

In this demonstration of an alternative interface mechanism for interacting with a graphical environment, real-time video processing tracks multiple stick-like objects in 3D to control on-screen graphical objects. The system tracks three objects, which correspond to a torch,

a sword, and a ball-and-chain (demonstrating point lighting and shadows, reflections, and internal dynamics, respectively). The graphical objects are rendered into an artistic medieval chamber in real time.



The Medieval Chamber real-time rendered environment (torch and ball-and-chain shown).



The user manipulates rendered objects by moving real objects in front of a video camera.

Collaborators
Gabor Nagy
Sony Computer Entertainment

Eric Larsen
Sony Computer Entertainment