

INTERAKTIVE PLAKATE

FIRST PROTOTYPE

BA 2012 INTERACTION DESIGN, ZHDK | STUDENT: SVEN WEBER | MENTOREN: MAX RHEINER, JÜRGEN SPÄTH

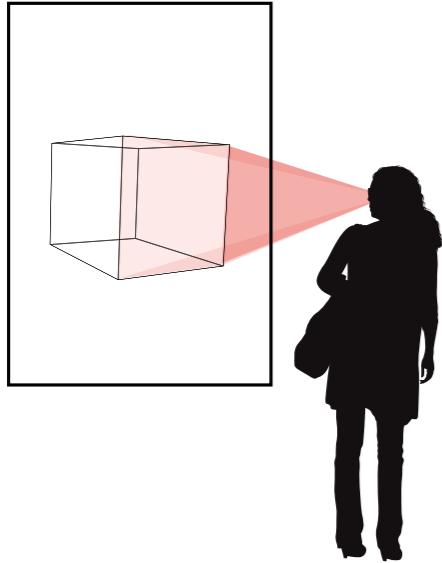
FRAMEWORK

GEPLANTE PROTOTYPEN

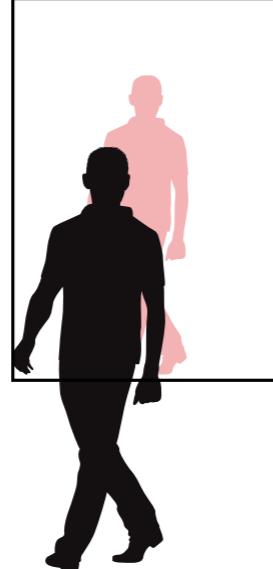
PROTOTYPEN 1 & 2

FRAMEWORK

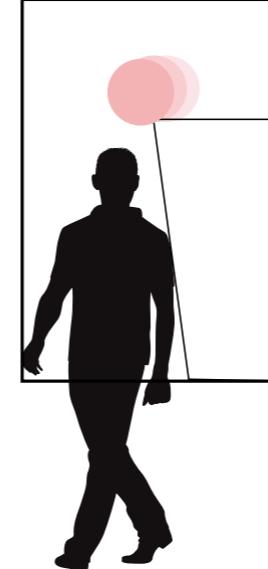
1.1 Perspektive



