

Spatial Media

Assignment 4a

Project 1 – Technical Presentation

1. Create detailed CAD drawings of the physical installation. Your CAD drawings must have dimensions. Think carefully about how everything is constructed and specifically about how pieces are connected. Do not do this in Photoshop.
2. Create a “parts and materials” spreadsheet. Determine which parts and materials you need to buy and which are available at ITP.
3. Describe to the best of your ability all five stages in the Spatial Media interaction loop: Graphics Software, Display Device, Surface, Sensing Device, Sensing Algorithm. If you are using an LCD instead of a projector, you can skip the “Surface” stage.
4. Begin building. By next week, you should have something to show, even if it's just the first steps beyond paper.

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Assignment 4b

1. Implement the seed fill labeling algorithm.
2. Test your algorithm on the images provided on the course wiki. The result should display a labelled image, where each found shape is a slightly different color, and each has a label number drawn on top.
3. Switch between images using number keys.