

# Holopaint

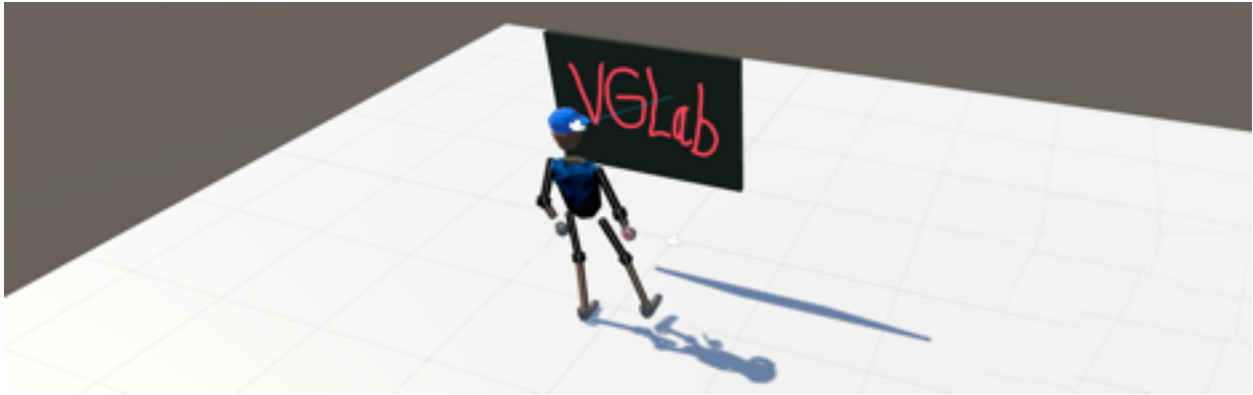


Fig 1. Painting in Holojam.

## Summary

The purpose of this experiment is to test the main controller interaction of the Holojam System. For this purpose a Nintendo Wii controller with markers attached is employed. See Fig 2.

