

# From a Laptop to a Wall-Sized Display



**Stage de recherche en Interaction Homme Machine**

Julien Altieri X2008  
Lundi 11 Juillet 2011

○ **IHM**

○ **In | Situ**

○ **Contexte**

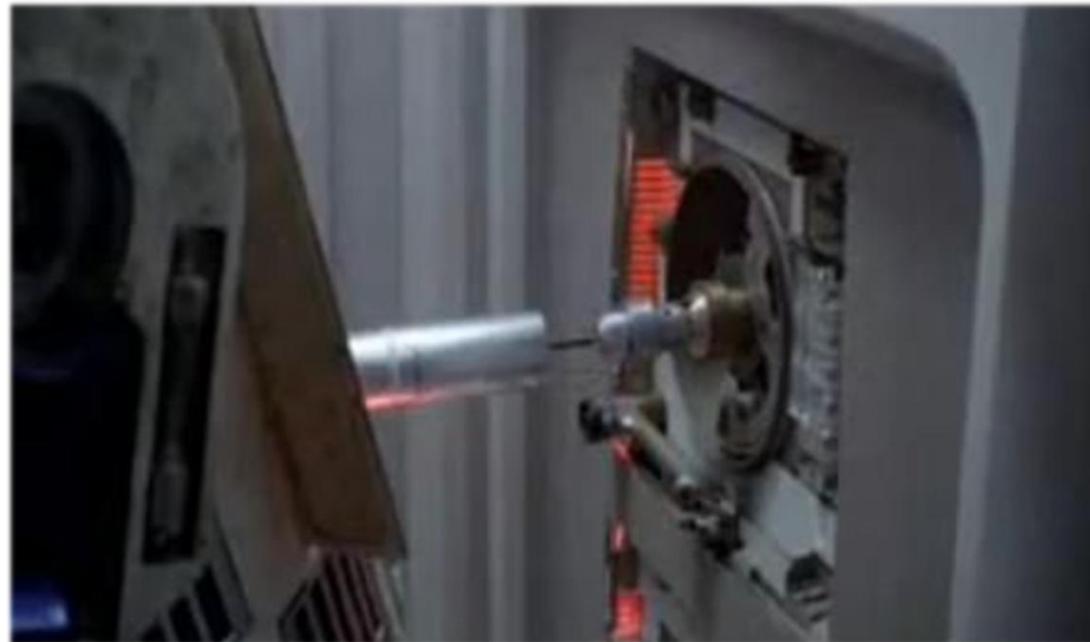
○ **Contribution**

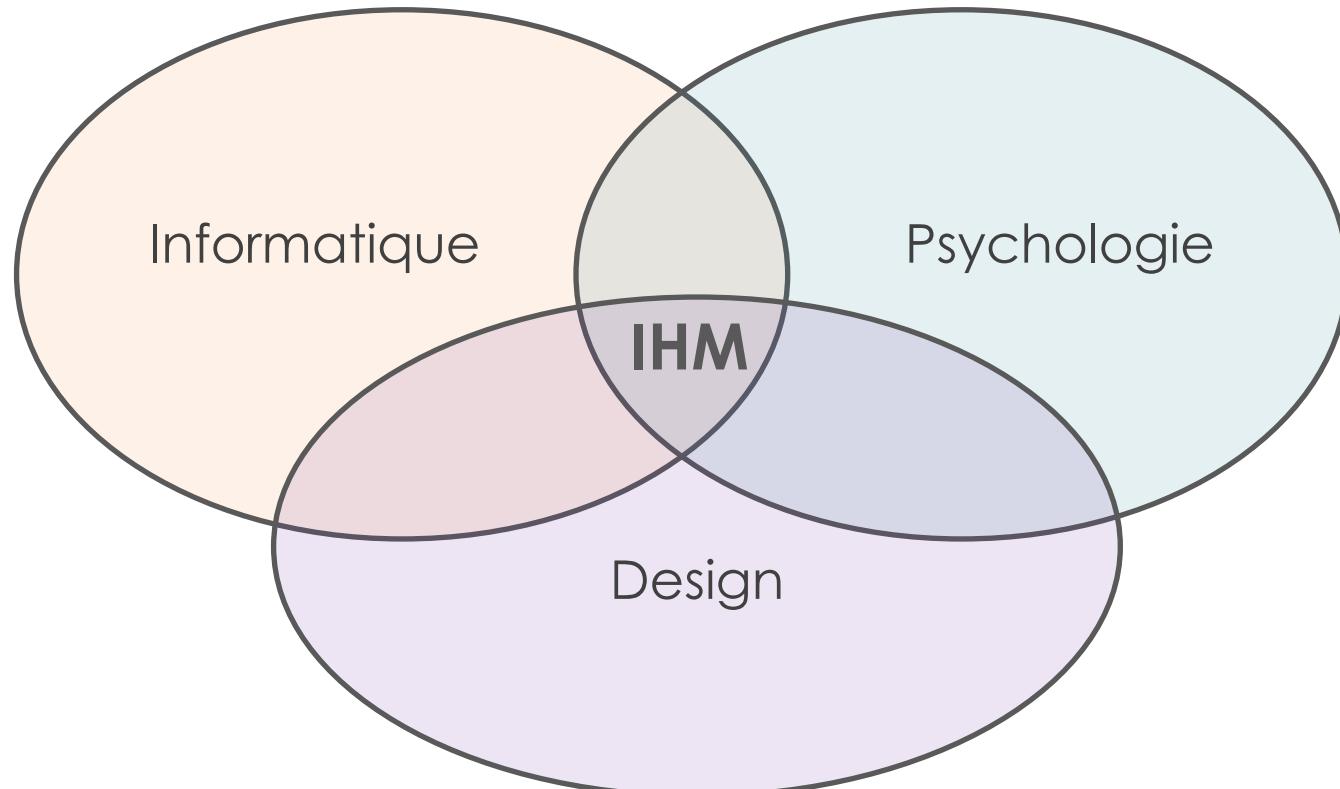
○ **Perspectives**



# From a Laptop to a Wall-Sized Display

○ **IHM**





IHM

- Desktop
- Technologies d'input
- Interaction gestuelle
- Réalité augmentée



IHM

- **In | Situ**



- Spectre de recherche très large
- Centré sur l'utilisateur
- Ordinateur comme outil et non comme assistant



