**Painterly Rendering for Video Interaction**

*Painterly Rendering for Video Interaction* might have been cliché of video renderings from many other works from animation, commercial or even from music videos from various artists. Making things in video to look like paint sure is not as fresh as many of works that I have read from this class, but efforts put in *Painterly Rendering for Video Interaction* make it into a very artistic and unique representation of video rendering.

One of the most important visualization of *Painterly Rendering for Video Interaction* that makes it unique is the “living” painting. Unlike many other similar renderings of video where video are pre-set with a certain length, type and contents where the dynamics are constrained to only to recorded videos therefore there is no sense of interaction between the rendered output with the viewers, “living” painting provides dynamic where artistic rendering of videos are fed from a person in front of the canvas which make the person a user not a viewer anymore. The reason I like about the “living” painting is not only the dynamics of the painting but also the existence of communication channel between the program itself (the painting) and the users in front of it. This direct rendering of the camera in front of the painting provides a sense of interaction of the media itself where users can feel and control the painting by having feed back from the “living painting”.

Despite its excellences, It would have been better if a few others are included in this visualization. Since the rendering algorithms requires many parameters to visualize the input artistically, it might have been more interesting if users are allowed to alter the parameter indirectly or parameters are changed in cycle so that users would be able to see the variations of the visualization.
Interactive Artistic Rendering

If asked what would be the difference between man made graphics and computer generated graphics is, i would definitely say the feeling that are from subtleness of the graphics it conveys. As the article mentioned from the instruction, computer generated graphics are more in details with very precise drawing which lead to photorealistic. However this almost-completeness makes people not feel but to see what the pictures are and as the paper’s goals are mentioned, it might not be easy for computer generated graphics to convey meanings or feeling as much as human generated graphics might have.

One thing i liked about this paper was very first inspiration of their work that started from the difference between man made and computer generated graphics; the absence of detail acts as “clues” to complete the rest by the viewers which leads to more personally attached and dynamically regenerated depending on when to see and how to see it whereas computer generate graphic’s almost-complete in detail leaves not much of a room for viewers to fill the gap. I think in terms of its purpose and its output, this research has almost conquered what they had initially intended to create and visualize. The reason i think they are close is the results of their works depicted in the paper, especially the Venus model and Bunnies. Various results from Venus model sure indicates the sense of incompleteness where big strokes of brush with rather un-identical strokes gives more feeling to the viewers especially the stroke shading model does convey sense of feeling toward viewers.
Telemurals: Linking Remote Spaces with Social Catalysts

When heard, social space seems to have a geographical boundary where physical existence is required. Therefore most of the social spaces were bounded and many subtle cues were present through physical expression within the same space. Due to those constraints triangulation, termed triangulation by Whyte, has limitation of physical existence as well as it being the third object meaning the triangulation more likely to be objects that does not include the participants.

One thing i liked about Telemurals was the fact that it broke the traditional requirements for triangulation, termed social catalysts by Karahalios. Like Hole-in-Space, Telemurals connects two groups of strangers in distance so that people can engage in conversation only the difference is that Telemurals help initiate the conversation with the interests in the other person on the other side of space. Unlike many other social space visualization where conversations are initiated based on the interests in the visualization and/or media and little feed back of how two groups are interacted (since there is no indication of how the current conversation is going), Telemurals touches people’s curiosity of other people on the other side along with the feed back. By doing so, two groups of strangers know how the current conversation is going through the changes of their silhouettes. I really liked the fact that two strangers can receive the feedback from their conversation since this will encourage the conversation. Other fact that i liked about the Telemurals are the choice of the color for each participant. Since two colors are not distinctively different(red and orange), it reduces the sense of distance that participants might feel through the visualization which also encourages the conversation.