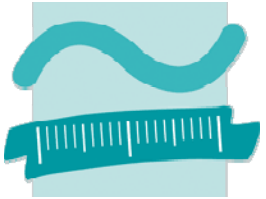
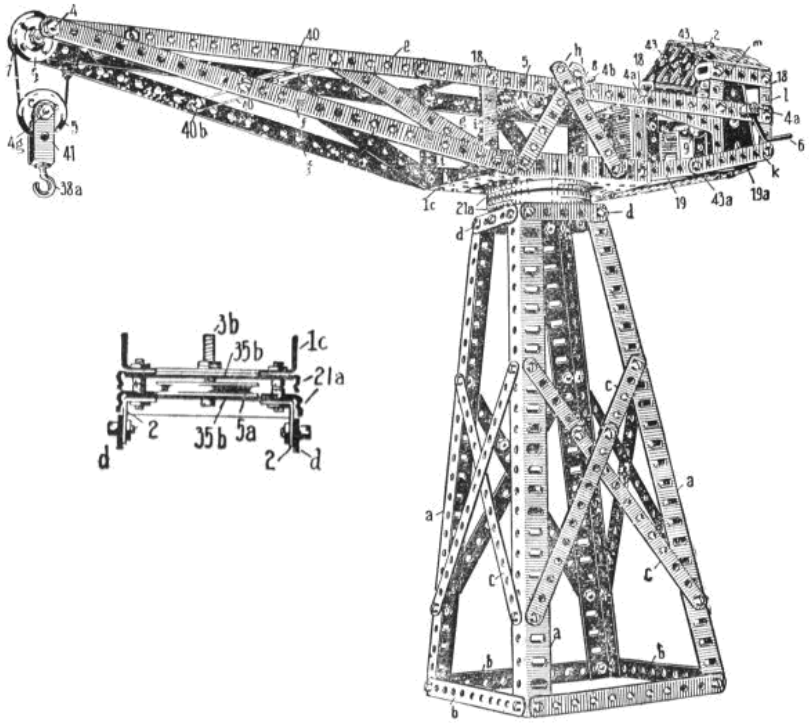
Adding new Sensors and Actors to Real-Time Multimedia Authoring Systems.

