

# **Interactive Surfaces**

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# Further more..

- **Challenge**
- **Project Examples**
- **Existing Products**
- **Outlook**

# Challenge

1. **Correctness:** Correctness under non-optimal condition
2. **Efficiency:** reasonable latency
3. **Debris tolerant:** Objects left on the surface do not interfere with normal operation
4. **Hardware Robustness:** Able to withstand normal use without frequent repair or re-calibration

# Challenge

5. **Unencumbering:** No additional devices should be required for use
6. **“Come as they are”:** user can interact directly with the system
7. **Inexpensive to manufacture**

# More Projects

- **DiamondTouch:**  
A Multi-User Multi-Touch Technology
- **Visual Tracking of Bare Fingers**  
Vision-Based Finger Tracking

# DiamondTouch

- **Multipoint:**  
Detects multiple, simultaneous touches
- **Identifying:**  
Detects which user is touching where



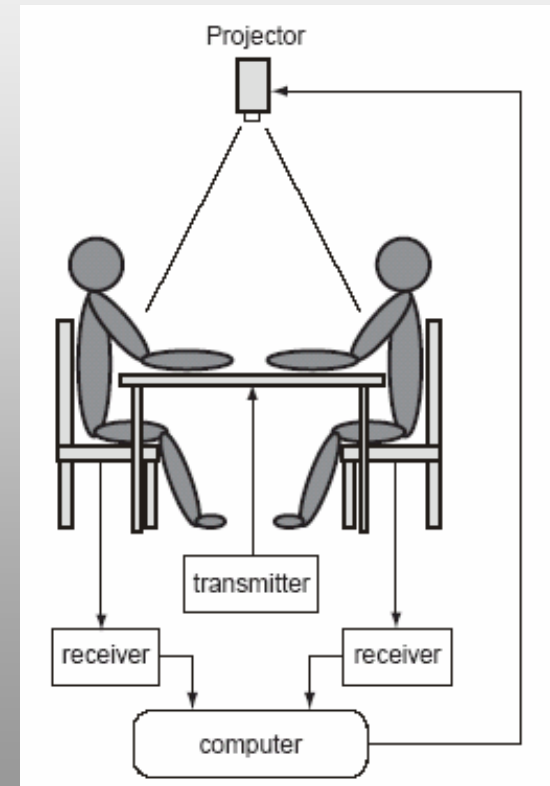
FOR MORE INFO...

MITSUBISHI ELECTRIC RESEARCH LABORATORIES

[www.merl.com/projects/](http://www.merl.com/projects/)

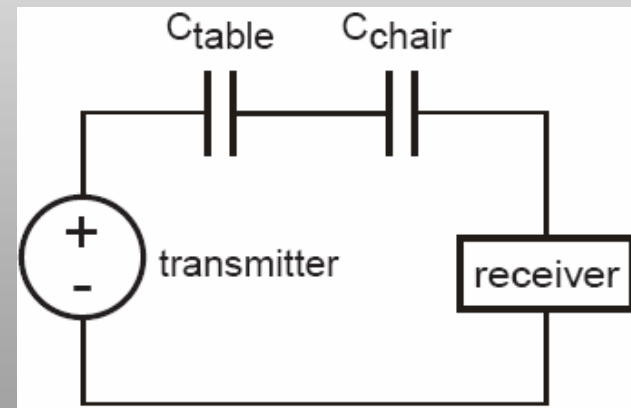
# DiamondTouch

- **Tracking fingers *with surface equipment***
  - Embedded antennas in the table surface
  - A transmitter unit drives each antenna with a unique signal
  - User capacitively coupled to their receiver through their chairs, and receivers are connected back to the transmitter



# DiamondTouch

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# DiamondTouch

- **Result:**

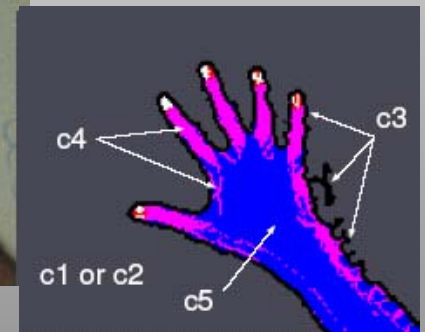
- It can identify the simultaneous movements of multi-users
- The tracking is stable, with very low latency

DEMO

(<http://www.merl.com/projects/DiamondTouch/DiamondTouch.mov>)

# Visual Tracking Of Bare Fingers

- Tracking fingers *from a standard camera view*
  - Pixel-oriented methods
- Affordable & portable hardware
  - Digital video camera
  - Small Projector
  - laptop



