Spatial Media

Assignment 3a

Project 1 – Design Presentation

1. Flesh out your concept. Create a series of storyboards (minimum three) that illustrate the full interaction. Each storyboard should include caption text.

2. Consider the visual design of your project. Create at least one image that fully captures the design and overall aesthetic. This image may be based upon your storyboards.

3. Consider the physical design of your project. Create three dimensioned drawings: plan, elevation and section. Include a person in the drawings to help indicate scale and satisfy physical constraints.

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Assignment 3b

1. Shoot three pairs of photos in three locations. Each pair should should consist of a photo with only the background, and a photo with the background and a foreground object. Use a tripod or camera stabilizing device.

2. Write a program that performs background subtraction. It should display three images in a row: the two source photos, and the image resulting from the background subtraction. Determine the best threshold for each of the photo pairs. Edit your program to switch between the three photos pairs, when you press 1, 2 or 3.

3. Write a new method for smImage called "somethingThere". Your method should take four variables that define a rectangular region: x0, y0, x1, y1. Your method should return a bool. If the area in the image where the rectangle lies is more than 50% "full", it should return true. Otherwise it should return false. Test this method on the product image of your three background subtraction examples. It should detect the absence or presence of the foreground object.