

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 systems 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.



Caption?



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