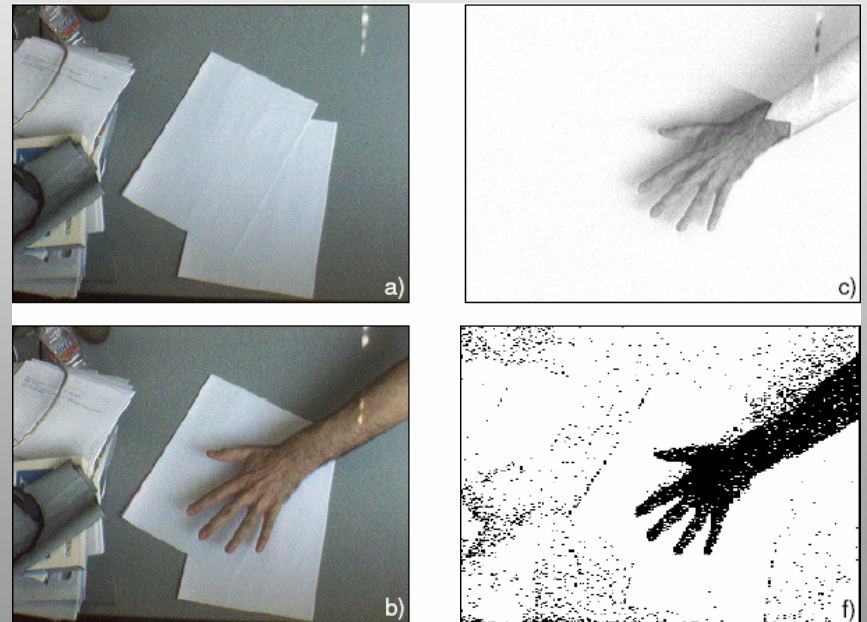
FOR MORE INFO...

<http://www.mezis.net/papers/papers.html>

# Visual Tracking Of Bare Fingers

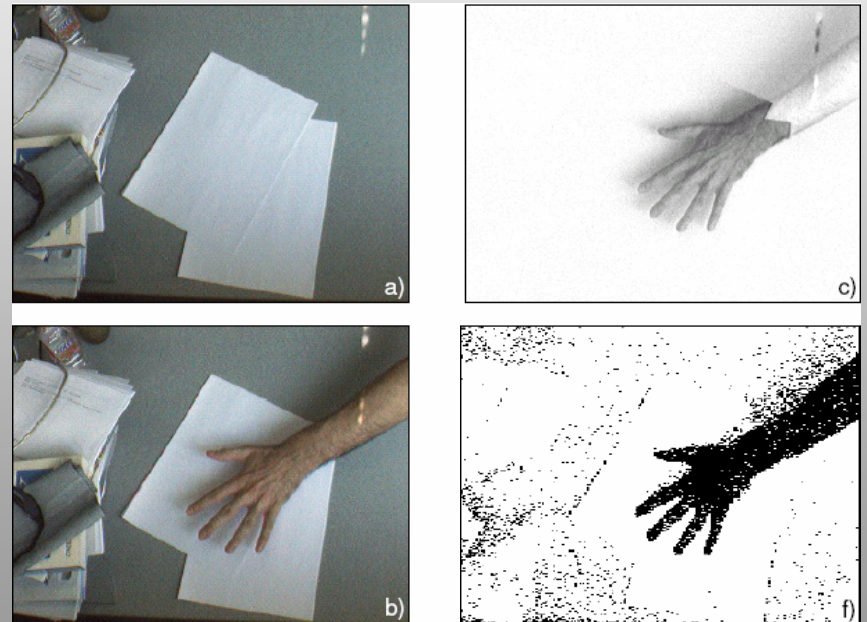
- **Image Differencing Segmentation**

1. **Foreground extraction using IDS**
2. **Automatic thresholding**
3. **Shape filtering**
4. **Association generates high-level events for the client application**



# Visual Tracking Of Bare Fingers

- **Result**
  - **Reliable Detection**
  - **Reasonable Latency**
  - **Problem with stimulatingly multi-user using**



# More Projects

- **DiamondTouch:**  
A Multi-User Multi-Touch Technology
- **Visual Tracking of Bare Fingers**  
Vision-Based Finger Tracking
- **UbiTable:**  
A Face-To-Face Collaboration on Horizontal Interactive Surfaces

# UbiTable

- ***“face-to-face collaboration on horizontal surfaces”***
  - Share scrap display
  - Separation of privacy from visibility



FOR MORE INFO...