In | Situ

Motivation  
Grands Projets

- Metisse
- Navigation multiéchelle
- Papier Interactif
- WILD

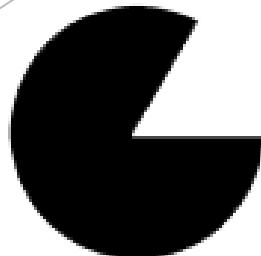


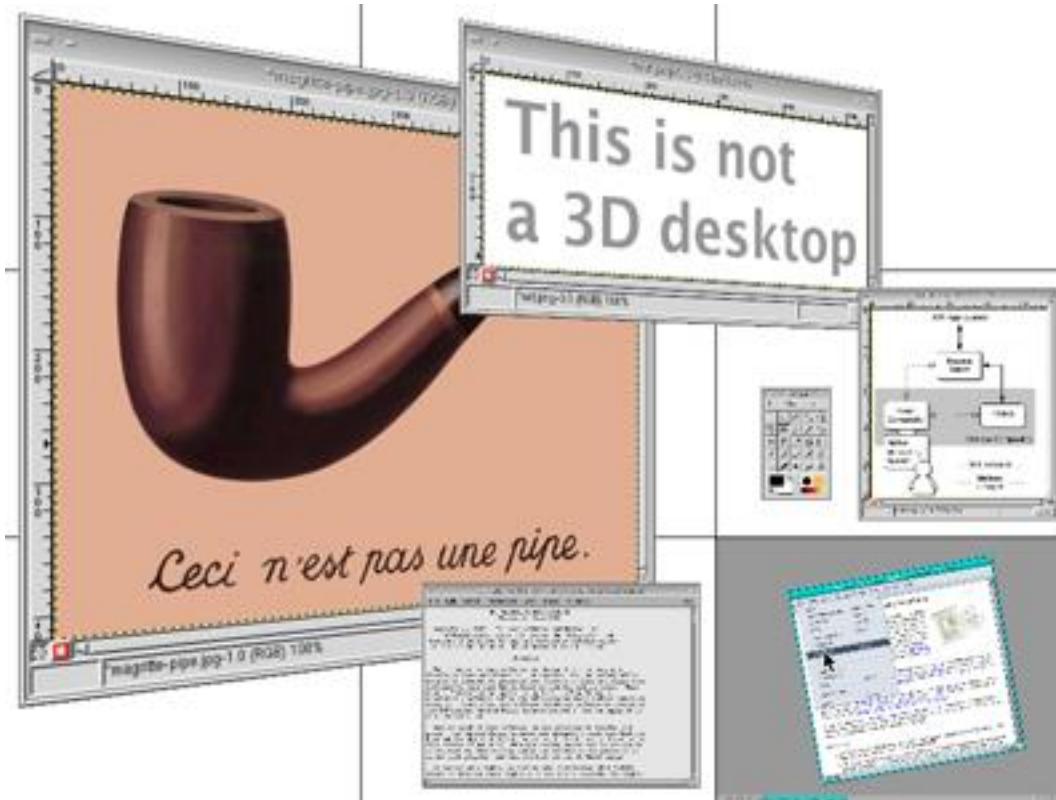
In | Situ

Motivation  
