

Enhanced Reality: A New Frontier for Computer Entertainment

SCEA R&D



MySpace

This demonstration shows color-based image segmentation and tracking technology for control of a computer generated scene from camera input. An inexpensive USB camera and simple colored bats and swords are used with the PlayStation 2 performing all the steps of video input, processing and high quality computer graphics rendering.



Magic Spells

This demonstration uses background subtraction, image segmentation and tracking technology for control of a computer generated flight simulation. An inexpensive USB camera is used to track the user's arm movements. These arm movements are then converted into wing flapping, banking and elevation to control the flight of an imaginary bird across a computer genera



Seymour the Spaceboy

This demonstration uses high quality live camera input into a PlayStation 2 development system. Color tracking and segmentation is used. Computer graphics are then generated and rendered into the live video scene to give the appearance that the virtual friend is really there. The virtual friend interacts with colored balls that the user holds.



Pottery Wheel

This demonstration uses high quality live camera input into a PlayStation 2 development system. Color tracking and segmentation is used. Computer generated butterflies are rendered into the live video scene giving the appearance that they are really there. The butterflies are attracted by colored balls held by the user.



Misho the Witch

This demonstration uses high quality live camera input into a PlayStation 2 development system. Color tracking and segmentation is used. Computer generated butterflies are rendered into the live video scene giving the appearance that they ar



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