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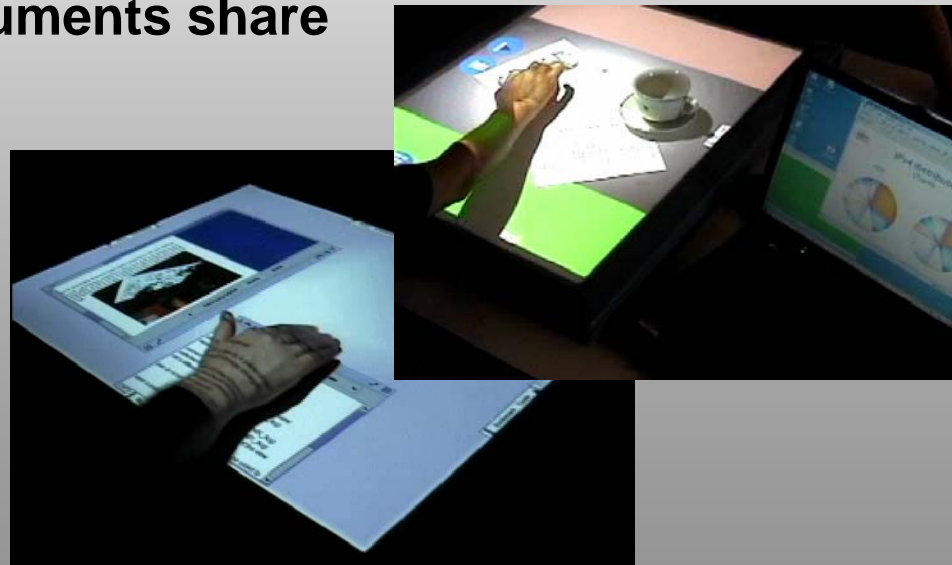
# UbiTable

- **Usage Scenario**

- Meeting in an airport with laptops
  - Privacy: Public, Personal, Private Area
  - Electrical Documents share

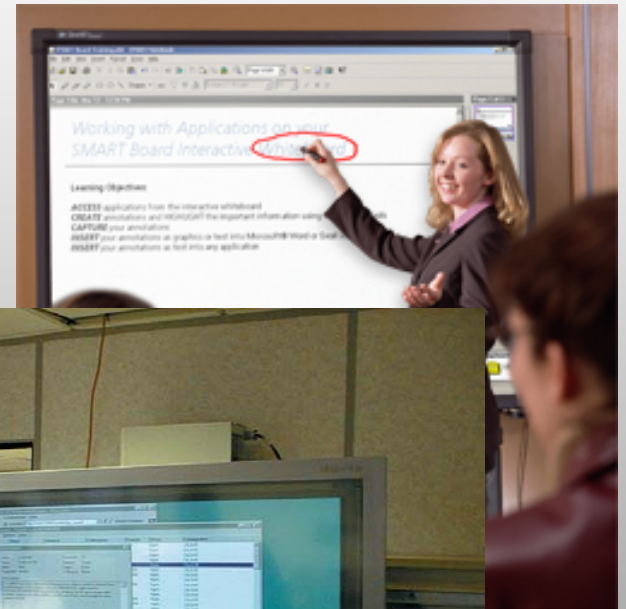
- **Technology**

- DiamondSpin



# Snap back to reality

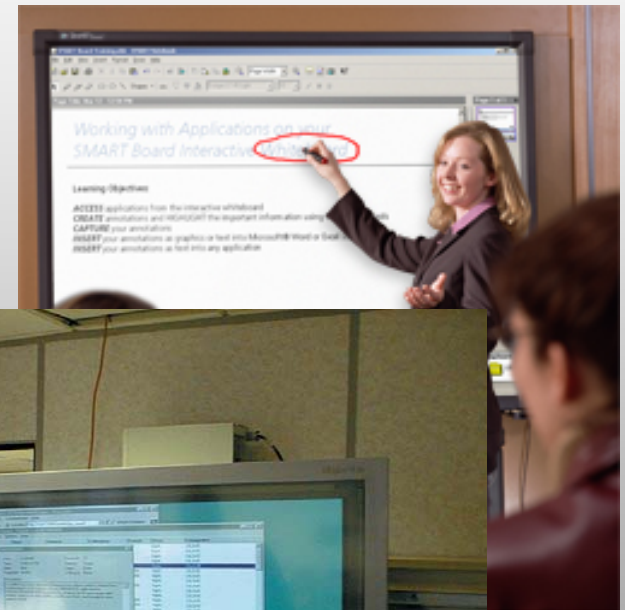
- Existing products since 10+ years
  - Touch Screens
  - Smart Board Interactive Whiteboard





# Snap back to reality

- **Benefits & Limitations**
  - **Sensible Materials**
  - **Multi-user using**
  - **Unnatural**
  - **Under Non-optimal Conditions**
  - **Price**



# Outlook

## ? **Information Everywhere**

? **Outdoor**

? **Play without Plug**

## ? **Special Applications**

? **For disabled person**

? **For children**

## ? **Combine With Other Technology**

? **With wearable devices**

? **Voice Detection**

? **... ???**

# Conclusion

- **In the technical aspect, we still need to face some vital challenges**
- **Many projects were developed with different methods**
- **Also already exist many products, but still had to continue to improve**

**END**