The Tempest (Proprioception & Painting)

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Topics

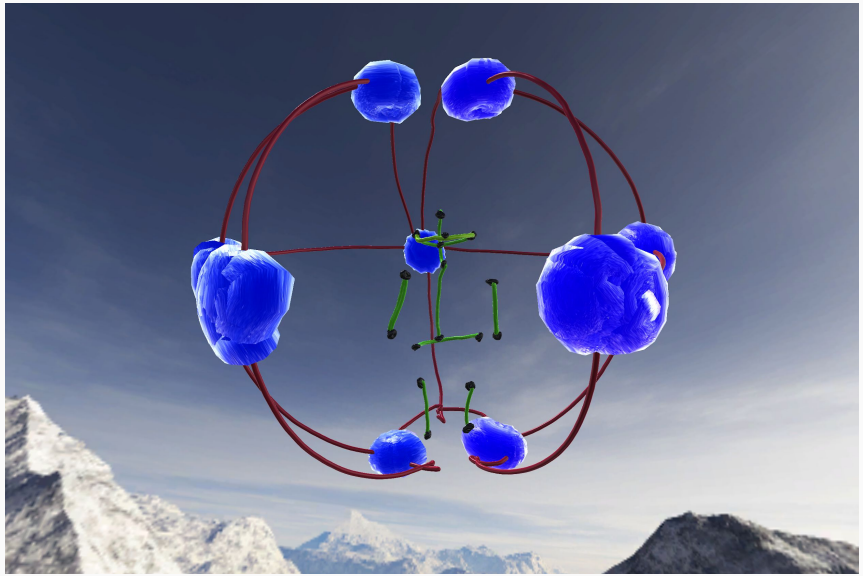
- Overview
- Proprioception
- Painting Experiment
- The Tempest

