

WRITE-UP

SYNOPSIS

We chose the Hemmers shopfront located in the centre of Enschede. Hemmers is a retail store selling electronics such as TVs and stereo devices. For our project, we used the idea of the single standing TV in front of the shop window. We were inspired by the possibilities a TV can bring and therefore, we decided to bring it to life in our program. The program is the continuation or sequel to us buying the TV and setting it up in our living room. Of course, a TV needs a remote control, and the Hemmers shop has plenty of them.



USAGE AND INTERACTIONS

- Opening the remote control by pressing BACKSPACE
- Turning the TV on by pressing ENTER
- Toggling between different channels by using the different buttons on the remote (keyboard numbers)

ARCHITECTURE

Classes	Methods	Description
Main	Setup Draw KeyPressed KeyReleased MouseMoved	Enables the 3D engine, calls the constructors of the classes Defining positions of the buttons, sets the camera position and lighting Executes the pressed key actions, e.g. press button 1 Executes the released key actions, e.g. lower remote control Sends mouse values to RotateRemote method
Buttons	Display ButtonPress ButtonUp	Displays the buttons in their neutral state, and updates rotation Displays the buttons in their pressed state Resets the buttons to their neutral state
Remote	Display RotateRemote RemoteGrab	Displays the remote control, and updates the remote rotation Sets received mouse values to rotational values for the display method Raises or lowers the remote according to the key pressed
TV	Display	Displays the programs on the TV screen

DESCRIPTION

We made a TV screen and remote control in Processing with the 3D engine. The TV can be turned on using the BACKSPACE key to open up the remote control. From there, you can press ENTER to toggle on the TV. Moving the mouse enables the user to move the remote control. With the different keys ranging from 1 to 9, the user can switch channels and a different picture is shown on the TV. The background of our program is a photoshopped image and the 3D engine we used is P3D.

DESIGN

