
DisplayObjects: Functional Prototyping on Real Objects

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Abstract

This video introduces DisplayObjects, a rapid prototyping workbench that allows functional displays to be projected on real 3D physical prototypes. DisplayObjects uses a Vicon motion capture system to track the location of physical models. 3D software renditions of the 3D physical model are then texture-mapped with interactive behavior and projected back onto the physical model to allow real-time interactions with the object. This simulates the functionality of future 3D interactive OLED display skins for product designs. We show a selection of interaction techniques used to design a number of DisplayObjects.

Keywords

Early Prototyping, Physical User Interfaces, Augmented Reality, Organic User Interfaces.

ACM Classification Keywords

H5.m. Information interfaces and presentation (e.g., HCI): Miscellaneous.