# Agenda Questions

## Purpose

* In the project prospectus it mentioned there will be a live demonstration or a viewing of video created with the virtual canvas at the Auckland Live event. Is this the primary purpose of the project?

**The primary purpose of this project is to have it installed early next year in Auckland Live, running for a few months without issue. Currently there is no planned event but will most likely be dated to be displayed alongside one of the theatre performances in March-April. This is for quality content purposes for Digital Canvas. The only live demonstration outside of public use would be on the projects premiere night.**

* What will happen with the system after the Auckland Live event? Will it become a software package that can be installed and used on any machine with the right configuration? Or are we working with a single installation that will be used for multiple events?

**The software is to be designed so it can be installed for multiple events (different screens sizes etc.). There needs to be an easy transition between setting up between different events. The hardware (Kinect, iMac, webcam) is fairly standard and should not be expected to change.**

* The project prospectus mentions the system needs to be stable for continuous operation. Does this mean the public will be playing with the digital canvas during the Auckland live event? if so will the system need to be locked down so guests cannot break the software?

**The public will be interacting with the installation over the few months it is on display. It needs to be assured the software will not break.**

* Who owns the project / intellectual property?

**The project is owned by the author Matthew Martin. If the developers use the code given then Matthew Martin is to be stated as one of the co-developers.**

* Is this a non-profit project for Auckland Live? or is payment involved? **[]**

**Non-profit**

* What is your target demographic? All ages?

**All ages have access to the installation during the day and should be expected to be interacting. However keep in mind theatre customers will be the larger part of the demographic.**

## Vision

* What gestures would you like added to the system?

**Currently the software allows the user to interact using two hands for position and size coordinates while using one hand keeps to the position only. As long as it is stable and accurate to use there does not need to be more gestures added. If a gesture that is more intuitive and easier to learn is suggested then it too can be implemented.**

* How do you see the user interface working?

**The user interface is to only use motion sensor controlling with the Kinect allowing users to interact with their limbs or whole body.**

* What extra features are you considering?

**Currently the software only uses one camera. An extra feature could consist of switching between different viewpoints of the theatre. After the initial goals are completed consider a more collaborative interaction between users. If other features are brought forward they too can be considered.**

## Status

* Can you show us the hardware you are using at the moment? Where is it located? Can you demonstrate how it works?

**It can be demonstrated in my studio space in WG1003.**

* Has a specific development methodology been used for this project?

**The only methodology used was loosely based on the BCT year 3 development schedule.**

* What technical issues are you having at the moment?
* **Video player freezes the program when loading or closing a movie**
* **Interaction with one hand can sometimes not be detected**
* **Delay of video mask interaction and rectangle**
* **Occasionally when interacting with one hand the position does not go past a certain point**
* **ofThread(0.8.3) has been updated and causes issues for Camtwist to be detected**
* Do you have a set of user stories or requirements?

**The user is to walk into Auckland Live and gaze upon the Digital Art Live screen. It will visually show the content of past interactions on screen while also inviting the user to interact either through visual cues or other means. Once they walk into the space they will understand that their body has influence on the screen. Through some playful movement the user will begin to pick up ways of engaging and exploring the content on screen where they will become selective and creative with their actions. After trying different performative-style movements the user can step out of the space and reflect on the content they have now shared as it loops through endlessly.**

## Software

* What is the current capabilities of the software in question?
* Is there any bug tracking or code versioning system in place at the moment?

**No**

* Can we install your application at home only for development purposes?

**If you have a computer capable of using the software then yes.**

* Do you have any examples of software which can help us understand and to meet your standards?
* What IDE/API/developing tools you are using?

**openFrameworks (originally 0.8.0) in Xcode, C++. The tracking code is KinectCoreVision** [**https://github.com/patriciogonzalezvivo/KinectCoreVision**](https://github.com/patriciogonzalezvivo/KinectCoreVision)**. For recording it uses Camtwist to trick OF into thinking the desktop is a webcam.**

## Hardware

* Kinect captures hand movement, webcam to record the content with the data gathered from user’s hand
* Is there a budget for additional / better hardware if required? **[]**
* Will the development system be used at the Auckland Live event

**Yes**

## Operations

* What commands can the user currently do using only gestures?
* Who will be recording video with the system for Auckland Live **[]**

**We will be recording using a webcam of the Auckland Live stage.**

* Once video is captured with the system what then happens to it? I assume its saved to the local machine. But then what happens to it? Should the users be able to play it back, download it, delete it, is it being compressed?

**It is saved to the local machine. The software is programmed to override older videos as new ones are made, it may be better to keep videos after a certain amount of interactions.**

* How will privacy be dealt with? Perhaps a person could be recorded that doesn’t want to be, what safeguards should or do exist regarding this?

**The only people to be recorded will be the on stage performers. To prevent any issues we will either have an agreement with the performers or have a prerecorded video of a performance that is continually looped through.**

## Concerns

* Is there any budget for additional software licenses / hardware if required? **[]**

**Please refer to the DAL plan for more information to technical questions.**