

TouchMe



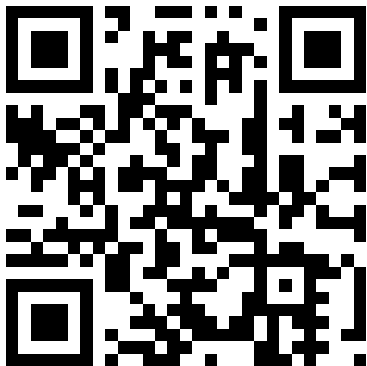
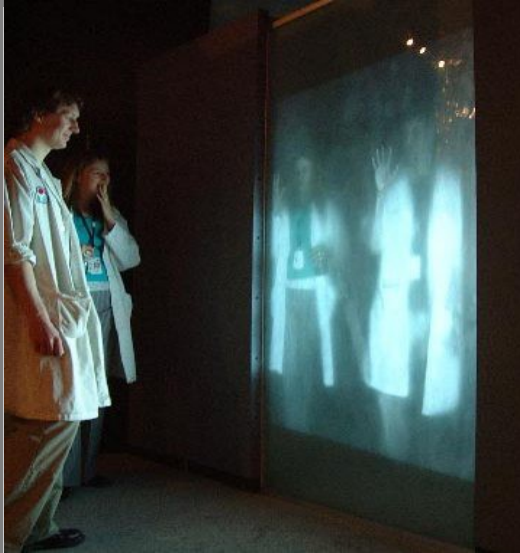
Keywords:
Interactive
Large display,
Tangibles,
Public
interaction

Input:
Frosted glass
surface, Camera

Output:
Projection on
frosted glass
surface

Technology:
Camera,
Projector

TouchMe



Description:

The installation allows its users to create and contribute personal images to an otherwise impersonal public space. Passers-by can interact with the installation by simply pressing a part of their body or objects at hand against a frosted glass surface, leaving an imprint for others to see. The imprints are kept as a permanent part of the installation, and are displayed when no interactions occur for a given time.

The system set-up consists of a computer with custom-made software, a projector and a camera used for tracking the movements of the people interacting with the installation. TouchMe can be scaled to record and display full size human bodies.

Creator:

Blendid Interaction Design, 2004

Links:

<http://www.blendid.nl/index.php?id=6>

Waterboard - play with water without getting wet



Keywords:
Interactive
Large display,
Tangibles

Input:
Camera

Output:
Projection

Waterboard - play with water without getting wet

Description:

The Waterboard installation concept allows people to play with water without coming into contact with it. The user sees a giant screen with flowing streams of water that can be manipulated by drawing on the screen or using body parts as obstacles.

Measuring 2.2m x 8m, the installation uses four projectors and four cameras for back-projection and detection. Any obstacle on the screen will influence the water's course. Certain obstacles will create pools of water that may hold life forms or become murky if there's no flow in the water.

Award:

The Waterboard concept by Mark Burton won the RSA Design Directions award in 2007.

Links:

<http://digitalexperience.projects.cavi.dk>

<https://www.youtube.com/watch?v=T1K-dTMpkRo>

