Intuitive interaction

The user enters the physical space in front of the screen, showing a visible outline of their body. As the program identifies a person in front of the screen it will indicate to the user different ‘trigger’ points for them to interact with (left foot, right foot, left hand, right hand). These indications will be through visual cues where the person’s body part is and accompanied by a sound i.e an expanding ring appears where the person’s right hand is followed by a light key sound.

When the user moves one of these limbs into the space a sound will indicate its progress into being selected, when the user hits a threshold (say 400mm) it means they have selected with that body part and the associated actions with it are taken. If the user moves that body part further away from the screen and out of the interactive space then they can deselect that body part from being active.

Different gestures

Depending on which body part has been selected will change how the program operates. If the user chooses to select with only their left hand or only their right hand then a rigid sized video mask will follow that hand. If two hands become selected then they are the size and position of the video mask. If the user selects with their right foot then the camera selected changes to one to the right camera in the stage space. If the user selects with their left foot the camera moves to the left camera in the stage space. If the whole body of a user enters the space the content on screen is wiped and a new recording is takes place.

Research

https://vimeo.com/74426488

In terms of the intuitive depth space look at this video of a game I was involved with. We had buttons that you could swipe to select, but it had to be within a certain space. I don’t want buttons but we were able to have a non-selecting space (red colour) and a select space (purple colour), showing the software identifying the two different depth spaces. Both however showed the player’s silhouette.

Think how smart phone games use touch based gestures to let the machine know what the user wants i.e hold down finger to pick up object, hold down two fingers to create a line between the finders…

https://www.youtube.com/watch?v=uq9SEJxZiUg