

# Synesthesia

PROJECT NEWSLETTER

WEEK 8

October 18, 2013

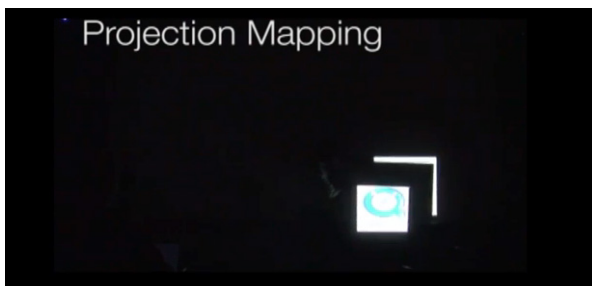
## ALL IS NOT LOST

### THIS WEEK

In week 8 we started testing projection mapping in the RPIS, and although there are still some latency issues, things are looking great. We were able to get a single cube to track and have an image mapped on it in 2 dimensions, following movement within the plane as well as planar rotation. While we're on track to get a 2 cube 2D demo going for 1/2's, we've made the decision to scale back the project from 3 dimensional tracking to 2 dimensional tracking - moving from cubes to screens. We think that this will allow us to develop a very robust tracking system that will be able to be implemented by anyone in the future. We also met with Jackson Gallagher, the campus D3 expert, who gave us a rundown of their cutting edge projection mapping software. We're hoping to use D3's interface to assign art assets to our screens, which will eliminate some of the challenges for our programmers and allow them to focus more on creating robust tracking software. This also gives us the opportunity to market our tracking product as a simple, low-budget tracking plugin for D3's software.

### TECH DEMO VIDEO

<http://www.youtube.com/watch?v=aZiLFVmsuvc&feature=c4-overview&list=UUb2TzVEwkr0QlyK2ckiMyOA>



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### PROGRAMMERS' CORNER

Q. What we have now?

A. square tracking system, calibration system, mapping system, basic interaction logic

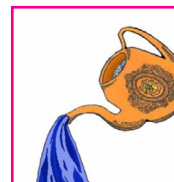
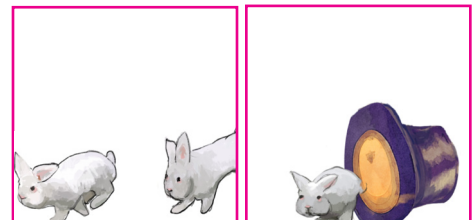
Q. What are our Future plans?

A. polish tracking system, eliminate the idea of 3d cubes (we are going to stick with 2D square detection), integrate our program to d3, use d3 to control interaction logic.

About d3: Allison will work on learning the D3 interface to do the content management in D3 based on yesterday's meeting, and we are relying on that help as well.

### NEWS FROM ARTLANDIA

Mat & Allison have completed rough passes of animations to work with on the surfaces:



A rabbit jumping out of a hat to work with the proximity parameters of the tracking, and a watering can and plant which will reflect the rotation abilities.