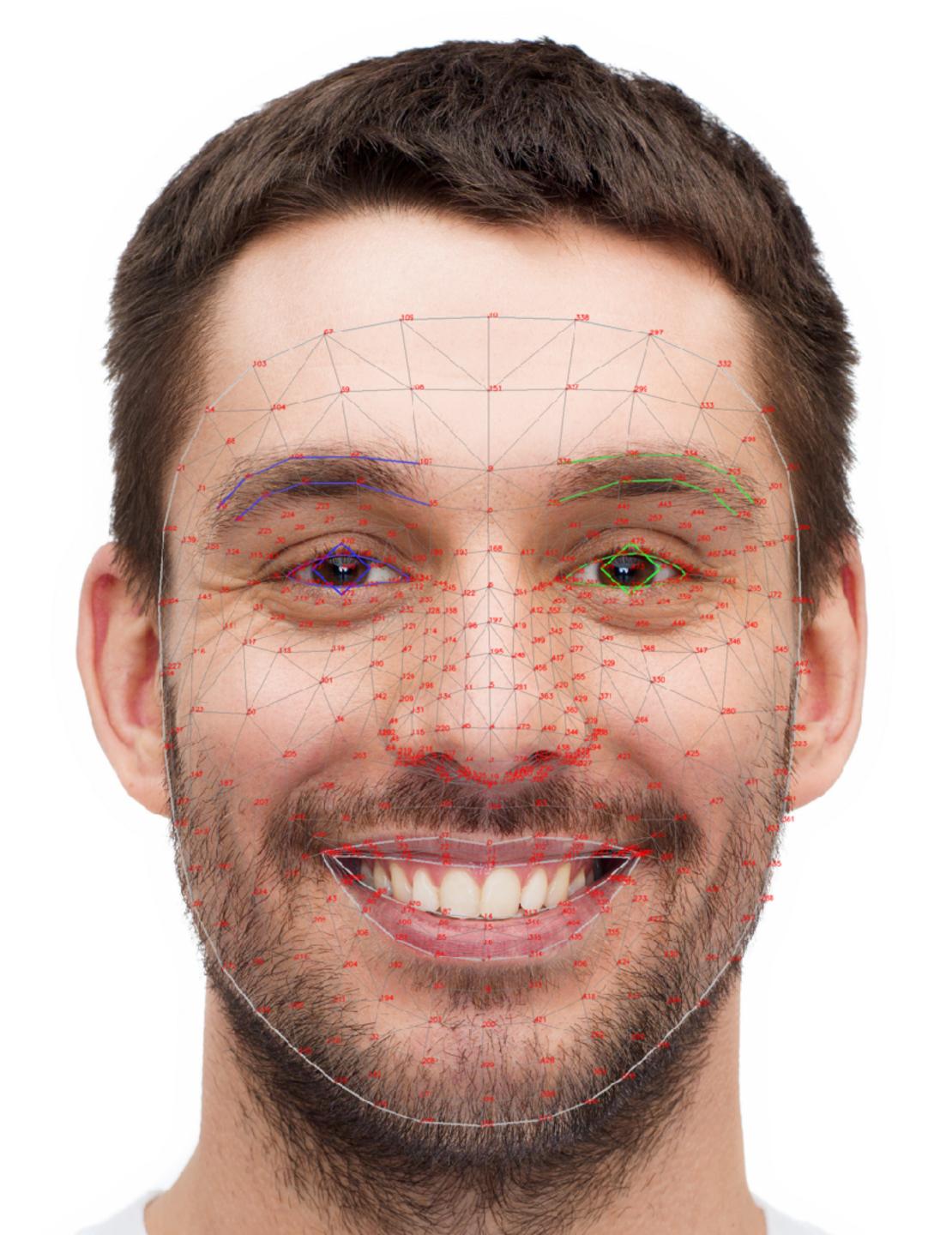
Task (20 mins)

- copy example 09_two_hands
- something happen when other fingers touch?
- <a>play

15mins break







4 = nose tip

13 = upper lip

14 = lower lip

310 = mouth left corner

78 = mouth right corner

473 = left eye

468 = right eye

Task (20 mins)

- copy example
 10_face_and_hands
- build a little interactive face game
- e.g.
 point on your nose =
 elephant nose image

point on your ear = funny text

<a>play

10 — interaction examples

bonus examples

- → 11_rotation
 rotate image with finger
 distance
- → 12_HSB change HSB color with finger distance
- → 13_alphabet go through alphabet with finger distance

Task (till 13:00 UK)



- → make a paper sketch first
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- → start from existing examples or earlier experiments
- → if you find something unexpected that you like,
 explore this instead
- → document everything

- think of a gesture or motion you like
- which tracking model & tracking points do you need for this?
- connect gesture with basic graphic shapes
- do something short but fun, think of a little story around your interaction

15mins break



Thank you:-)



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