Grands Projets



o Contexte



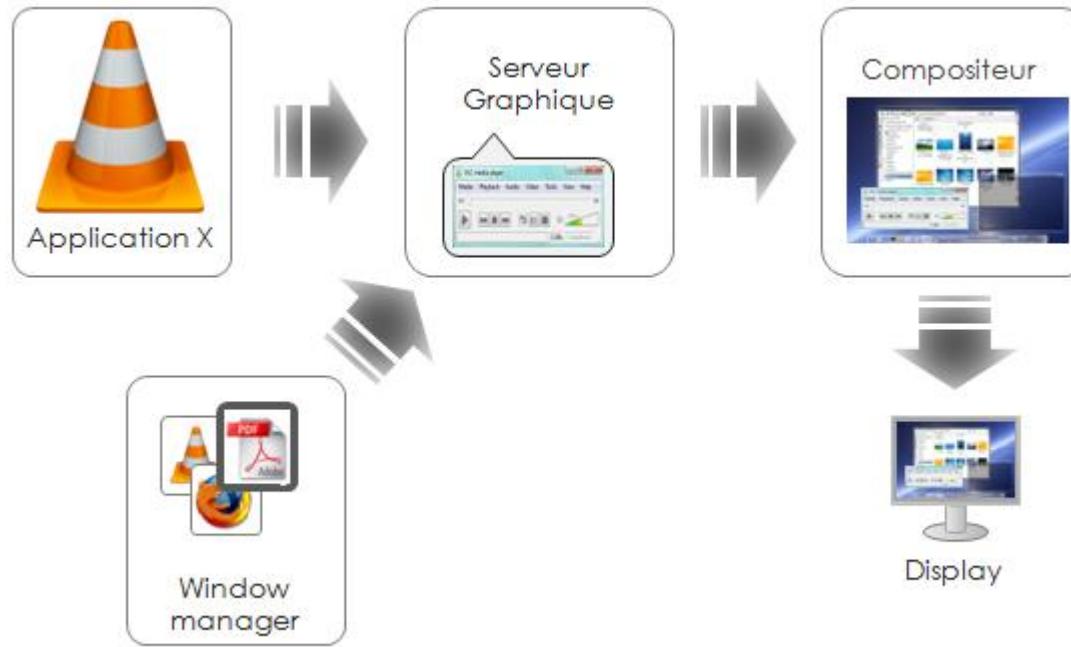


Contexte

Metisse  
ZVTM  
WILD

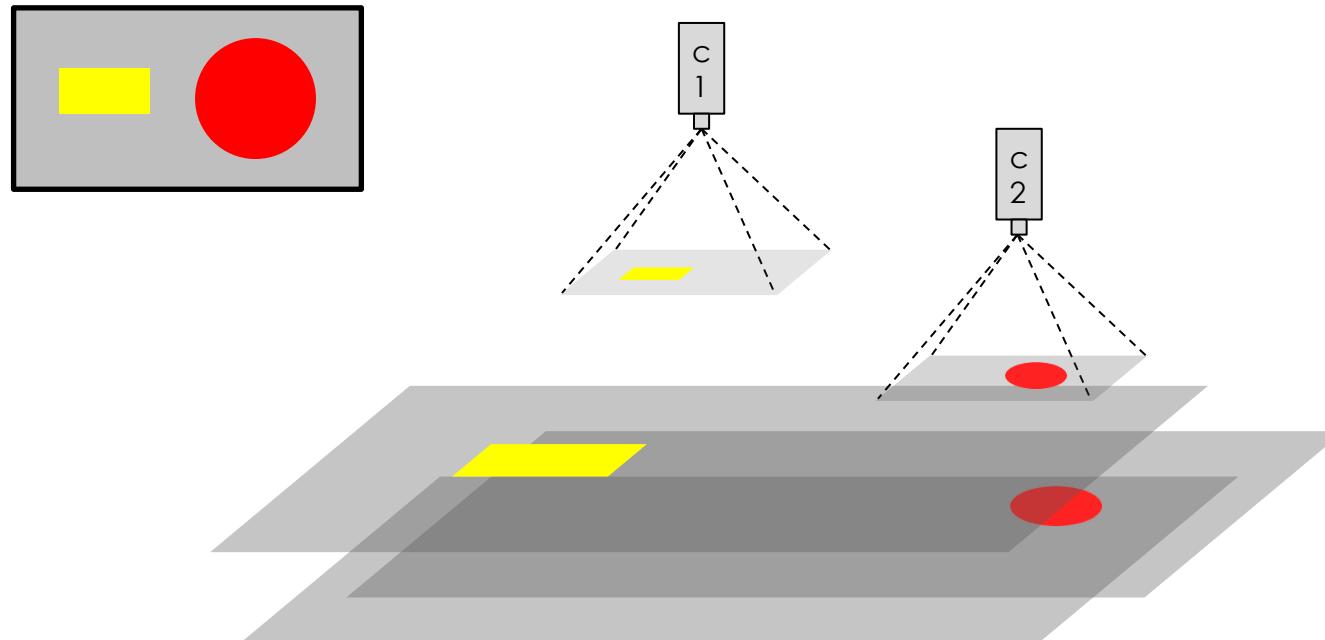
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Contexte