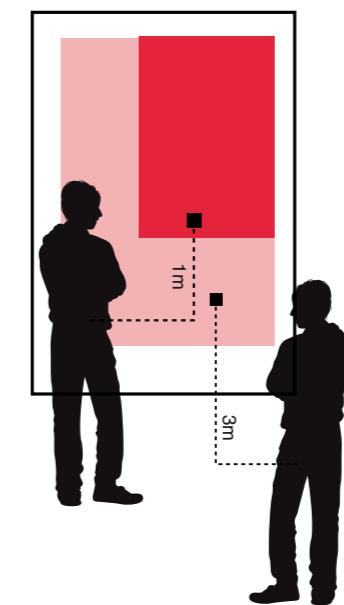
2. Spiegelwand



3. Physikalischer Vorgang



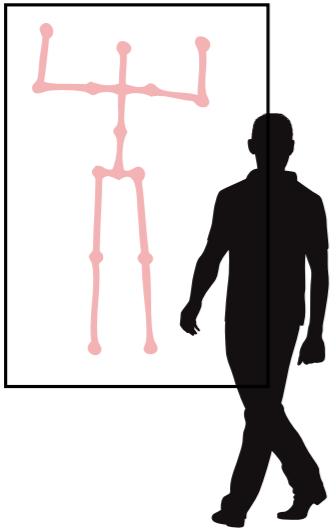
4. Distanzabhängiger Inhalt



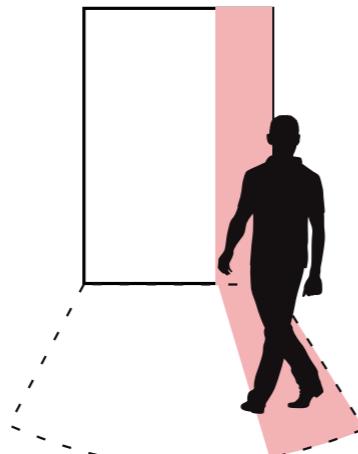
5. Farbanpassungen



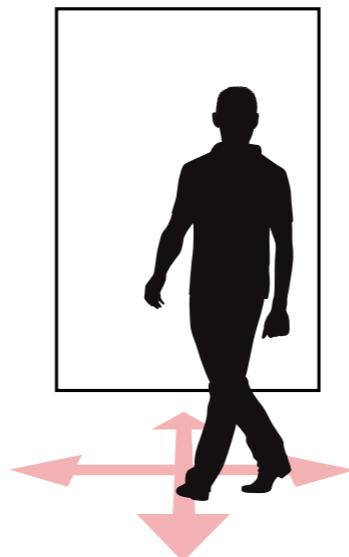
6. Body Mapping



7. Mapping X/Y Achse



8. Bewegung



9. Gesichtserkennung

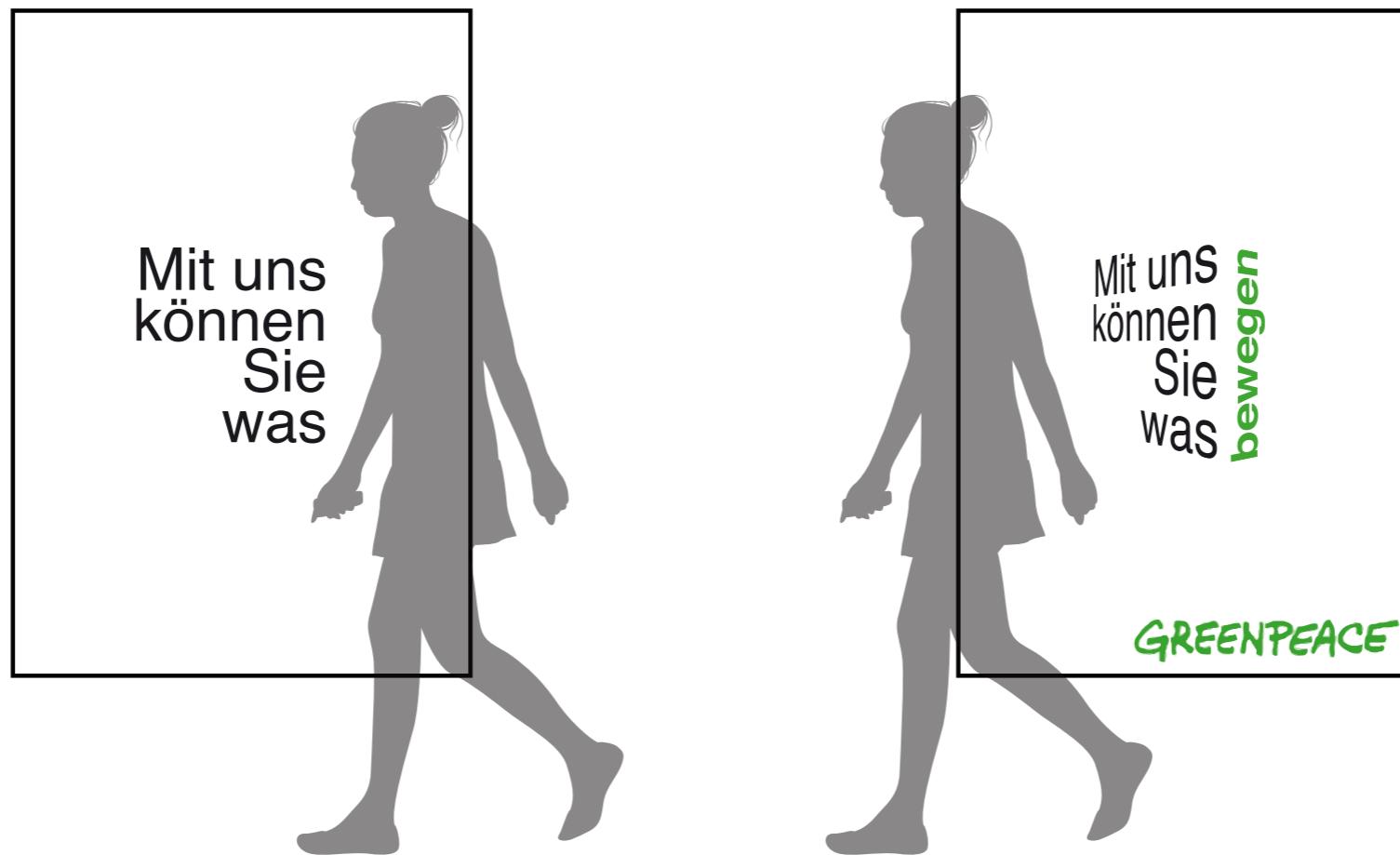


