Graphics and Depth Tracking: Interactive Media

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Library Project

- Engaging Literature
- Interacting With People
- Identify The Changing Environment
- Incorporating Culture and Land
K2, Off board Graphics and Grid shells

- Moving Grid Shells
- High Definition Projection
- NVIDIA K2 Cards
- Virtual Machines
- Windows vs Linux
- Depth Tracking
Mississippi River

- Paths Of The Mississippi
- Projecting On Buildings And The River
- Zotac ZBox
- Tracking Depth: Kinect
- Processing
Southern Gothic to Sci-Fi

- Incorporating Literature From Library
- Incorporating Culture And History
- Past To Future
// outputs Kinect depth image and gets the color of the center pixel
image(kinect.setDepthImage(), 0, 0, 1024, 848);
pixelColor = get(512, 424);
...
// Outputs based on the depth found by pixel
// color
if (pixelColor < -16000000)
  // first stream
  pushMatrix();
  translate(700, 862);
  rotate((11*pi)/5);
  text("The ", 0, 0);
  popMatrix();
...
// ripples are round first words at given time
if (currentmill < millis()-1000)
  stroke(0);
  fill(0,0,200,191);
  ellipse(780,861,100,100);
}// end if
if (currentmill < millis()-2000)
  fill(0,0,200);
  ellipse(780,861,150,150);
...

- Java Based Abstraction
- Kinect Library
- Depth And Color
- Pixel Based System
- Ripples
- Time Delays
Human Interaction

- Makeshift Rivers
- Branching Systems
- From Southern-Gothic to Sci-Fi
- Markov Generator
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