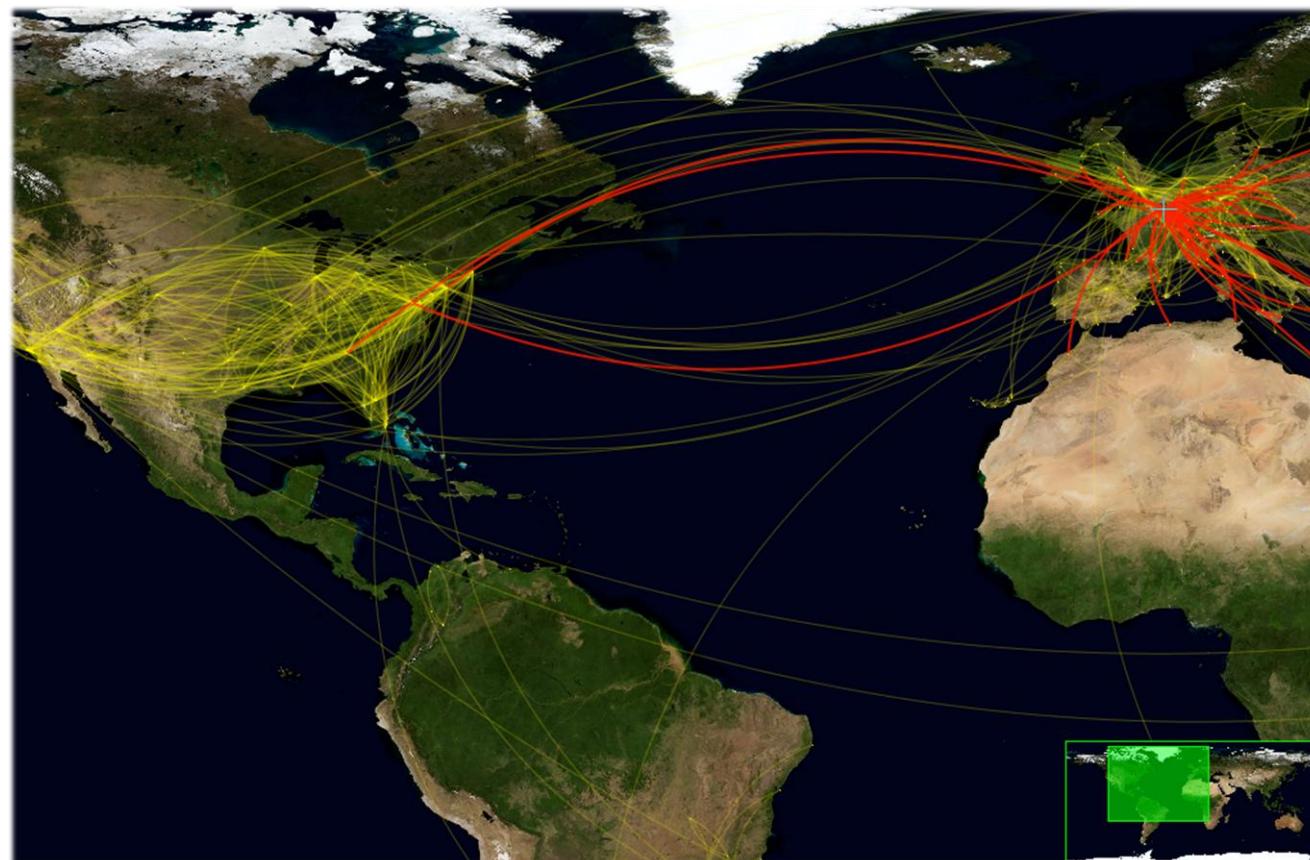
Metisse  
ZVTM  
WILD



Contexte

Metisse  
ZVTM  
WILD

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Contexte

Metisse

ZVTM

WILD



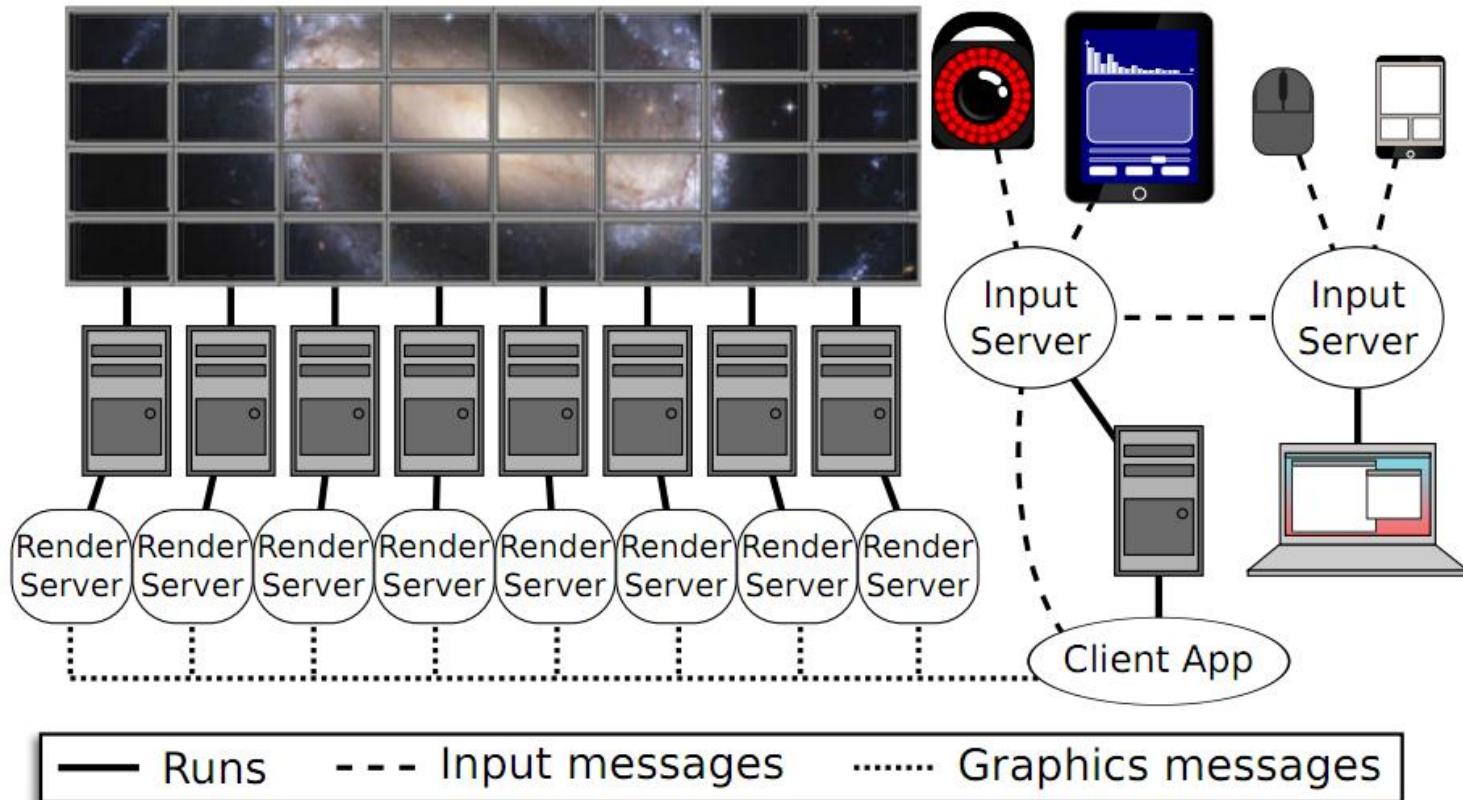
Contexte

Metisse  
ZVTM  
WILD

# From a Laptop to a Wall-Sized Display

15  
/28

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Contexte

Metisse  
ZVTM  
WILD

- 32 écrans
- Définition de 21 880 x 7 120 pixels