HeinrichGodbersen
Beuth University of Applied Sciences
Gosyen UG

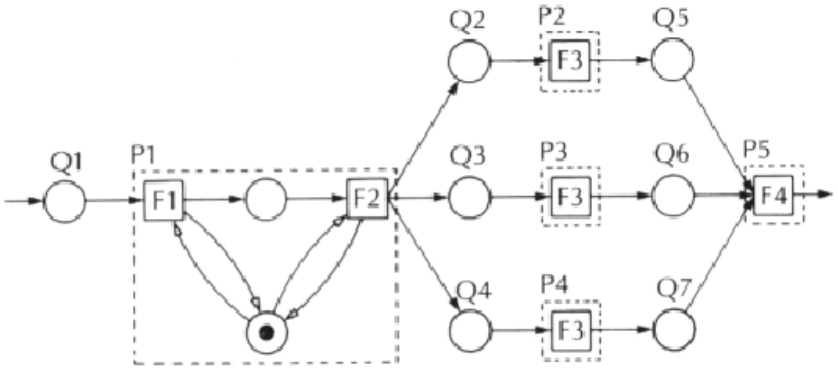
www.godbersen.eu



- 60: Metal Construction Kit



- 30: Petri Nets / Function Nets



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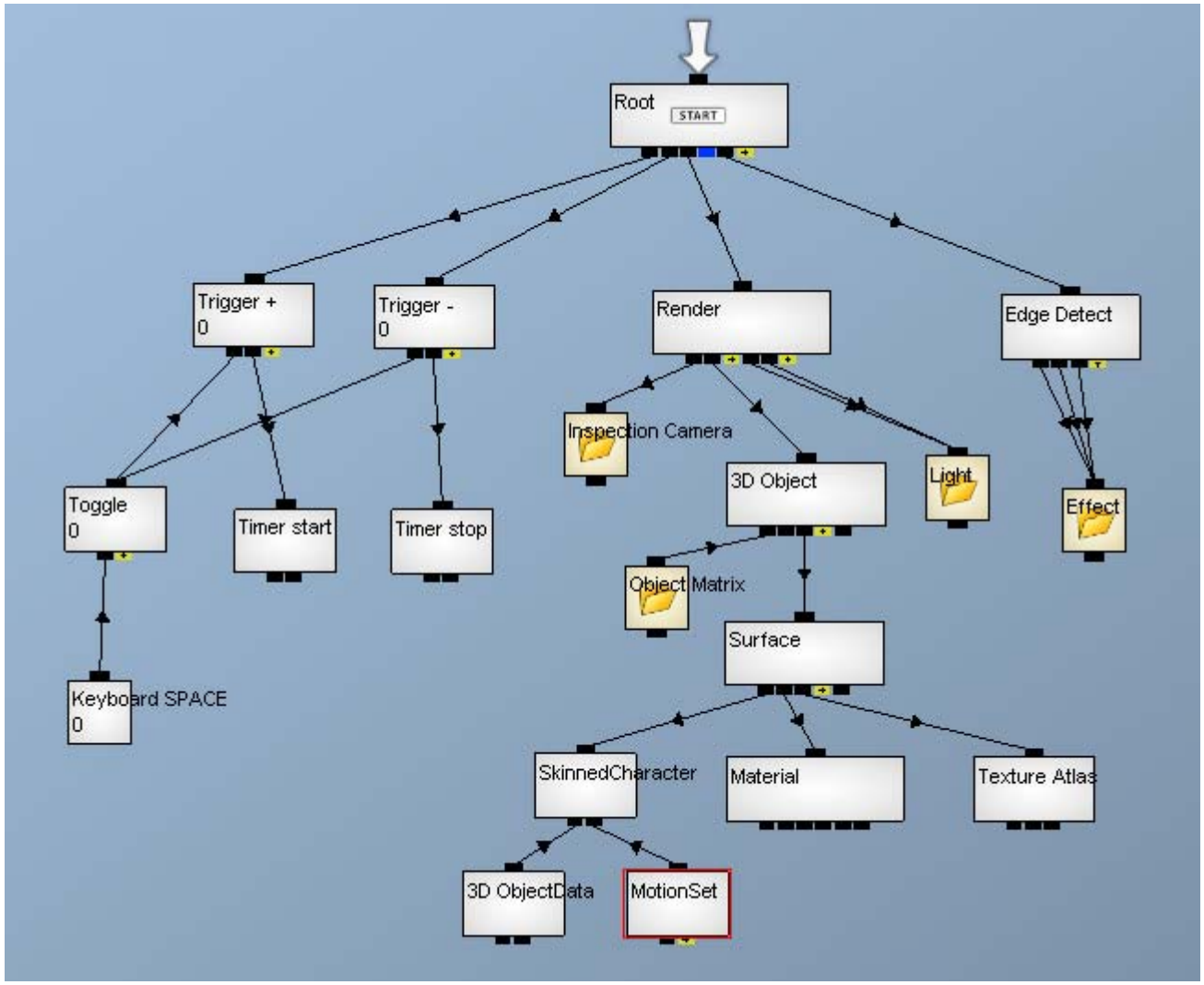
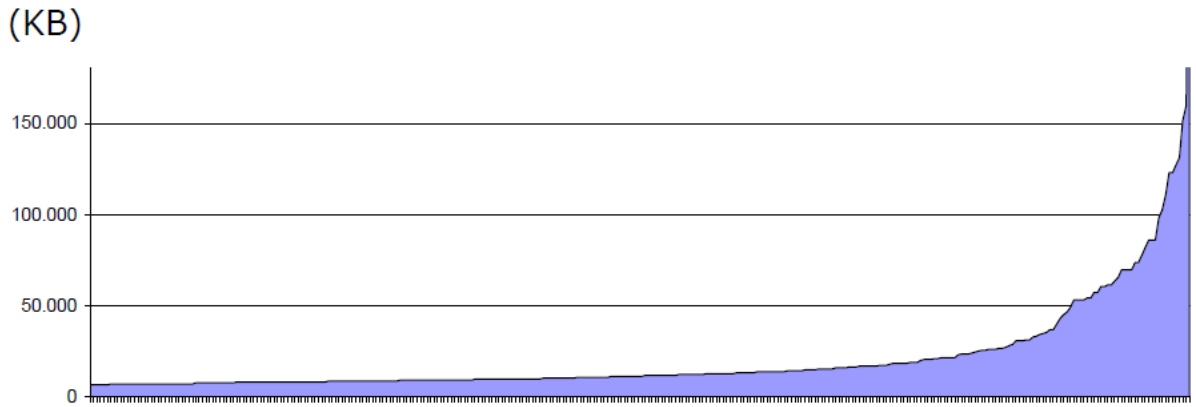
- 10: Quest3D


