

The Tempest (Proprioception & Painting)

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December 13, 2018



Topics

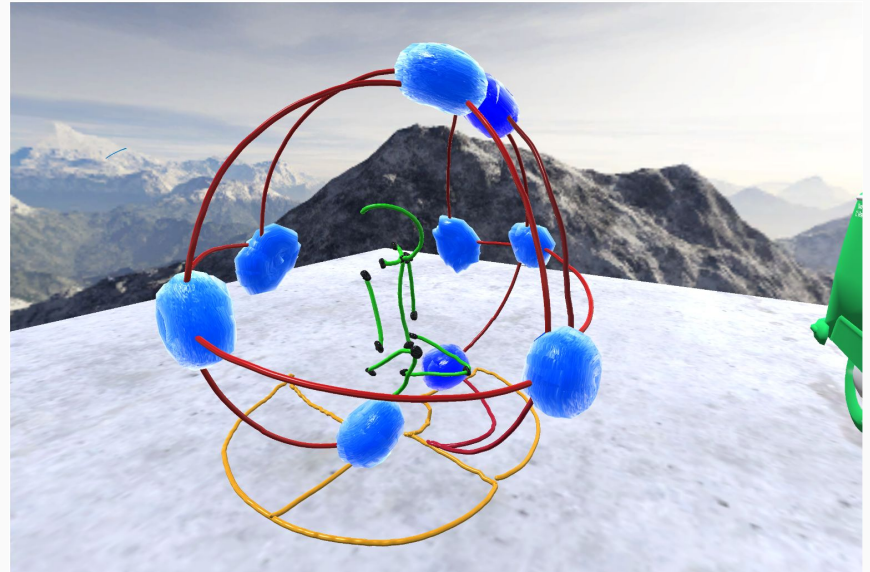
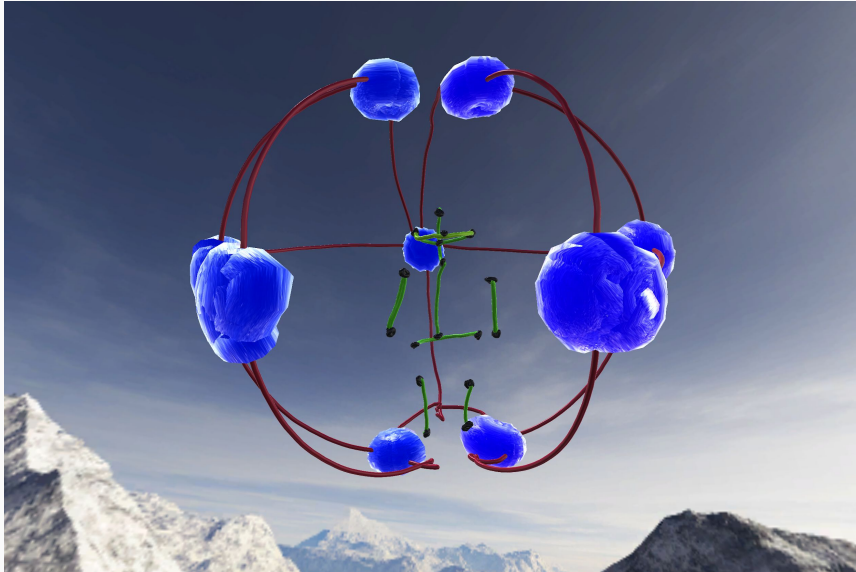
- Overview
- Proprioception
- Painting Experiment
- The Tempest