10. Statistik

1.80m
2m Entfernung
5 km/h
männlich

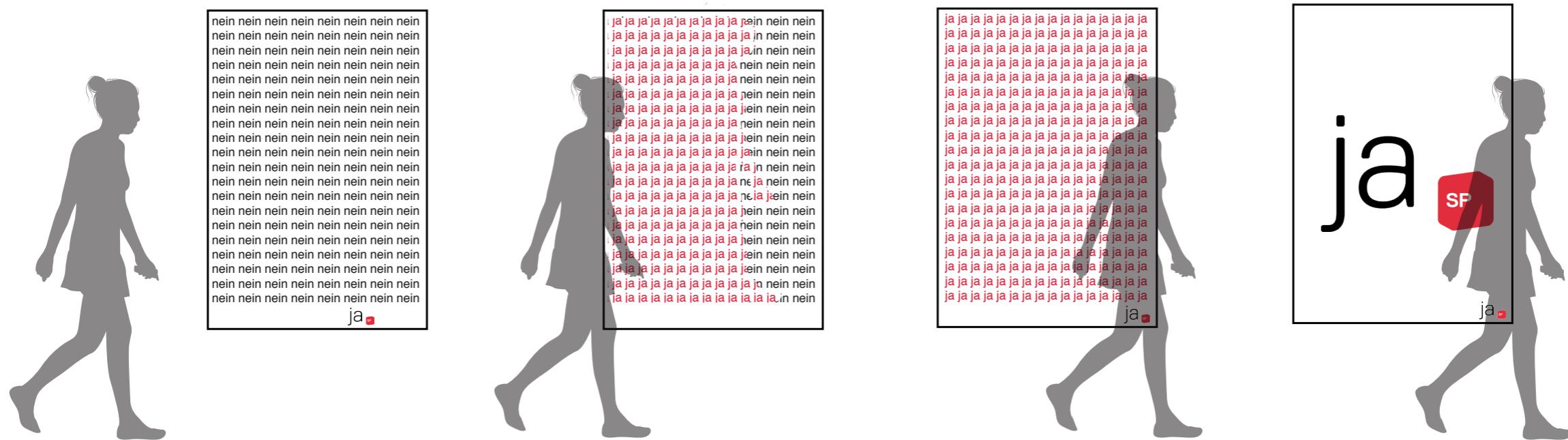
GEPLANTE PROTOTYPEN

1. PROTOTYP | PERSPEKTIVE



GEPLANTE PROTOTYPEN

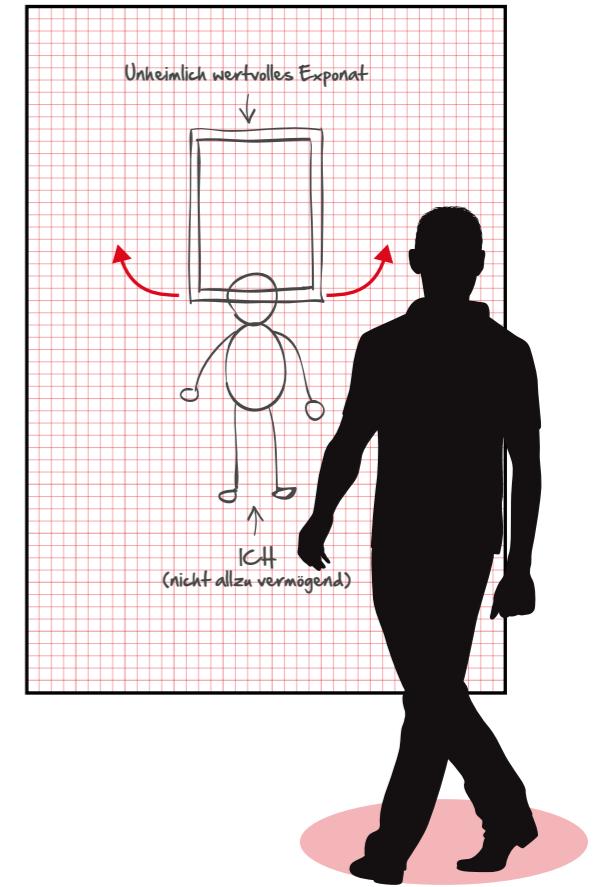
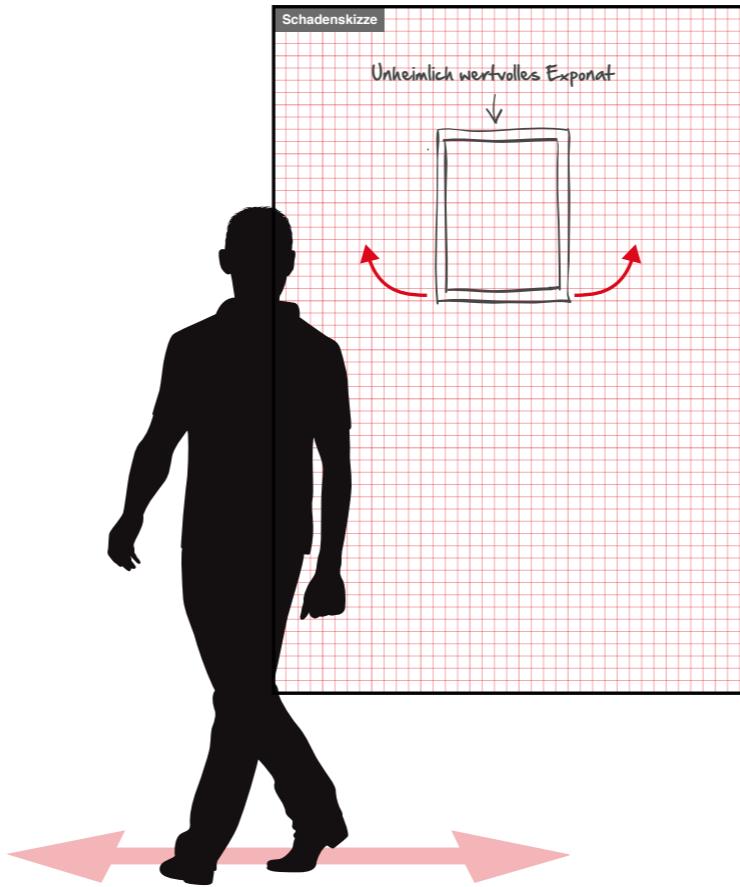
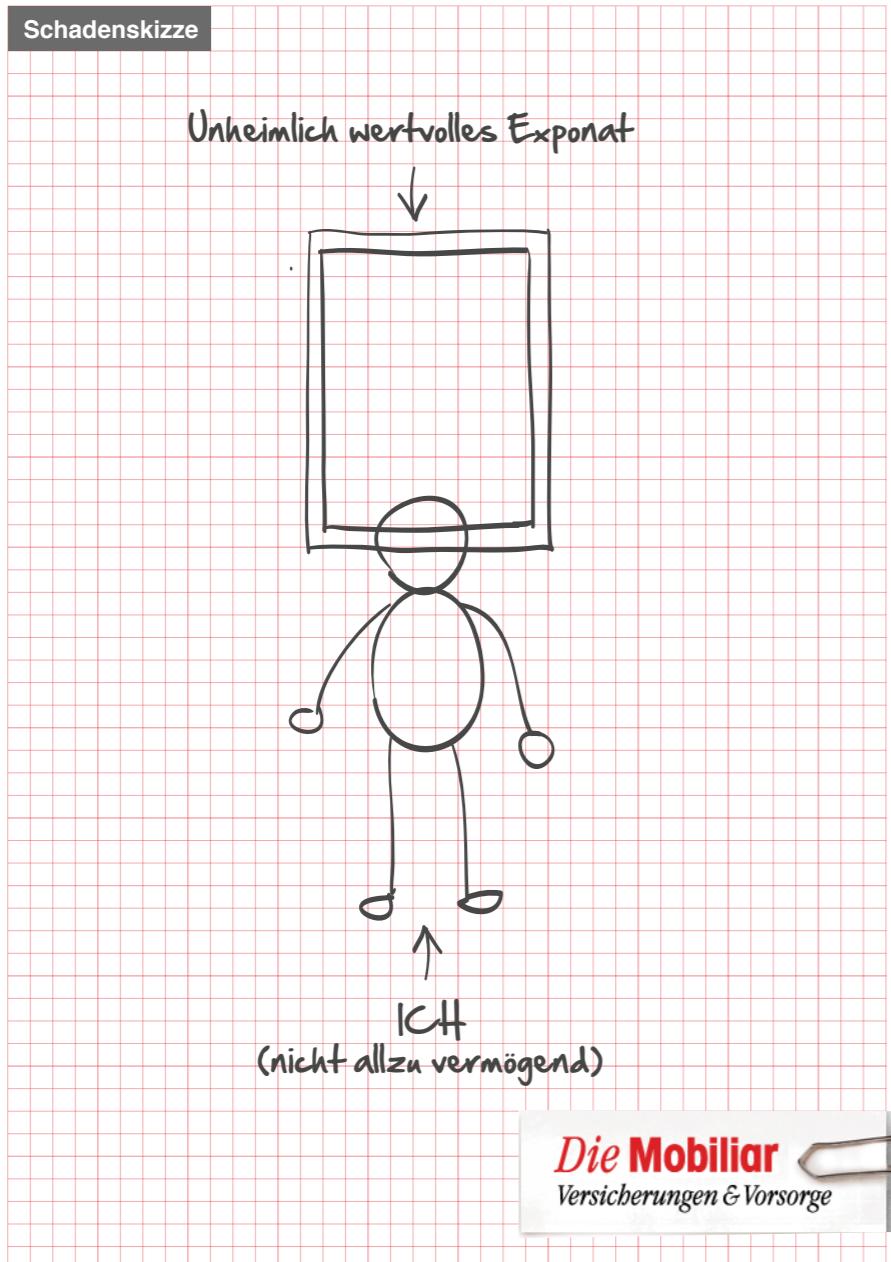
2. PROTOTYP | TYPOGRAFISCHE SPIEGELWAND