- ZVTM Cluster

## Contexte

Metisse  
ZVTM  
WILD

# From a Laptop to a Wall-Sized Display

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## ○ Contribution

- Interactions ZVTM et desktop superposées
- Problème des « modes »
- PopMenu

## Contribution

Compositeur ZVTM  
Premier scenario  
Second scenario

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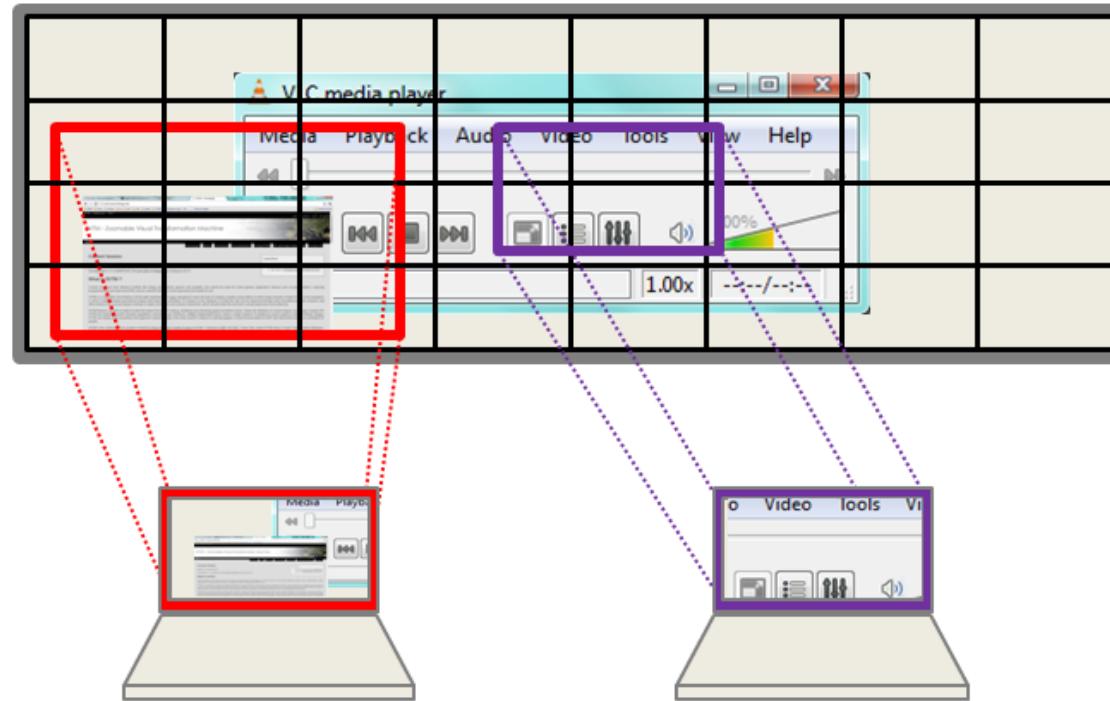


