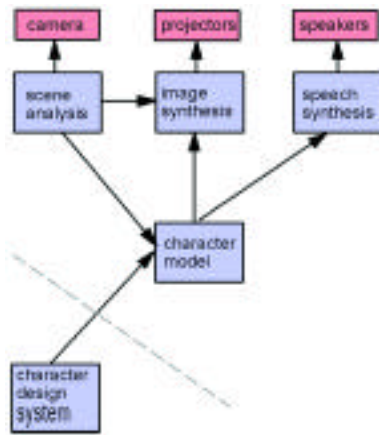
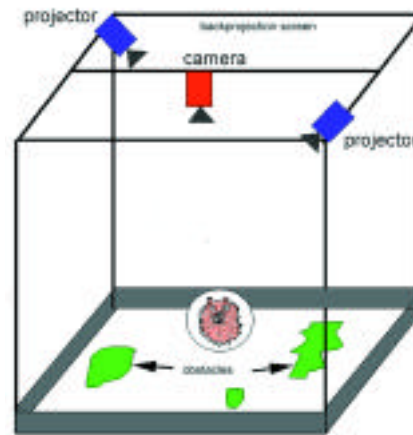


Inside a hamsterball, a hamster rolls more or less randomly around an enclosed area. Meanwhile, a camera tracks the position of the ball, and a set of projectors displays a computer-generated face on it. The perceived result is that there is a head rolling around the room, except that the face stays upright. As the ball hits obstacles, avoids collisions, and so on, the face reacts visually and verbally, in accordance with its

character (appearance, speech, moods, attitudes towards objects), which is designed by the audience. Audience members create their own characters, then embody their characters in the hamsterball world. There, the characters respond expressively and in real time to the complex environment.



The DH2K system architecture.



The hamsterball rolls around an enclosed area, bumping into obstacles. It is tracked by an overhead camera, and a character face is projected onto it.



The image projected onto the hamsterball is an expressive face.