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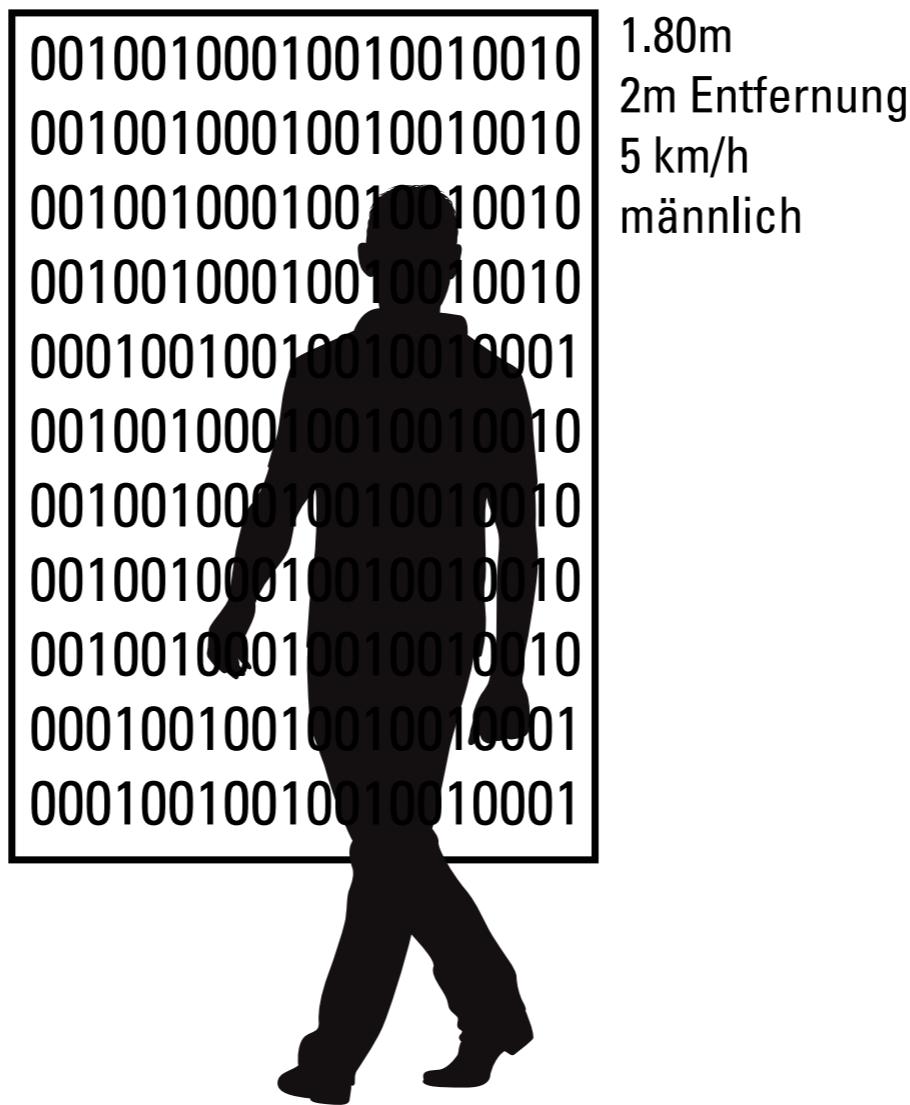
3. PROTOTYP | PHYSIKALISCHER VORGANG



01. PROTOTYP

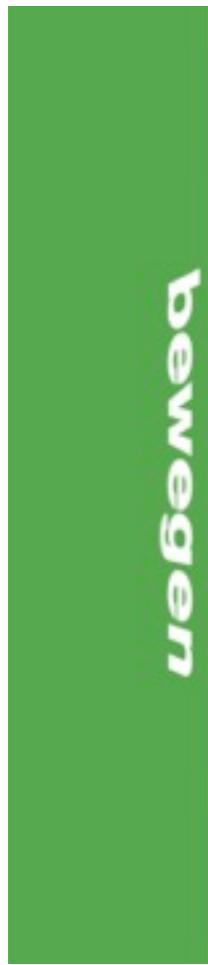
4. PROTOTYP | STATISTIK

10. Statistik



01. PROTOTYP

Video



Mit uns
können
Sie
was

Mit uns
können
Sie
was

bewegen

- + schnell erledigt
- + Visuell gut steuerbar
- schlechte Performance
- unflexibel