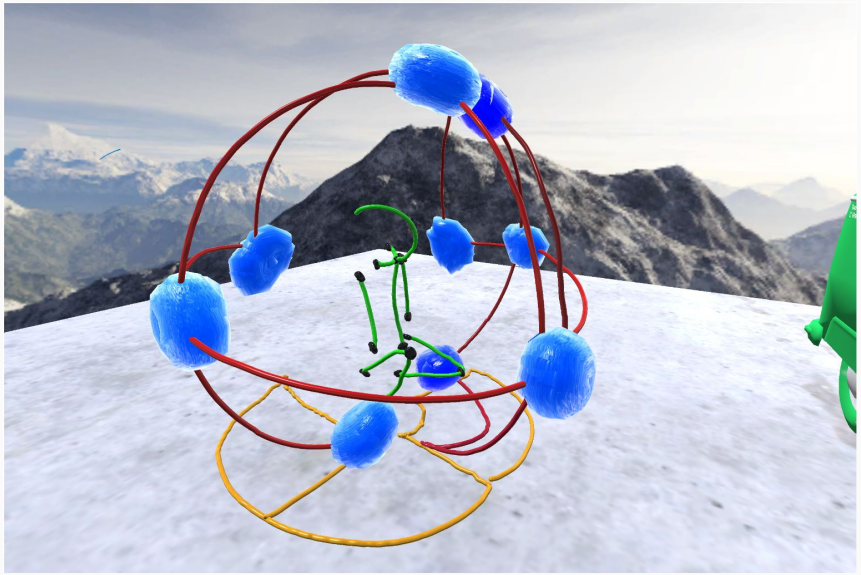
Overview

Theatrical presentation leveraging the concept of proprioception and 3-D drawing

Proprioception

Kinesphere

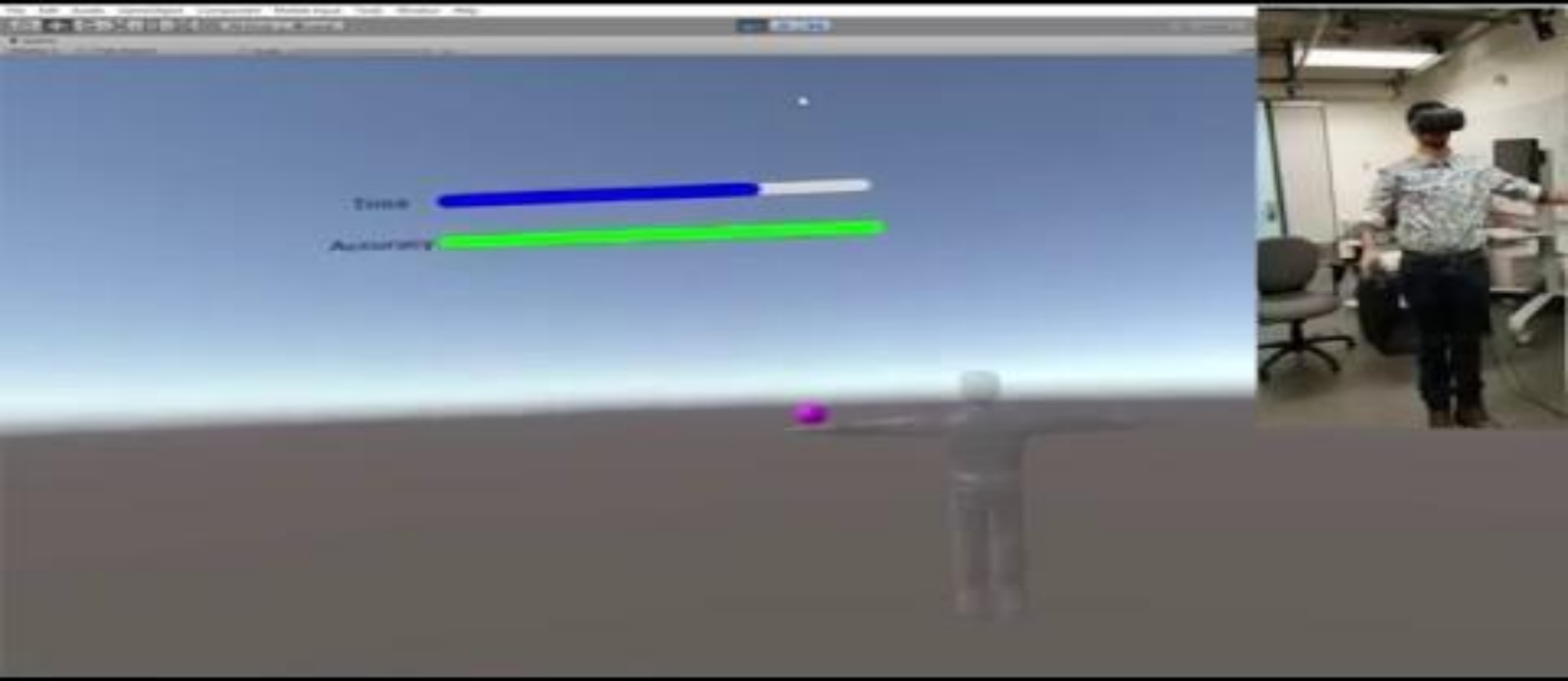




Zone Experiments

- Zone-Centric
  - Predefined zones
- Standardised

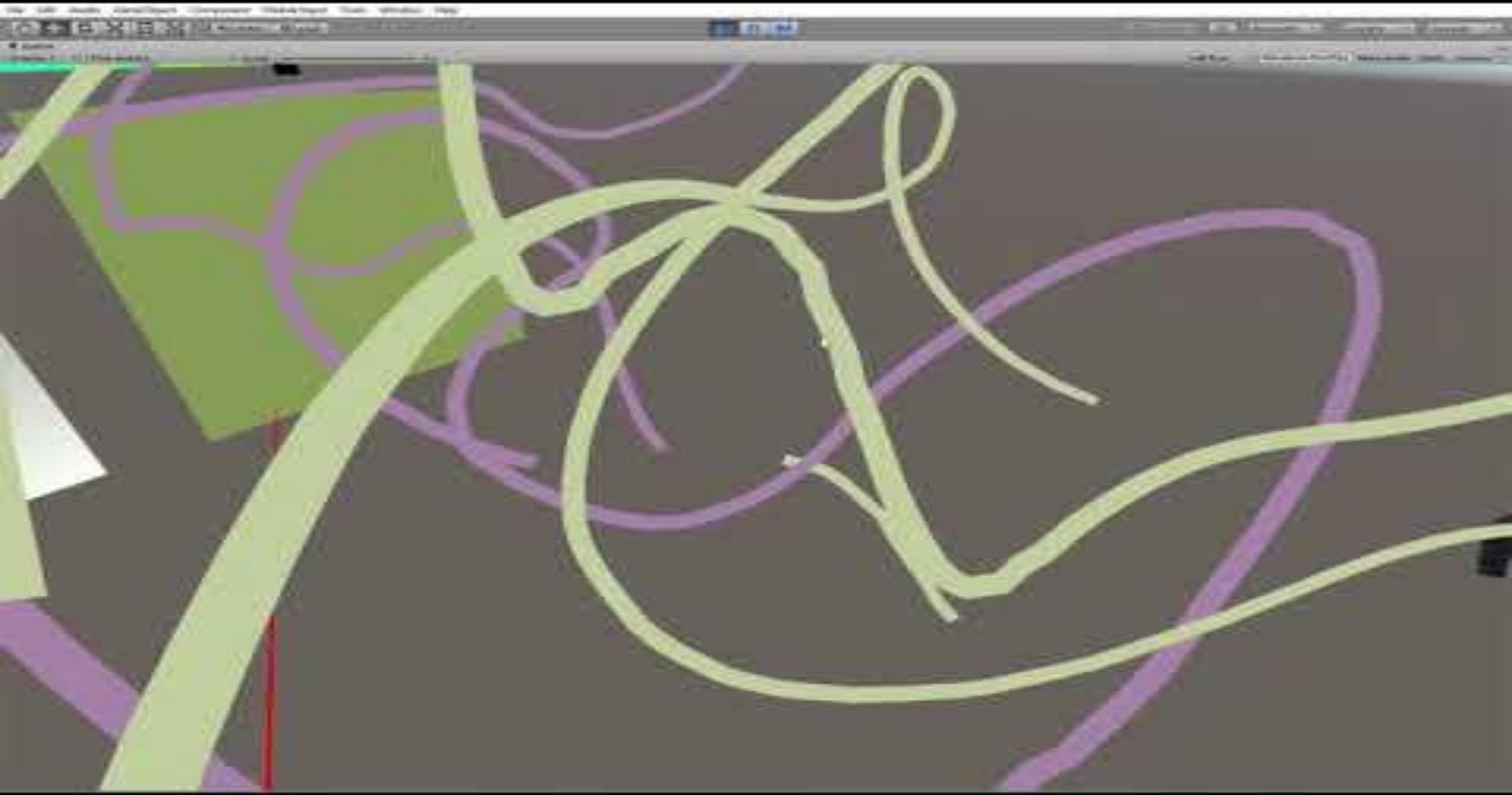
- Object-Centric
  - User-defined zones
- User preference


