

Summery for Multi-touch Courses

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During the last three weeks, I have made the first interactive application in multi-touch course. It is not the only application that I have made but it is the first one that I have coded. Of course, thanks a lot for Suse and Pekka to fix the bugs in my computer and in openFrameworks.

What I have learned.

During multi-touch study, I found that it is not too hard to make a real application, especially nowadays there are a lot of open source. In this extend, internet is the most knowledgeable teacher in the world and what I have to do is try to contact and get familiar with this teacher.

From the coding perspective, I have learned how to do the things below.

1. emptyExample – Learn to create a new document in openFrameworks and rules of naming things. Learn to organize the folder and materials.
2. ex02SpinText – Learn to show text on the screen and make it spin according to certain rules.
3. ex03Touch – Setup basic environment. Basic structure in openFrameworks. Learn to make circle according to gesture which includes single finger and multi fingers.
4. ex04MoveSquare – Create moving pattern. Select item.
5. ex05VideoPlayer – embed video in application and adjust its width and height
6. ex06SoundPlayer – embed sound file in application.
7. ex07ImageManipulation – get information from the picture. Scale and move the picture.
8. ex08SnowFlake – Create class and objects. Use gesture to delete the previous flake.

Reflection of Final Project

Generally I have learned a lot during the project. The knowledge of processing has been really helpful.

Conceptual Stage

Personally, I really like to study about interaction of finger gestures. I got the idea that when the distance of the fingers change, the pattern would also change accordingly. In the end, it becomes like an application that allow children to play with.

After I present this idea, I got many feedbacks base on the gesture, color picking function, background manipulation and etc.

Coding

1. Code reference - I have studied many of the examples while working on my own project. I think it is quite important to learn code from the previous examples.
2. Paper coding – it is good to analysis the code on the paper first then start coding on the computer.
3. When you encounter bugs – firstly refer to the internet, secondly turn all devices on and off, thirdly clean up the code.
4. From simple to difficult – when start doing something big, first start with something small. Like zoo is just start from draw a picture and make it movable.

Improving

After finishing the basic function, I start think about user experience. For instance, what would the best experience for the user to interact with the button; where should we put the button; would the user like to save the image, delete and redo the things they have done; what would the user expect after delete and undo something and etc.

In this stage, it is mostly about the human center design.

Demo Day – User Suggestion

After the demo day, I got some more nice ideas from the audiences. For example, to make different themes; to make the animals move and eat each other; to make some elements editable and etc.

This is the test stage. I think I would take it to some other courses and develop it further. Thanks for Multi-touch course and I have learned a lot from it.