Overview

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

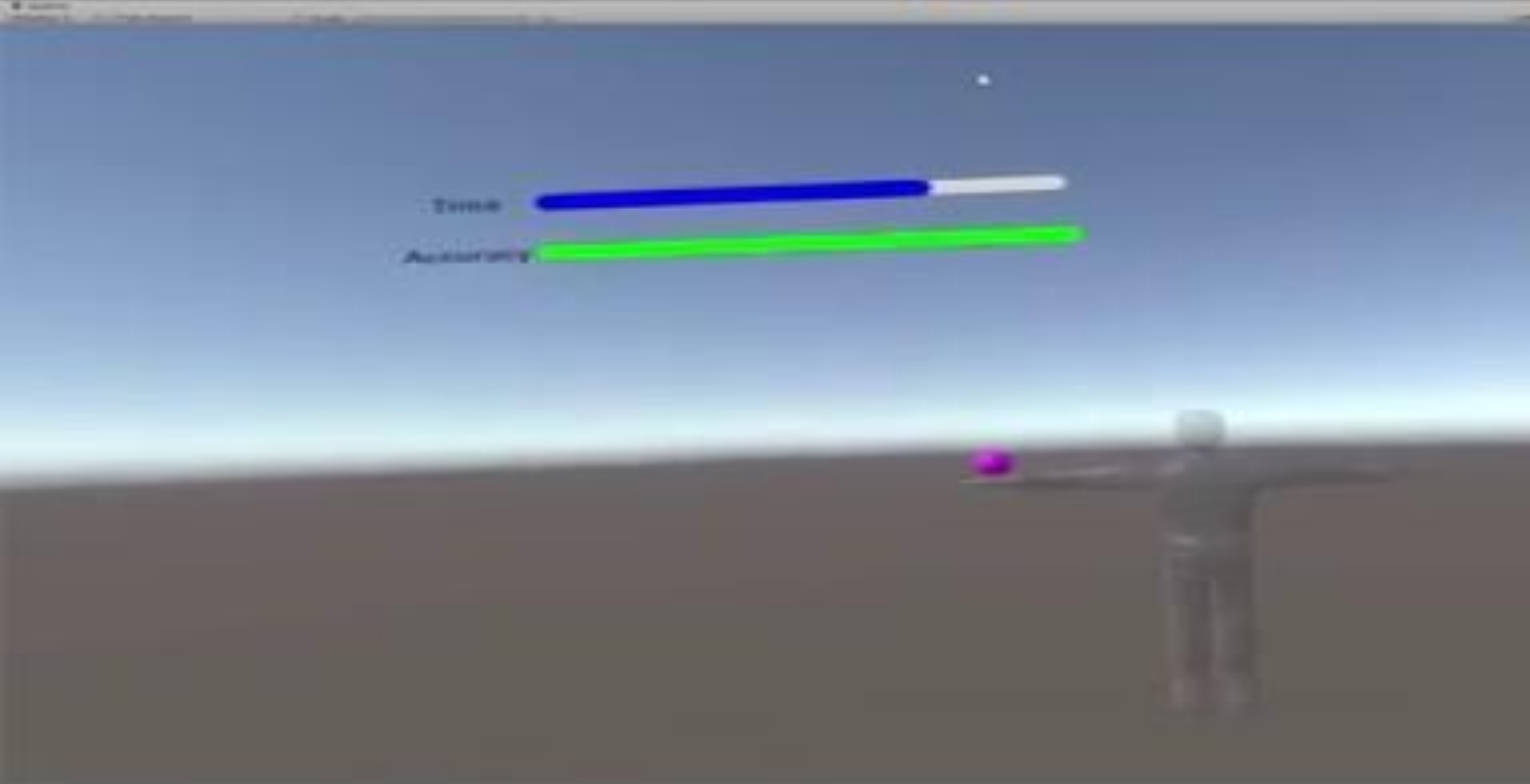
Proprioception

Kinesphere



Zone Experiments

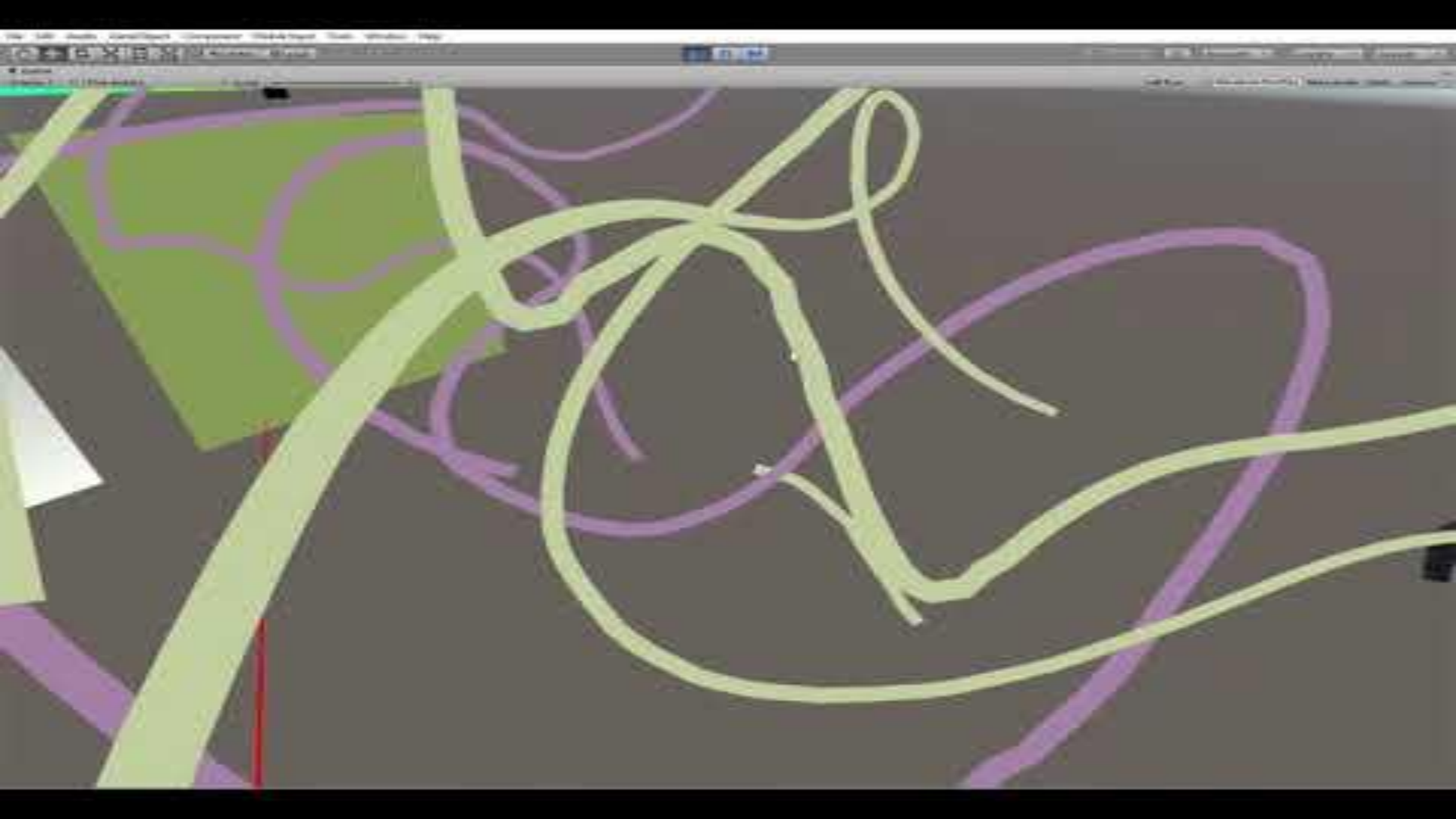
- Zone-Centric
 - Predefined zones
- Standardised
- Object-Centric
 - User-defined zones
- User preference



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

- 1. Introduction
- 2. The Solar System
- 3. The Sun
- 4. The Planets
- 5. The Moons
- 6. The Asteroids
- 7. The Comets
- 8. The Kuiper Belt
- 9. The Oort Cloud
- 10. The Search for Extraterrestrial Life
- 11. The History of the Universe
- 12. The Future of the Universe



EXOB1 course 101

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Navigation controls: Home, Previous, Next, End

