Telemurals: Linking Remote Spaces with Social Catalysts – Writeup
By: Alexae Stone

This paper is all about the different methods tried to connect different spaces through the use of video and some audio. It is not about methods that would replace face-to-face but just to enhance experiences you have with others. It is all about spaces that have not always been used in these methods, and providing the catalysts to support people hanging out in this area and interacting with other areas.

I think Hole in Space is a sweet piece of work. It was a video camera placed in NY and LA, for users to see those on the other side and hear them. I think people would like that on Green Street at night. Things are very amusing during that time of the night. However, I think one of the reasons none of these has been successful since is due to the wide availability of people’s own cameras. I believe that a few people used it to see their friends in the other state, when it was running for those 3 days. However, if I want to see someone who lives in another area, I can just pull up skype and have a conversation there and see my friend. If these kinds of services were not available, I think things like Hole in Space would be much more widely used.

Telemurals in this paper is described as a interaction software that allowed you to only see a portion of a person’s image. The more a person moves, the more intense their outline gets. The less they speak, the more they decrease in color, so they would be less noticeable, but always there. The project was used in two separate dorms to create a space that users could utilize it as a social space and social art. Students could come in and use it during specific times during the day. I think the data collected about when users are on it most is very interesting. They tried having it available during increments of time. When they decreased the time it was available, people were more apt to use the telemural. I think this is very telling of our society. We all want something that is rare. If we are over saturated with some item, in this case the availability of the telemural, we are not interested in using it. It’s not cool anymore. We like the things that aren’t available to other people or even ourselves, it makes you unique.

I think it’s really interesting how people interacted more with the tool when they weren’t seen as their actual selves. They were abstracted more and you couldn’t see their exact features. People seem to like this same privacy in online spaces, like chat groups, where they can have a user name. Spaces like yahoo games allow you to have a little character represent you, where they could easily let you choose a pic for yourself. People however prefer their privacy.
Interactive Artistic Rendering – Write Up
By: Alexae Stone

This paper is similar to the other ones we have been reading about. It is all about how the computer can take an image and create different styles of art from that one image. Things like a different style of artist or different techniques of color shading. This kind of work is very useful for things like animations or even those in graphic design.

This article talks a lot about grafted work and using it to create different types of models. These types of objects create different types of data on their own. Any kind of object like a ball or something can be thought of in this manner. It has its own properties, so when something like lightening is changed, the ball knows how to adjust. Also, physics things I believe could be done like this (maybe they are) by having so much force on an item in a certain position, it knows how to react in a certain manner. I feel like this is how all of the animation work is done today. No longer do they have to draw out ever image by hand, the images can create themselves more and more.

I never have looked closely at drawings that appear to have texture, but one thing that this article has pointed out to me is the importance of overlay. The Dr. Seuss images would look much less interesting if they didn’t have this feature. One image that I have always loved is the Sully character from Monster’s Inc. He is covered in so much fur, they must have done a lot of overlaying. From the article, it seems like they create the texture of nature by using random generators to get that look of it not being uniformly created.

The stroke shading model was a little difficult for me to follow. It seems like here again there is a lot of randomness needed to create the natural look that an artist or even human nature might create. It is only over the recurrence of these strokes that you get the real look. I think it is amazing how an object can be shaded to look so real. I think the key is setting the properties within the object to begin with and it seems like you can do almost anything with them. To give the distance affect, the length of a stroke is adjusted depending on the distance from the user.

I think this kind of article is really cool to learn about and I think those in 3-d graphics would really enjoy it. These kind of ideas when dealing with HCI would really give the user a neat, realistic environment to partake in. Whether it’s something like second life with the dramatic charaters, or even something as simple as the mouse providing shading on the screen, I think this kind of idea is essential when it comes to user satisfaction.
Painterly Rendering for Video and Interaction – Writeup
By: Alexae Stone

I think by far this is one of the best articles we have read throughout the semester. I love to see the different ways that a computer can create an image based off of something that a human being had already done. It is a new way to get different types of art that you would expect from a computer but also to get new and different paintings that you may have not thought of. Also, the creation of animations is one I would have never thought to be so difficult. One would think that just changing each frame would be a solution, but this is actually not the case.

I think the idea of changing the style of a painting is something both computer scientists and artists alike can appreciate. I think from the artist’s prospective, they know how difficult it is to create any piece of work and the time and effort that goes into each piece. For a computer scientist, we understand the difficulty of dealing with these pictures and coming up with an algorithm that learns a style of painting.

I really would have liked to read more about the art of making a video of real life looking something like that of animation. I think this could be an interesting way of creating movies today. In the past, it’s been how much like real life can we make this animation, but maybe in the future, animations could be created by shooting films of people. Who doesn’t like to see an animated version of their favorite action hero, as long as it doesn’t look too ridiculous.