Root
START
Trigger +
0
Trigger -
0
Render
Edge Detect
Inspection Camera
3D Object
Light
Effect
Toggle
0
Timer start
Timer stop
Object Matrix
Surface
Keyboard SPACE
0
SkinnedCharacter
Material
Texture Atlas
3D ObjectData
MotionSet

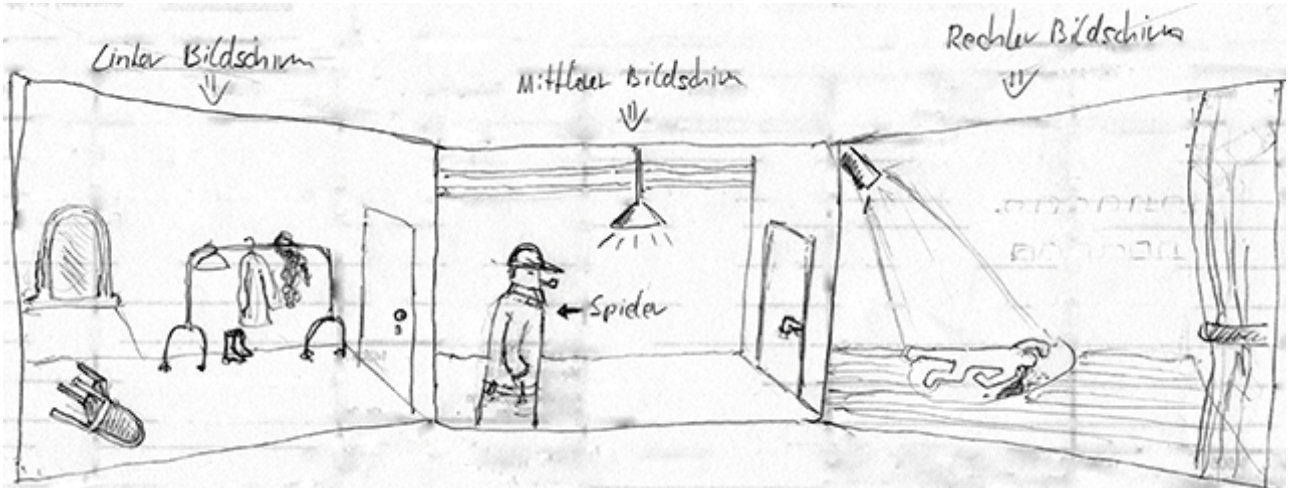
Building Block Footprint

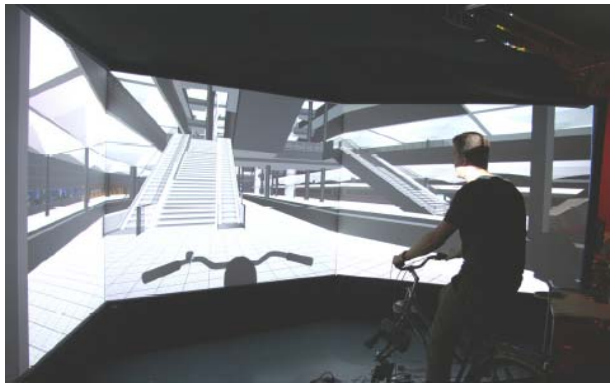
300 Blocks, sorted in DLL-Size

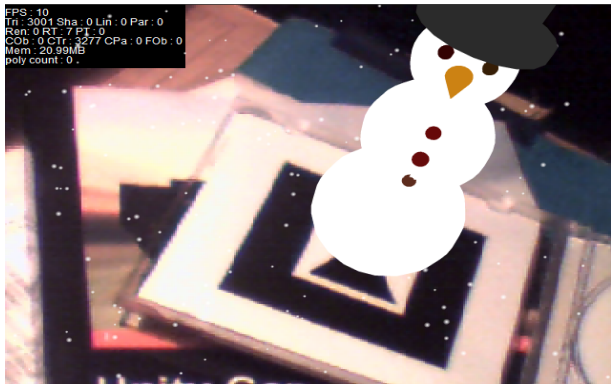


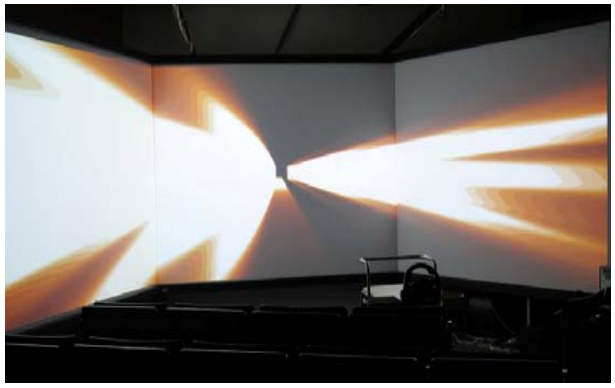
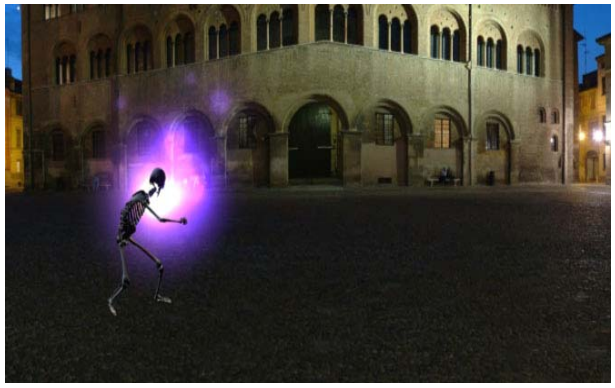
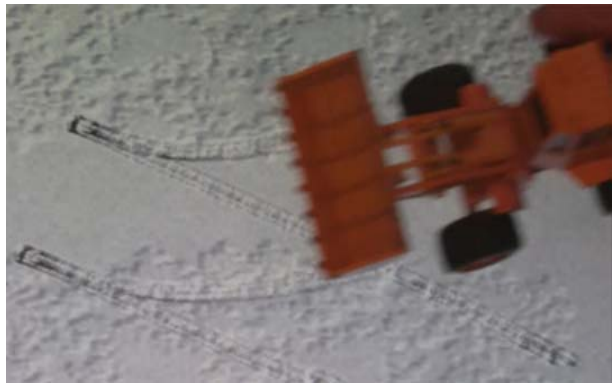
Loose Access to Sensors and Actors