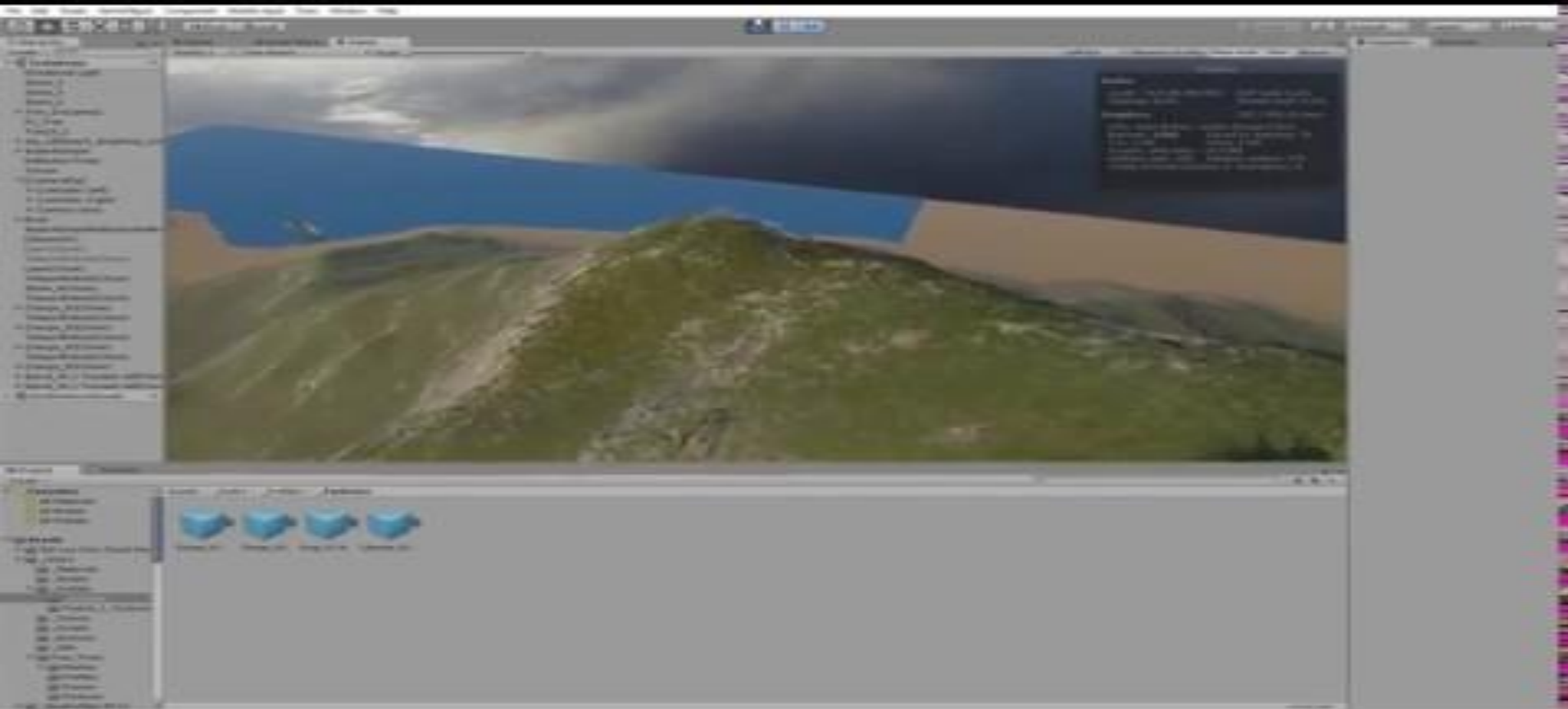
Floor Painting

- 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



Catherine Moore
@CMooreDTM

Look what happens when a new @CDTPS_UofT course brings drama students together with students in @UofTMusic, @UofTCompSci, @UofTInfoFaculty: thunderclaps generate lightning; electronic music builds suspense; Ariel paints the magic VR island; and Miranda celebrates her birthday.



Thank You