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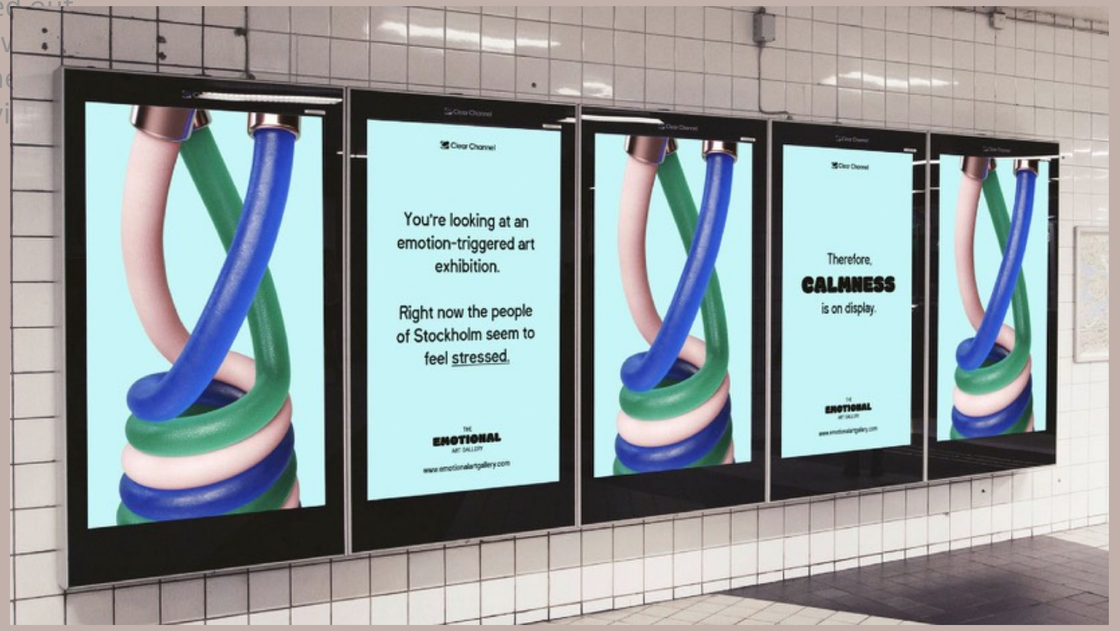


I thought I could take the poster one step further and make it interactive.

The point of this was to involve the audience and add a human element.

Here I'm using a machine learning model which tracks and predicts the position of your body.

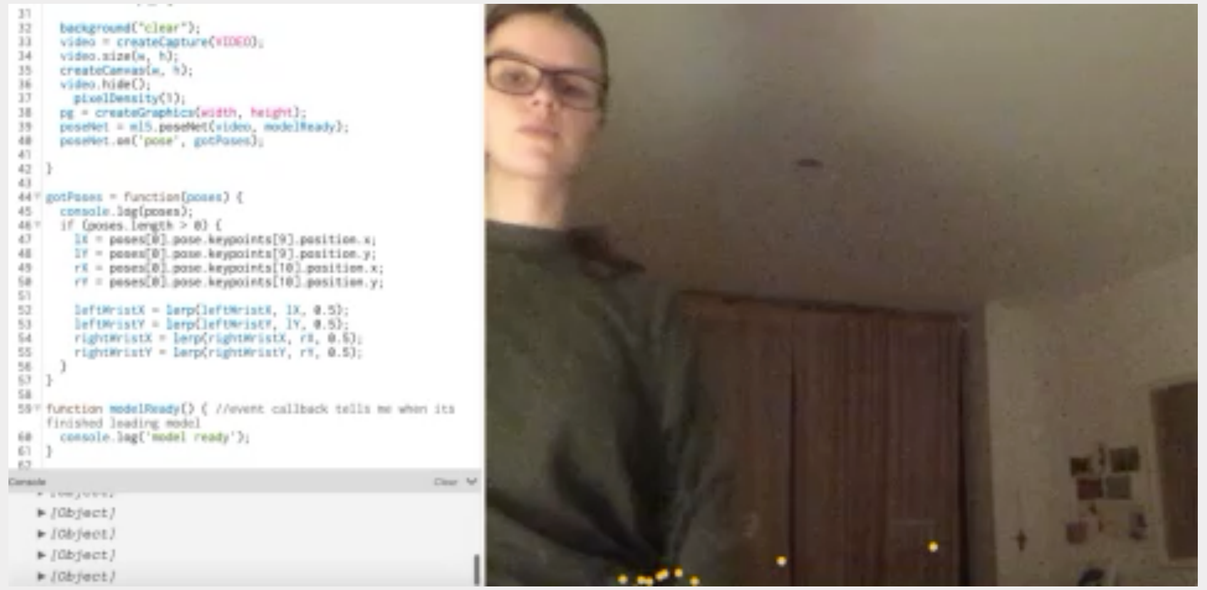
I can imagine this being a part of an interactive billboard - the mirror like effect of the screen means people would be inclined to take photos etc which is a secondary form of sharing the information.

The point of the interaction is to provide autonomy to the viewer to scribble and make notes on the poster as they wish.

But after speaking to Rob he pointed out that giving the viewer control over what text can be scribbled out defeats the point of me doing the 'hard bit' of removing it.

Interaction is something I can bring into my next outcome - I don't have to force it here!

The frustrating part of working with creative computing is the limitations of either my skills or the coding model. Here it was a problem with the model.



My nose is recognised and its really cool to draw with it but for some reason the code is less good at recognising my wrist as the technology doesn't allow for fingertips to be tracked.