Interactive Graphical Systems

Fall 2006
Agenda

- Points of Contact
- Registration
- Schedule
- Lab sessions
- Assignments
- Course literature
- Examination
- Project Assignment
- Overview of IGS/VR
Points of Contact

Course Homepage:
http://www.it.uu.se/edu/course/homepage/igs/ht06

Or navigate through hci.uu.se -> education

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Registration

List of registered students (12)

List of exchange students e.g. ERASMUS?

On-site registrations
The most current version of the IGS schedule can be found on the WEB pages for the course.

http://www.it.uu.se/edu/course/homepage/igs/ht06

Please check these pages regularly also for other material!
What is it about?

Interactive Graphical Systems
A Short Top Down Overview
Interactive Graphical Systems
~ Visually Coupled Systems
~ Virtual Reality
~ 3D Games

Motion Graphics = Animation + Motion

Interaction = Action & Response

Visual Realism
Interactive Graphical Systems
～ Visually Coupled Systems
～ Virtual Reality
～ 3D Games

Motion Graphics
= Animation + Motion

Interaction
= Action & Response

Visual Realism

Collision Detection

Input Devices

Advanced Displays

Graphical Rendering

Physical Modelling & Simulation
<table>
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<tr>
<th>Day</th>
<th>Date</th>
<th>Time</th>
<th>Place</th>
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Lab sessions

…and how it works…

- PC lab at **1312**
- Windows PC/OpenGL/VRT/Visual C(++)
- 2 people work together
- After registration: Access using UpUnet-S account using your C-password
- Make sure you have this password at hand !!!
- Lab session lasts usually 4 hours
- You work on a defined task in the group of 2 persons
- The task is described in a tutorial document
Lab sessions

…and the rules…

- Each successful lab yields 2 **credit** points on the course
- Lab presence is not compulsory
- Labs must be presented at the specified dates
- Lab presence only does not yield a credit point
- Practical knowledge from the lab is part of the exam
- Lab sessions must be prepared
- Don’t start reading the tutorial in the lab session
- Lab tutor/teacher sets grade on the lab
Course literature

...a kind of a special mix...

- Selected topics from each book
- Additional papers/articles
- Building Interactive Graphical Applications (Tutorial Series)
Examination

40 credit points on the course in total

- 8 points  lab sessions (4x2 points)
- 12 points project
- 20 points written exam
Project

Development of an interactive 3D "visualization" application

Perform a performance "study" for a new VR display

Apply the knowledge from the course
The specific task still to be announced
Group work strongly encouraged

Grading of the project after delivery
(16th of October)
Example of 2004 years project

Interactive Visual Explorer
For Seismic Data

Héctor de Pereda
Rani Khalil
Arsenij Vodjanov
Example of last year's project

An evaluation study on interaction metaphors

Anders Nivfors
&
Marcus Grehag
<table>
<thead>
<tr>
<th>Test pair</th>
<th>Navigation system 1</th>
<th>Navigation system 2</th>
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Table 1: The finishing times and collisions for all test pairs.

Diagram 1: The finishing times for all test pairs and the mean values for both systems.