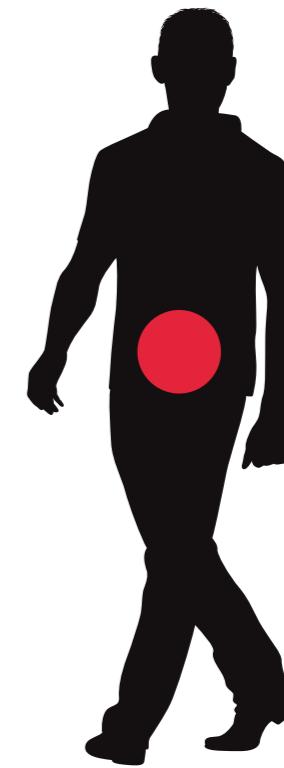
- dauerte etwas länger
- Renderer schlecht
- + gute Performance
- + flexibel

Font Integration



- Font Integration schlecht

CoM vs. Pixel



- CoM
- dauert etwas länger
- + weniger fehleranfällig
- + saubere Lösung

01. PROTOTYP

Video

01. PROTOTYP

Video



01. PROTOTYP

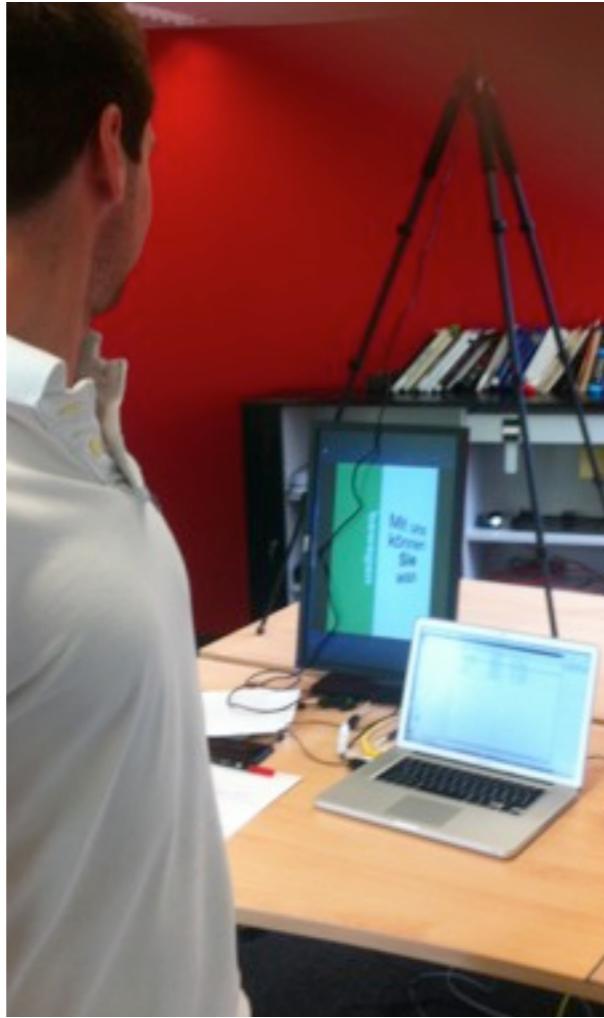
Video



- + schnell erledigt**
- + Visuell gut steuerbar**
- schlechte Performance**
- unflexibel**

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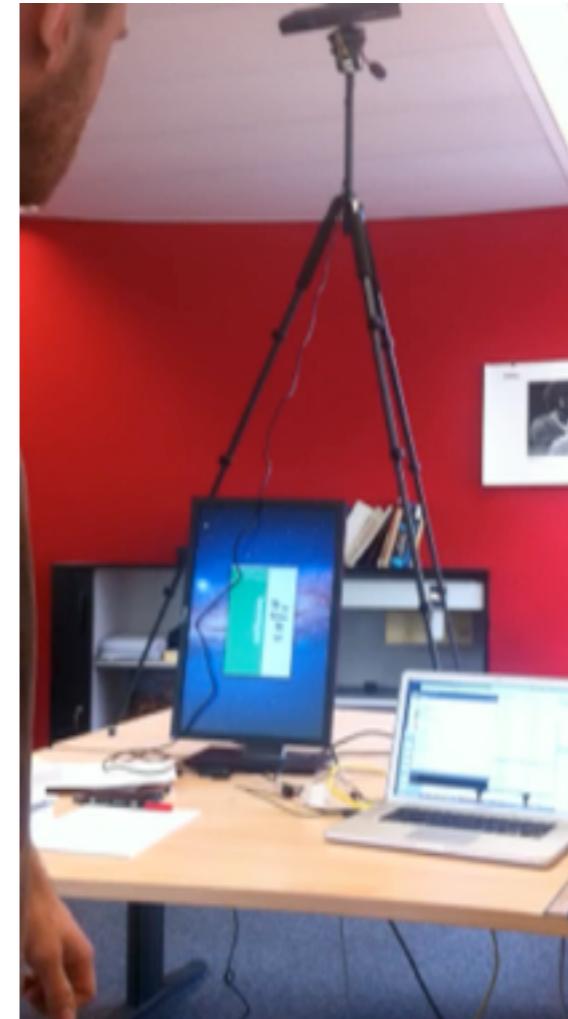
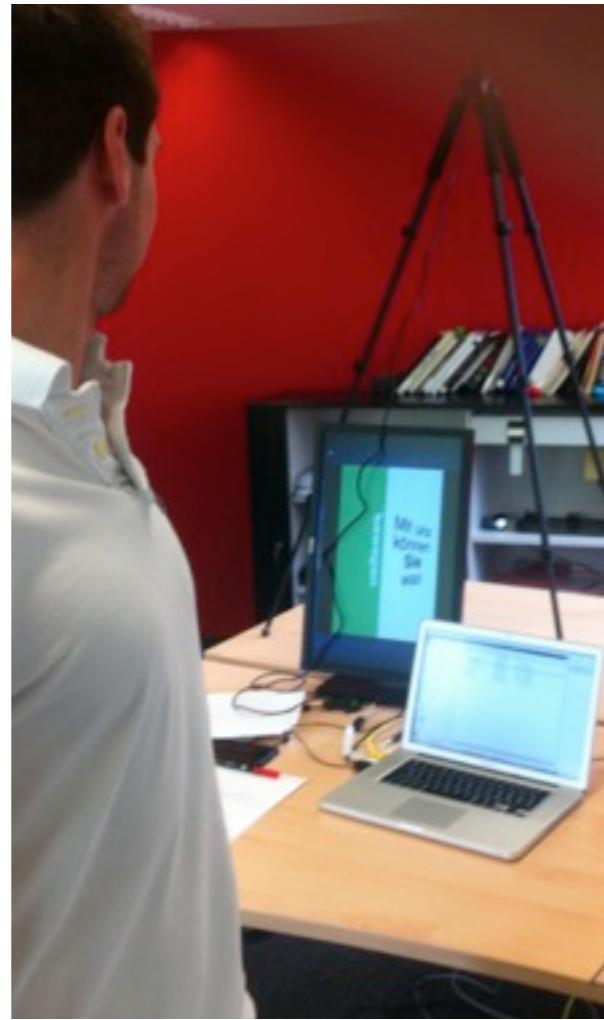
Video