UDP, TCP, CSV, OSC, TUIO, MIDI
RS-232



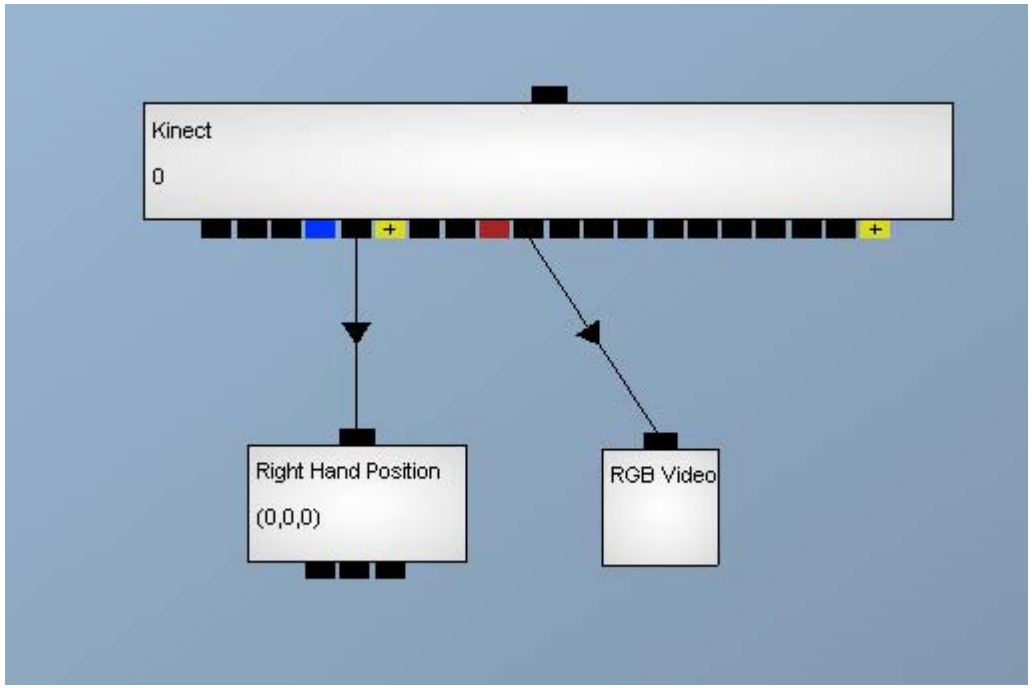


FPS : 10
Tri : 3001 Sha : 0 Lin : 0 Par : 0
Ren: 0 RT : 7 PT : 0
COb : 0 CT : 3277 CPa : 0 FOb : 0
Mem : 20.99MB
poly count : 0 .


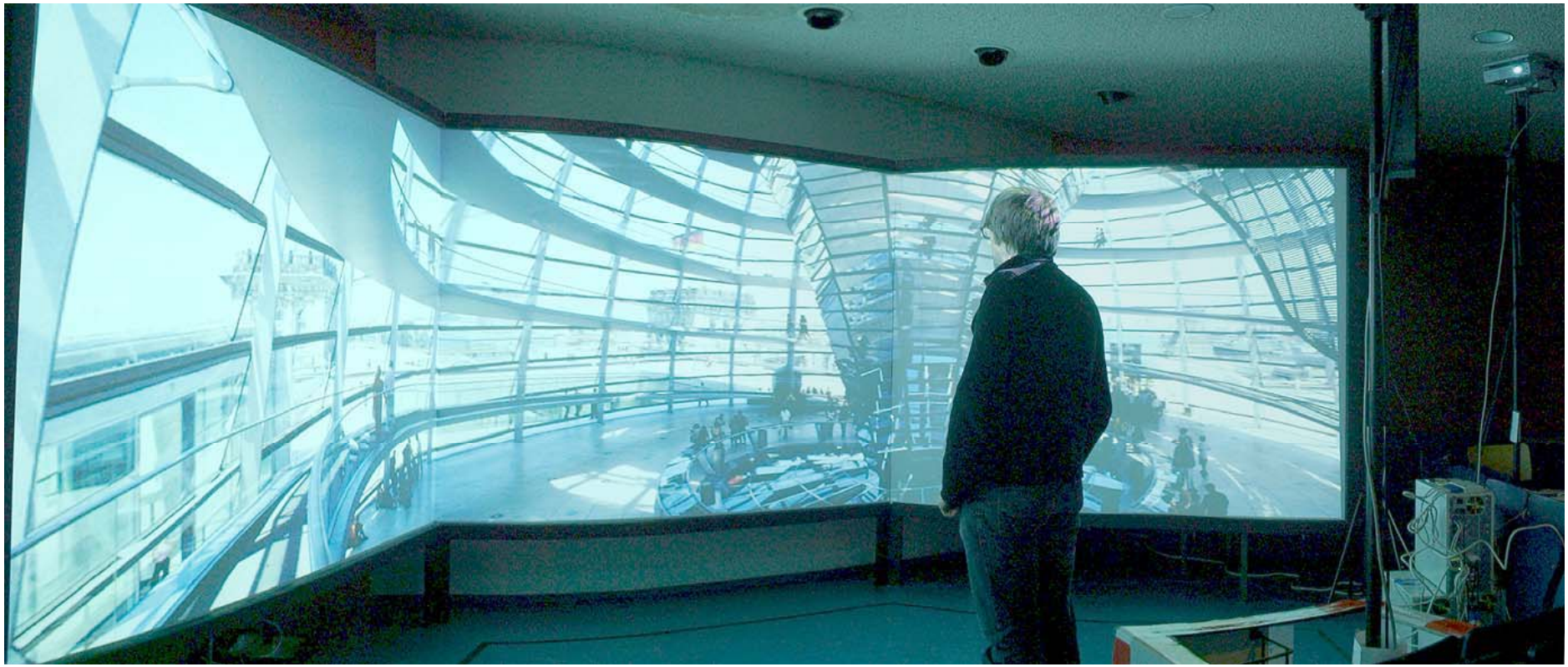
Connecting the Kinect Sensor

- Microsoft API C++
- OpenNI



Interface requires > 20 Pages C++ Code

VR Installation at Beuth University



Rechstag Dome

Duo 3000

Flight Vienna

References

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