Contribution

Compositeur ZVTM  
Premier scenario  
Second scenario

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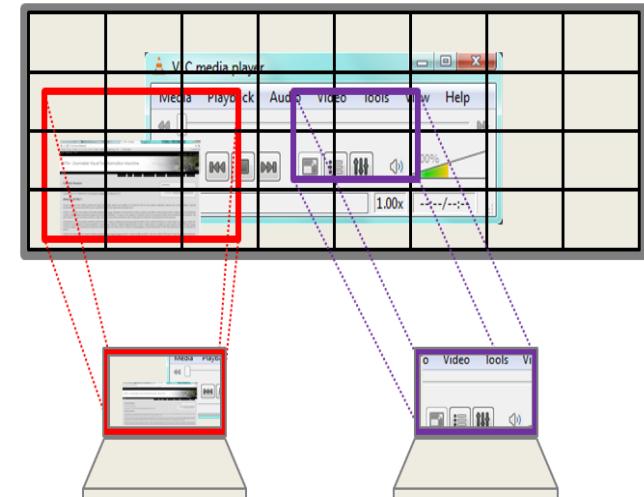
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**Contribution**

Compositeur ZVTM  
Premier scenario  
Second scenario

- Indépendance des vues
- Un espace partagé
- Utilisation



## Contribution

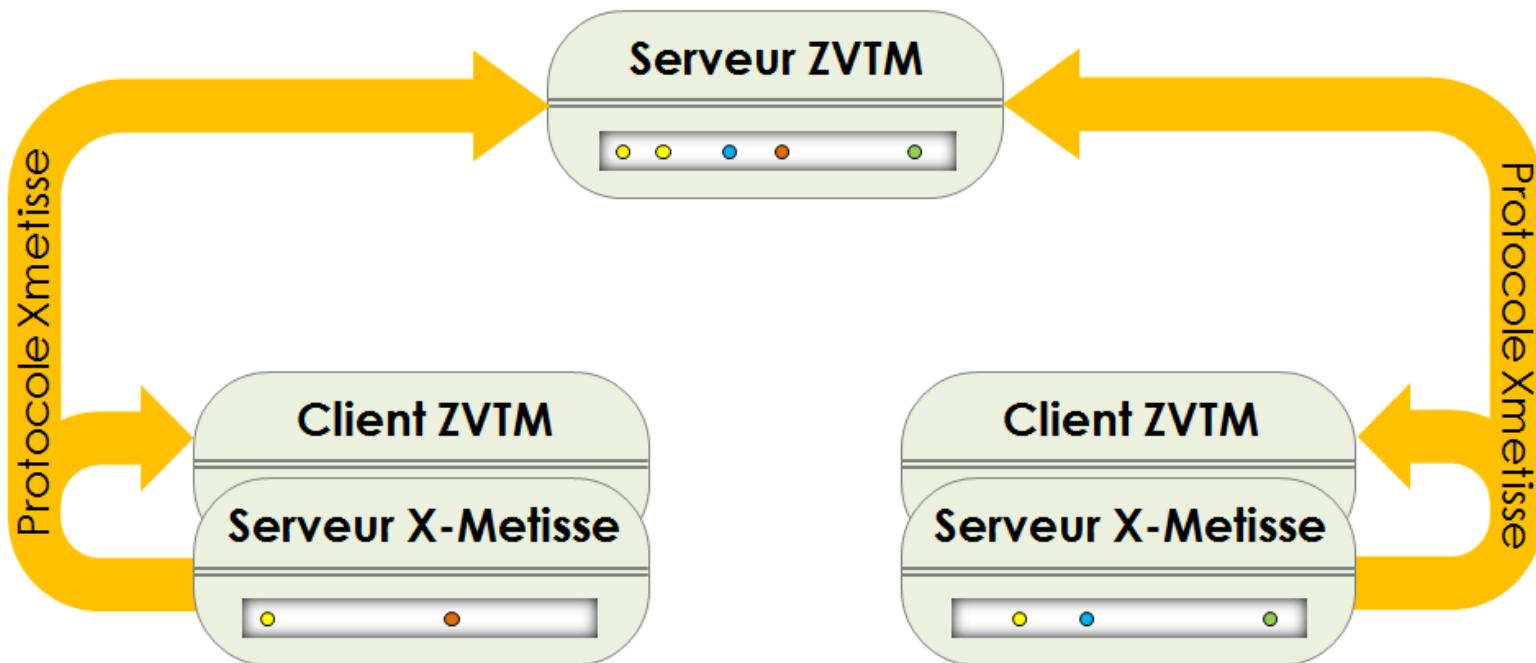
Compositeur ZVTM  
Premier scenario  
Second scenario