Speed
Accuracy

Painting Experiment

3D Painting

- Drawing strokes in the open space
- Pick colors from the palette



Sky Draw

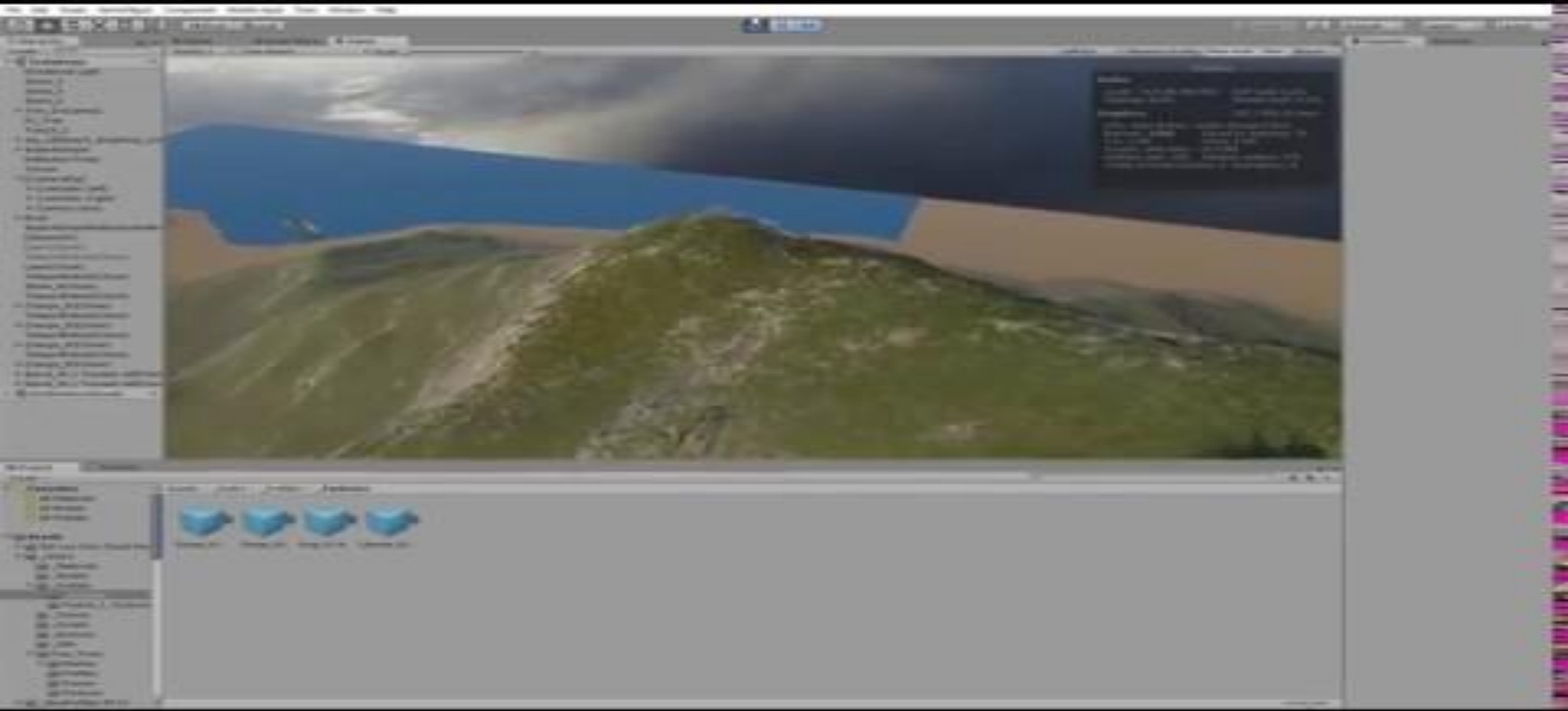
- Users can draw actual objects in the sky
- Option to draw one/multiple object(s) per stroke
- Scaling and depth with trackpad
  - Distance - Up/Down
  - Scale - Left/Right

Floor Painting

- Similar to sky drawing
- Objects are drawn on the floor/terrain

Tornado tool

- Use series of points to guide a tornado



The Tempest

Integration

- Integrate zones to the left controller and painting to the right controller
- Zone Mapping to natural elements

Performance

Thank You