





Interaction Tomorrow



WELCOME

SIGGRAPH is about...






A collage of images representing various SIGGRAPH topics: a close-up of a human face, a 3D rendered statue, a game controller, a keyboard, and a hand holding a device.

igcc.com

Goals

- It is not just all about graphics
- Interaction with data is important, too
- Get an overview of current devices
- See new applications in research and industry



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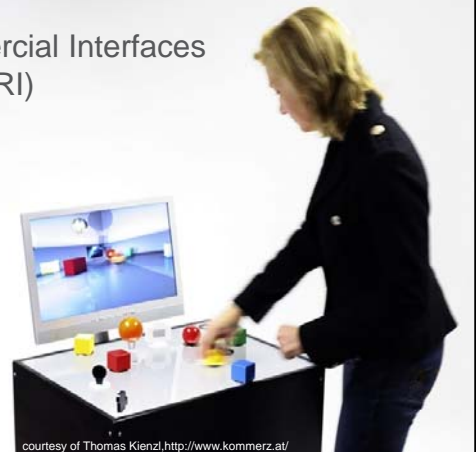


FTIR - Frustrated Total Internal Reflection, Jeff Han



courtesy of Jeff Han, Perceptive Pixel, <http://www.perceptivepixel.com/>

Commercial Interfaces (E.g. MRI)



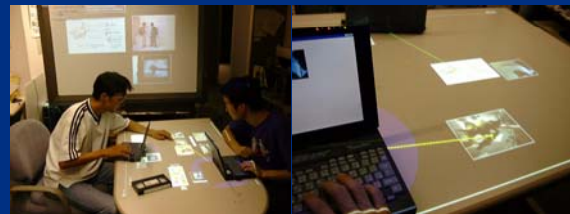
courtesy of Thomas Kienzl, <http://www.kommerz.at/>



courtesy of Thomas Kienzl, <http://www.kommerz.at/>

Groundbreaking research

- Augmented Surfaces, 1999
- Jun Rekimoto



www.perceptivepixel.com/

Lecturers

• Industry & Research Labs

- Chia Shen, MERL
- Gerald Morrison, SMART Technologies
- Andy Wilson, Microsoft Research



• Academia

- Michael Haller, Upper Austria University of Applied Sciences
- Bruce H. Thomas, UNISA



Overview

Time	Topic	Lecturer
1:45	Introduction	Michael
2:00	Input devices & sensing technologies	Andy
2:45	Interactive tabletops	Chia
3:30	<i>Break</i>	
3:45	Interactive wall displays	Gerald
4:30	Pen-based interfaces	Michael
5:00	What's next? Outlook to the future	Bruce

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Course Evaluations

http://www.siggraph.org/courses_evaluation

4 Random Individuals will win an ATI Radeon™ HD2900XT **AMD** Smart Choice