- Modèle client-serveur au niveau compositeur
- Espace public
- Confidentialité

## Contribution

Compositeur ZVTM  
Premier scenario  
Second scenario

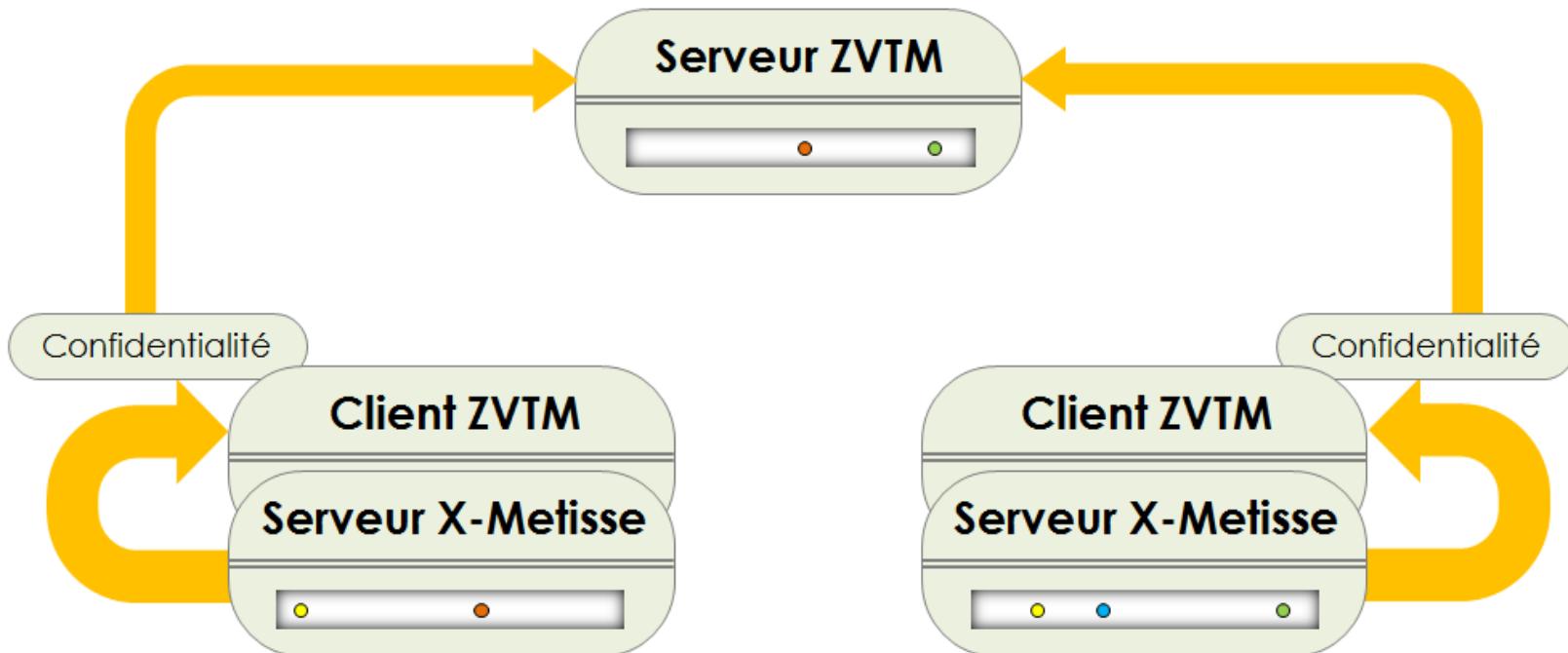




**Contribution**

Compositeur ZVTM  
Premier scenario  
Second scenario

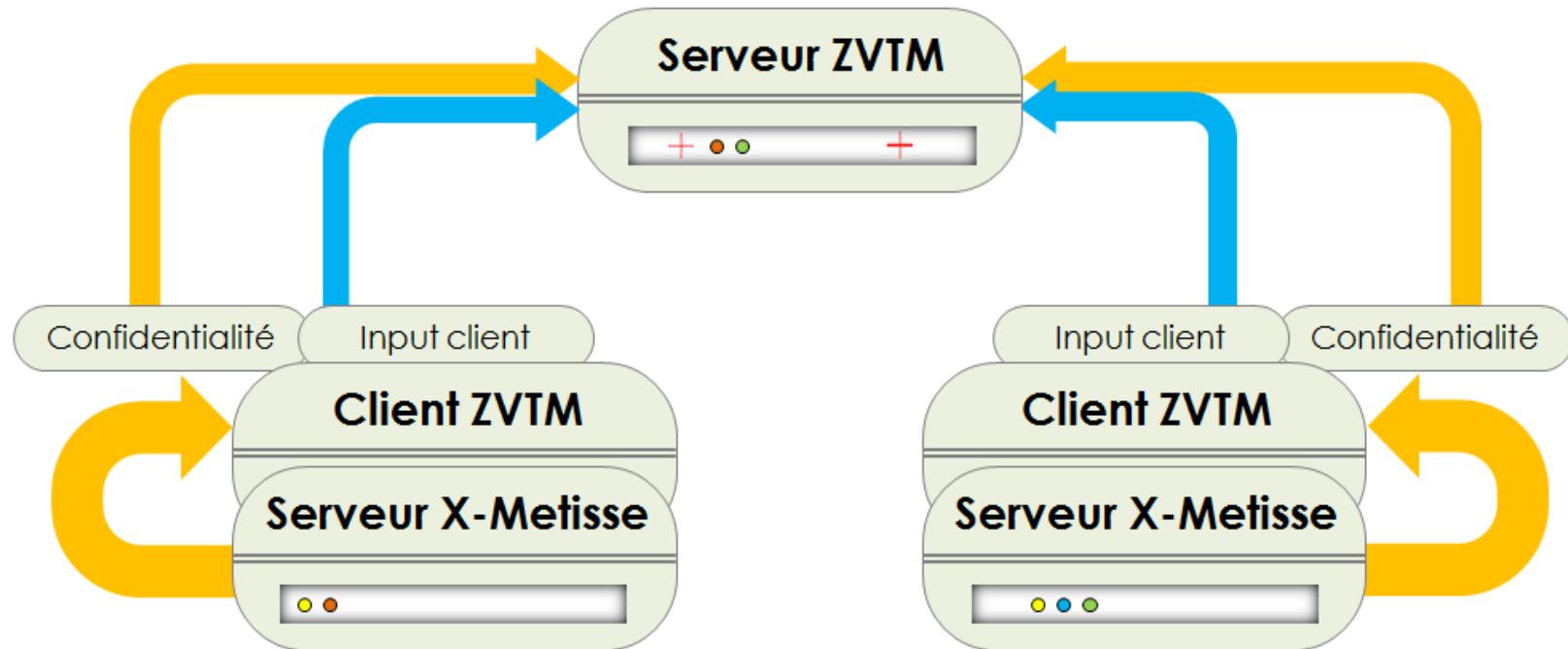
## + confidentialité



Contribution

Compositeur ZVTM  
Premier scenario  
Second scenario