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01. PROTOTYP

Video



- + schnell erledigt
- + Visuell gut steuerbar
- schlechte Performance
- unflexibel



01. PROTOTYP

Texture Mapping

01. PROTOTYP

Texture Mapping

Mit uns
können
Sie
was
bewegen

01. PROTOTYP

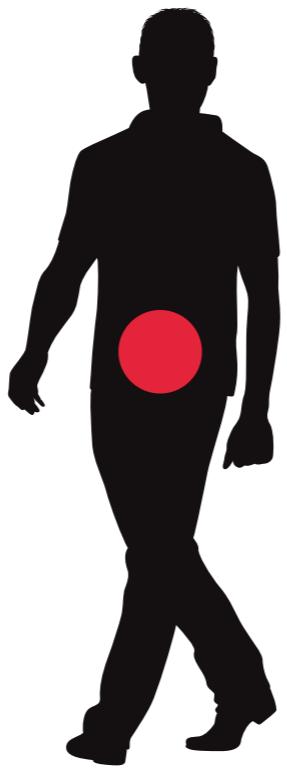
Texture Mapping

Mit uns
können
Sie
was
bewegen

- Erstellung abstrakt
- Renderer schlecht
- + gute Performance
- + flexibel

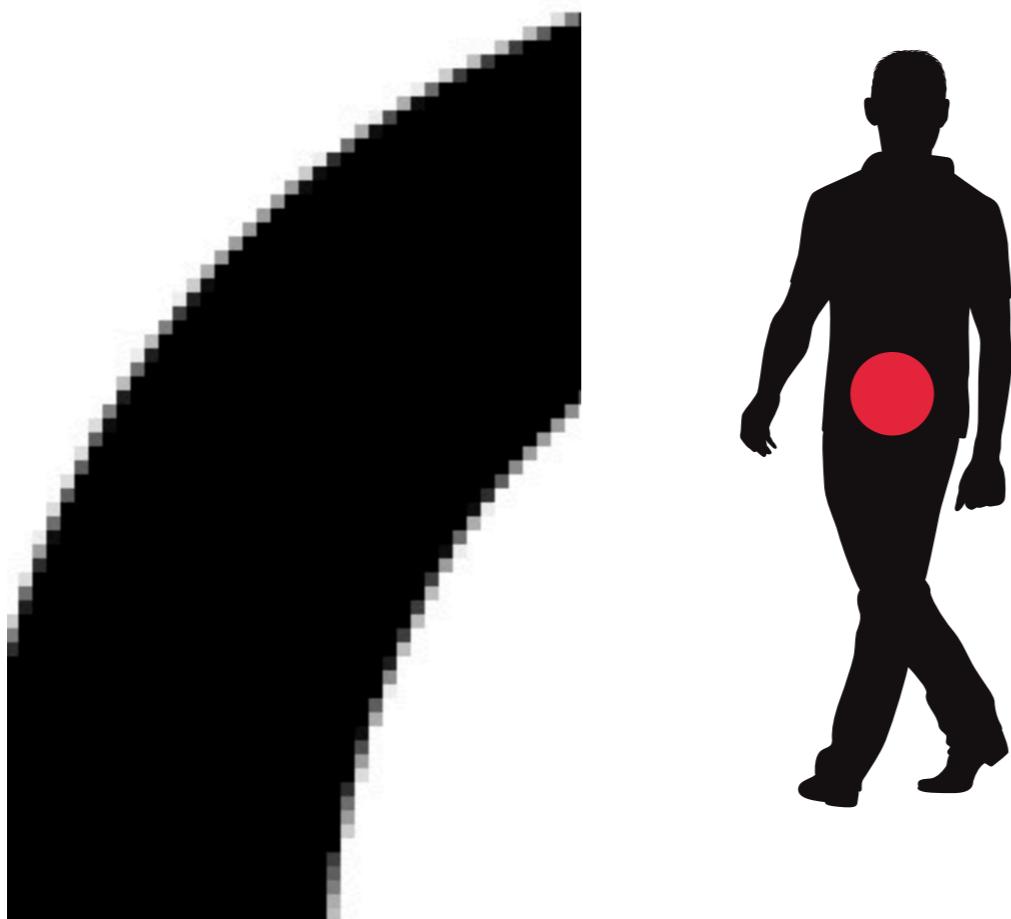
01. PROTOTYP

Font Integration



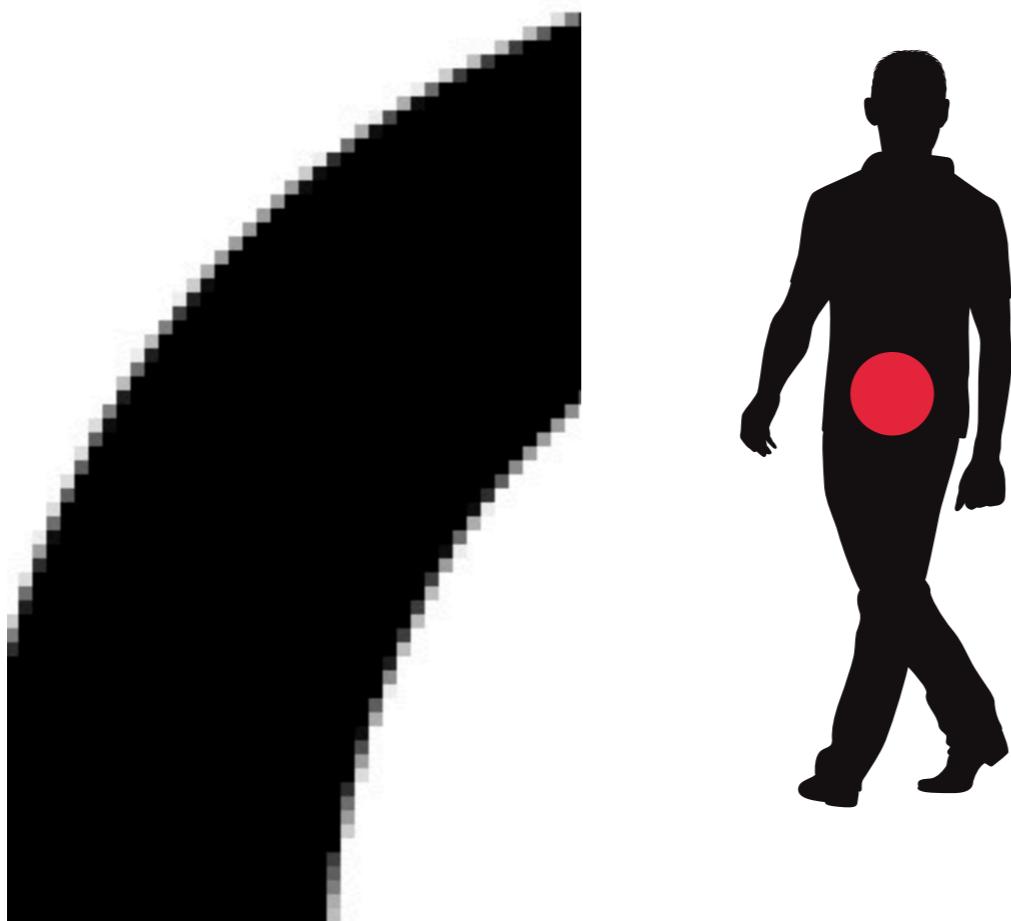
01. PROTOTYP

Font Integration



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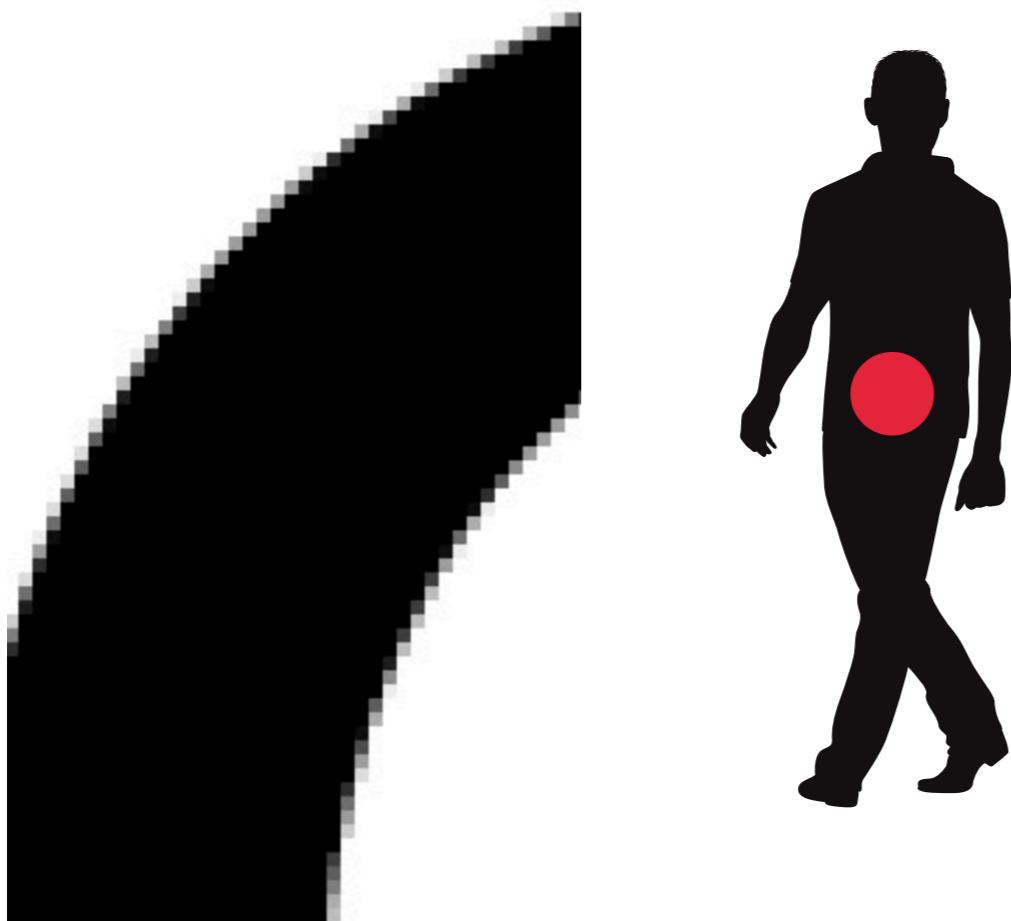


