PaintMobile3D: A Novel Android Application to Draw in 3D

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Abstract

Traditional 3D painting software has relied on building a two-dimensional representation of three-dimensional space in which the user can rotate, pan, and zoom. PaintMobile3D takes a different approach. As smartphones become faster and more feature rich, we can take advantage of these improvements to do things that would previously be infeasible. Using a phone's camera, accelerometer, gyroscope, and/or compass, PaintMobile3D will be able to track the users movements as they move the phone around in the real world, allowing them to draw in 3D, based on the movements of the device in the real world. The user will be able to pick from different colors and can make multiple "strokes" using the phone to create more advanced drawings.

Author Keywords

smartphones, android, drawing, computer vision

ACM Classification Keywords

H.5.2 [Information interfaces and presentation (e.g., HCI)]: User Interfaces.

General Terms

Design, Algorithms, Human Factors

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