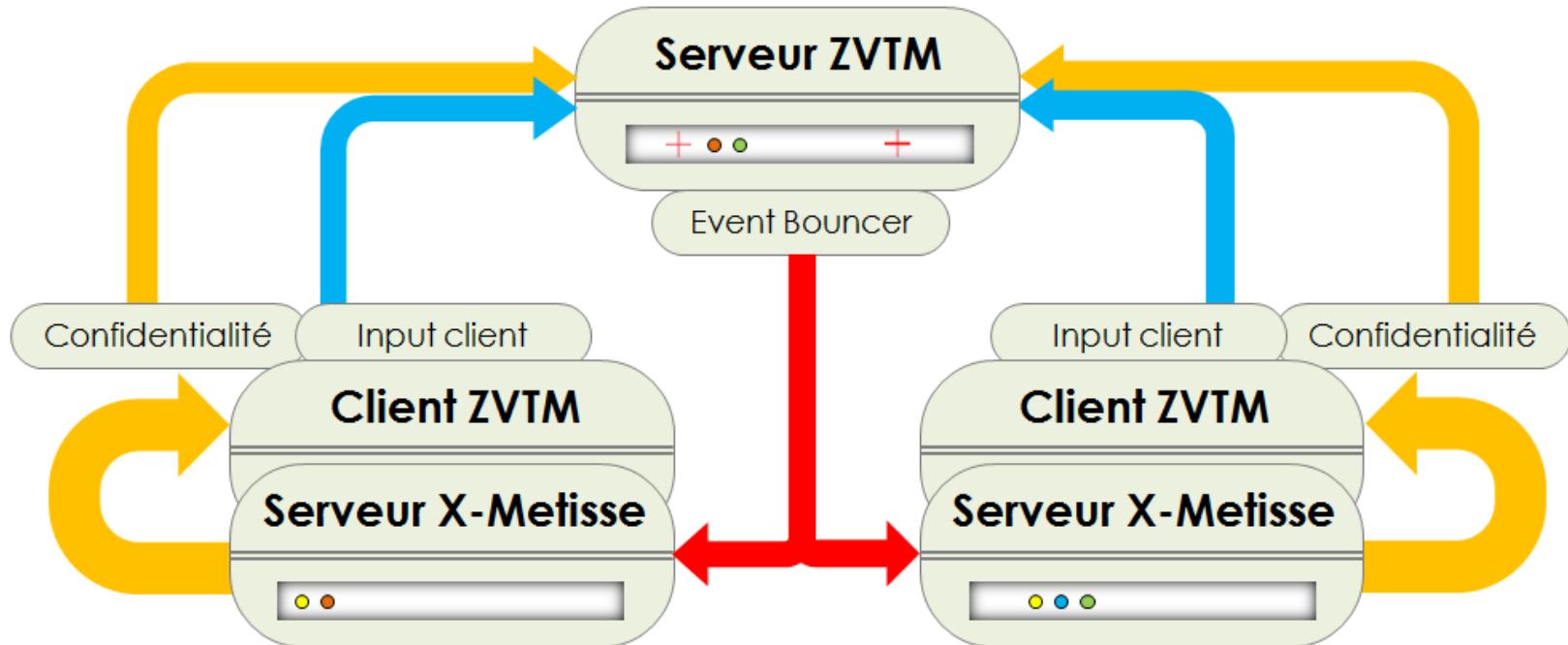
## + interaction murale



Contribution

Compositeur ZVTM  
Premier scenario  
Second scenario

## + interaction Metisse



Contribution

Compositeur ZVTM  
Premier scenario  
Second scenario

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○ Perspectives

- Intégration de Metisse dans ZVTM
- Metisse & WILD



Perspectives

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