- Font Integration schlecht

01. PROTOTYP

Font Integration

CoM vs. Pixel

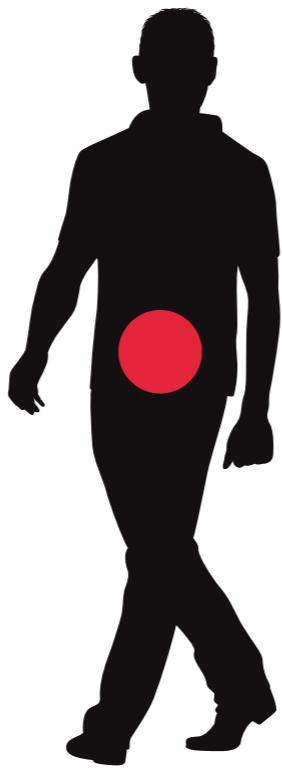


- Font Integration schlecht

01. PROTOTYP

Font Integration

CoM vs. Pixel



- Font Integration schlecht

CoM

- dauert etwas länger**
- + weniger fehleranfällig**
- + saubere Lösung**

02. PROTOTYP

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02. PROTOTYP



Lucerne University of
Applied Sciences and Arts

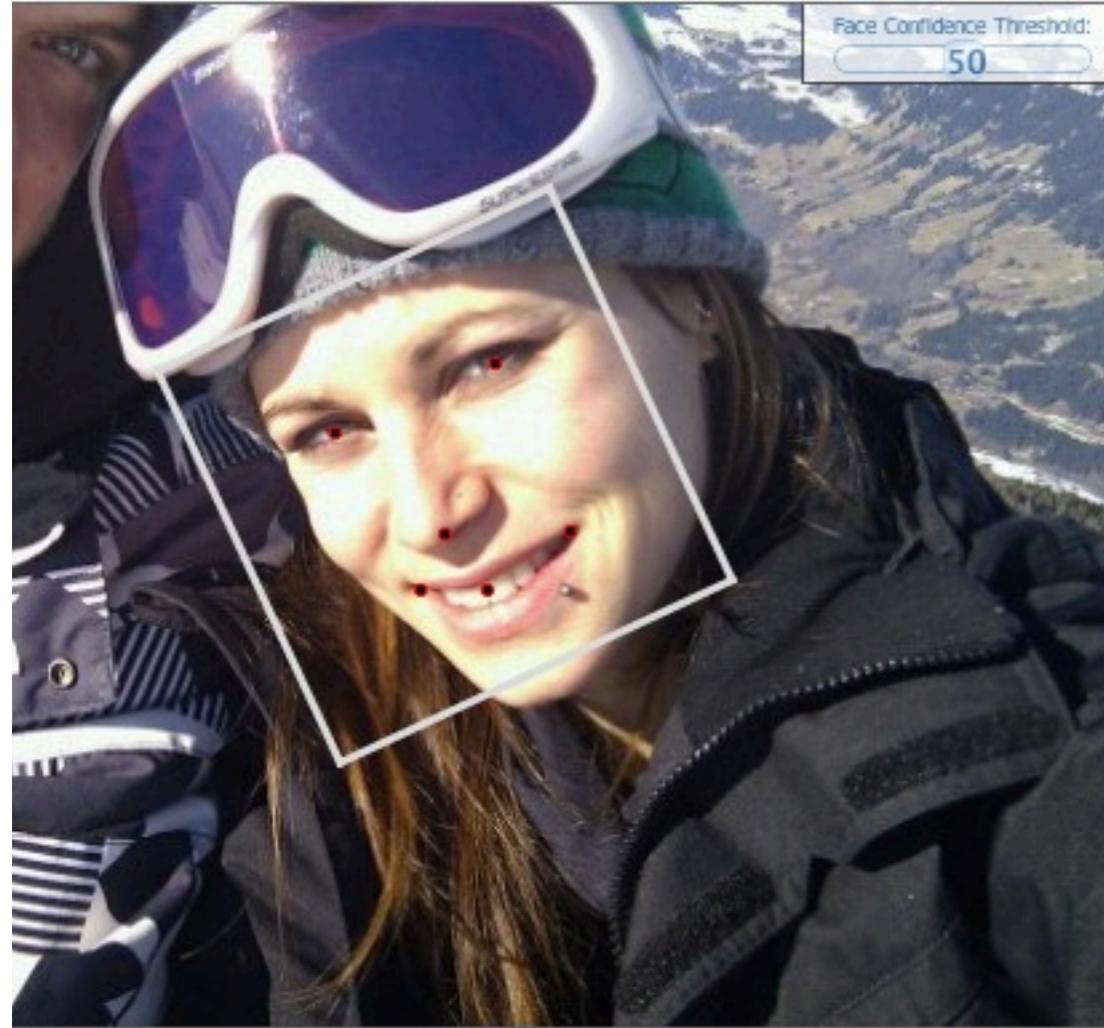
**HOCHSCHULE
LUZERN**

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02. PROTOTYP

GESICHTSERKENNUNG

02. PROTOTYP



Alter geschätzt: 25, um ein Jahr daneben

```
1 age_est: {
    1   value: 25
    2   confidence: 96
2 }
3 -
4 face: {
    1   value: "true"
    2   confidence: 84
5 }
6 -
7 gender: {
    1   value: "female"
    2   confidence: 66
8 }
9 -
10 glasses: {
    1   value: "false"
    2   confidence: 85
11 }
12 -
13 lips: {
    1   value: "parted"
    2   confidence: 55
14 }
15 -
16 mood: {
```

02. PROTOTYP



Alter geschätzt: 24

```
1 age_est: {
2   1 value: 24
3   2 confidence: 97
4 }
5 -
6 age_max: {
7   1 value: 32
8   2 confidence: 97
9 }
10 -
11 age_min: {
12   1 value: 19
13   2 confidence: 97
14 }
15 -
16 face: {
17   1 value: "true"
18   2 confidence: 81
19 }
20 -
21 gender: {
22   1 value: "male"
23   2 confidence: 74
24 }
```

02. PROTOTYP

Danke.