## Setup



Fig 2. Wand

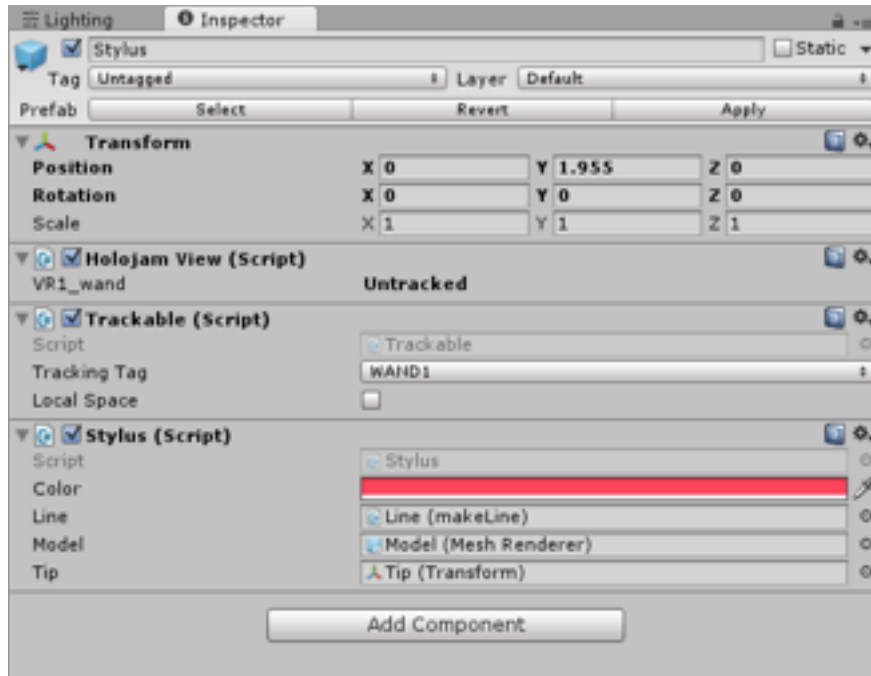


Fig 3. Stylus

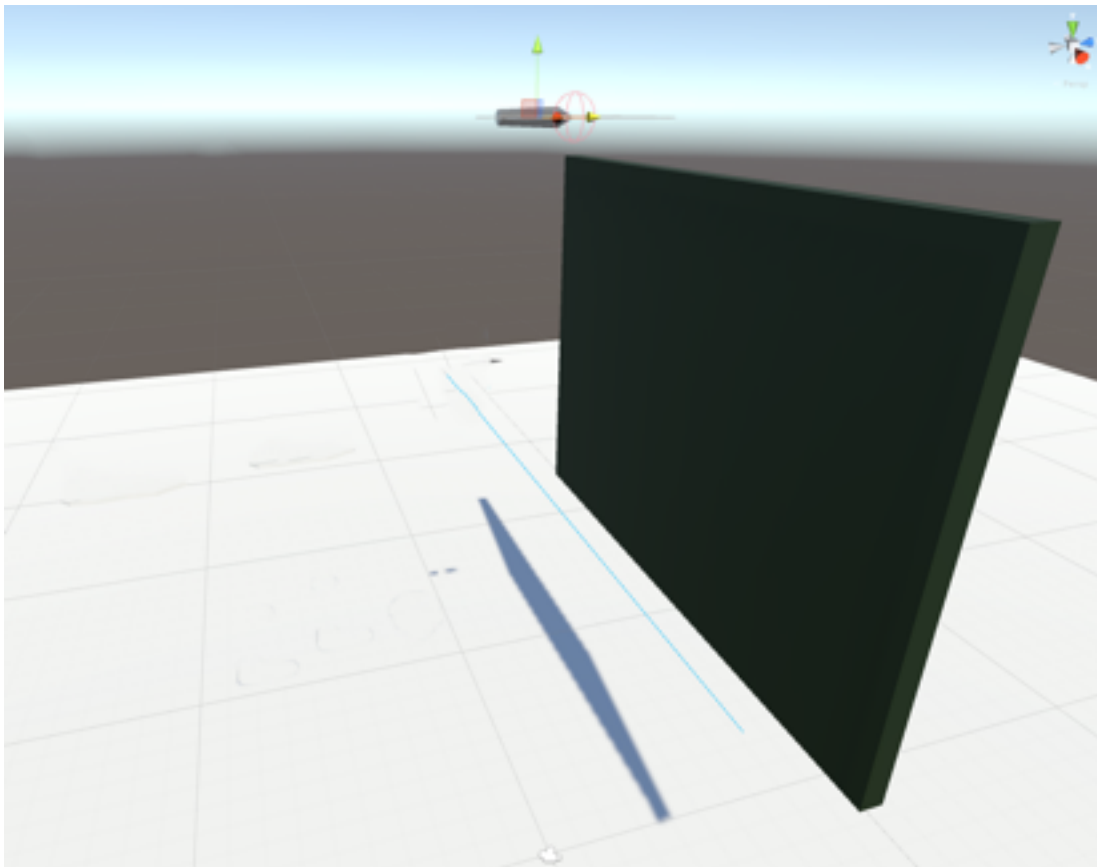


Fig 4. Canvas

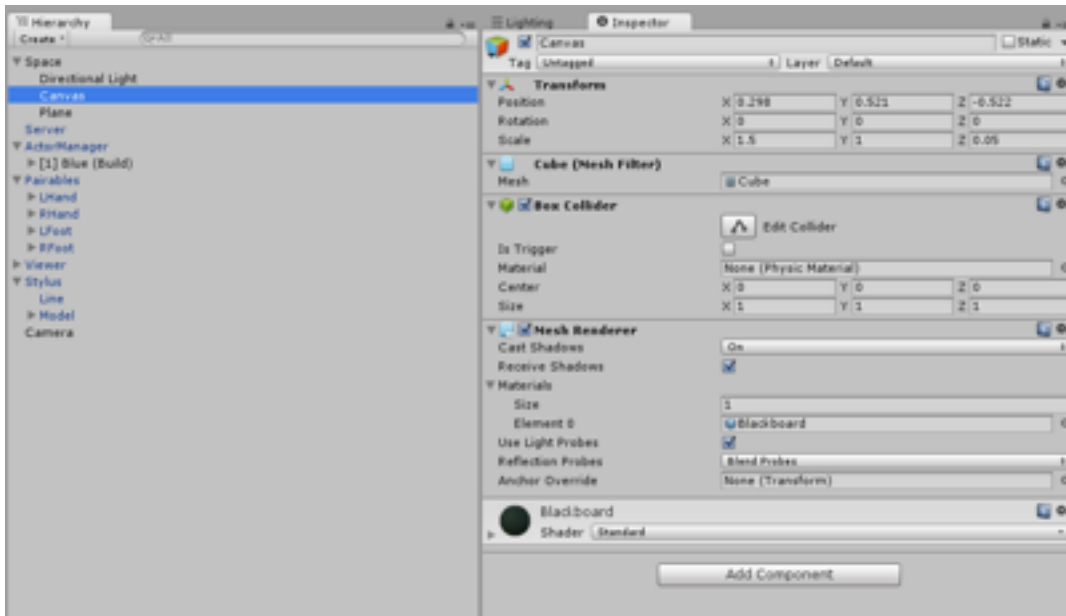


Fig 5. Blackboard

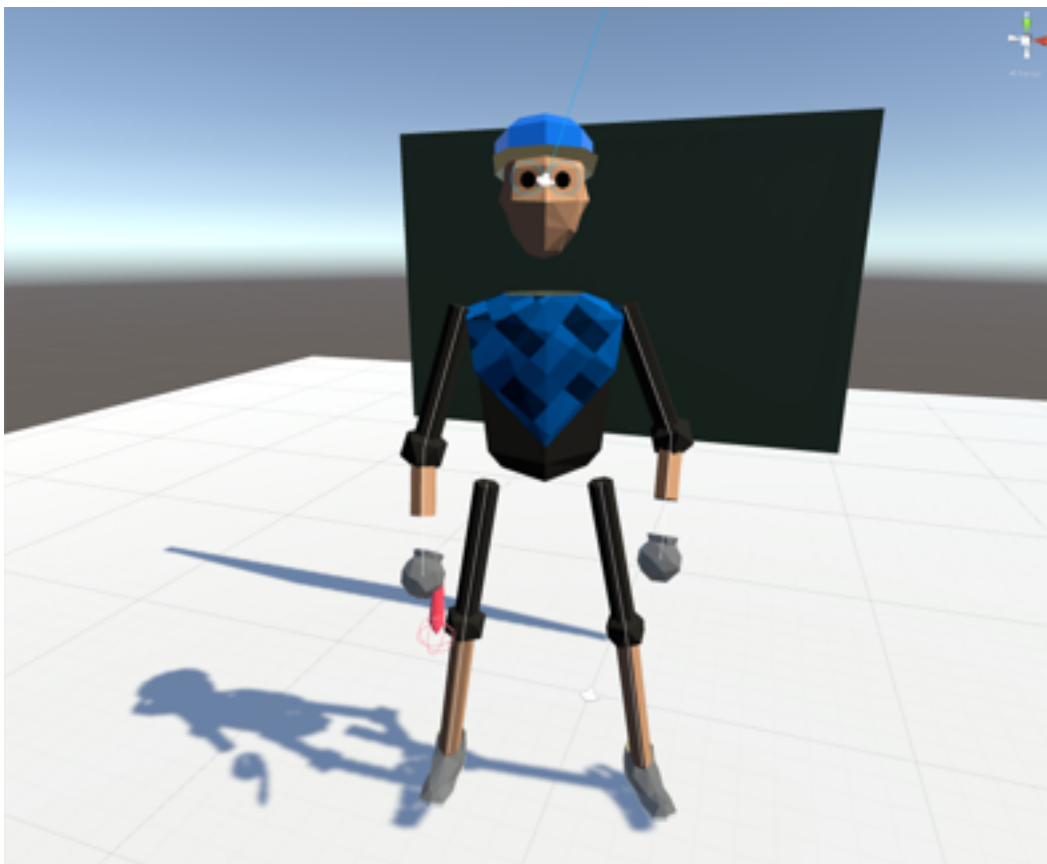


Fig 6. Scene

The scene consists, besides the VR Actor, of two elements a Wand and a Blackboard. The Wand is used for drawing and the board as a reference surface. See Fig 3, Fig 4, Fig 5 and Fig 6.

# Execution

The experiment consists of drawing with the Stylus. Note that the painting is done in 3D. See Fig 7 Fig 8 and Fig 9.

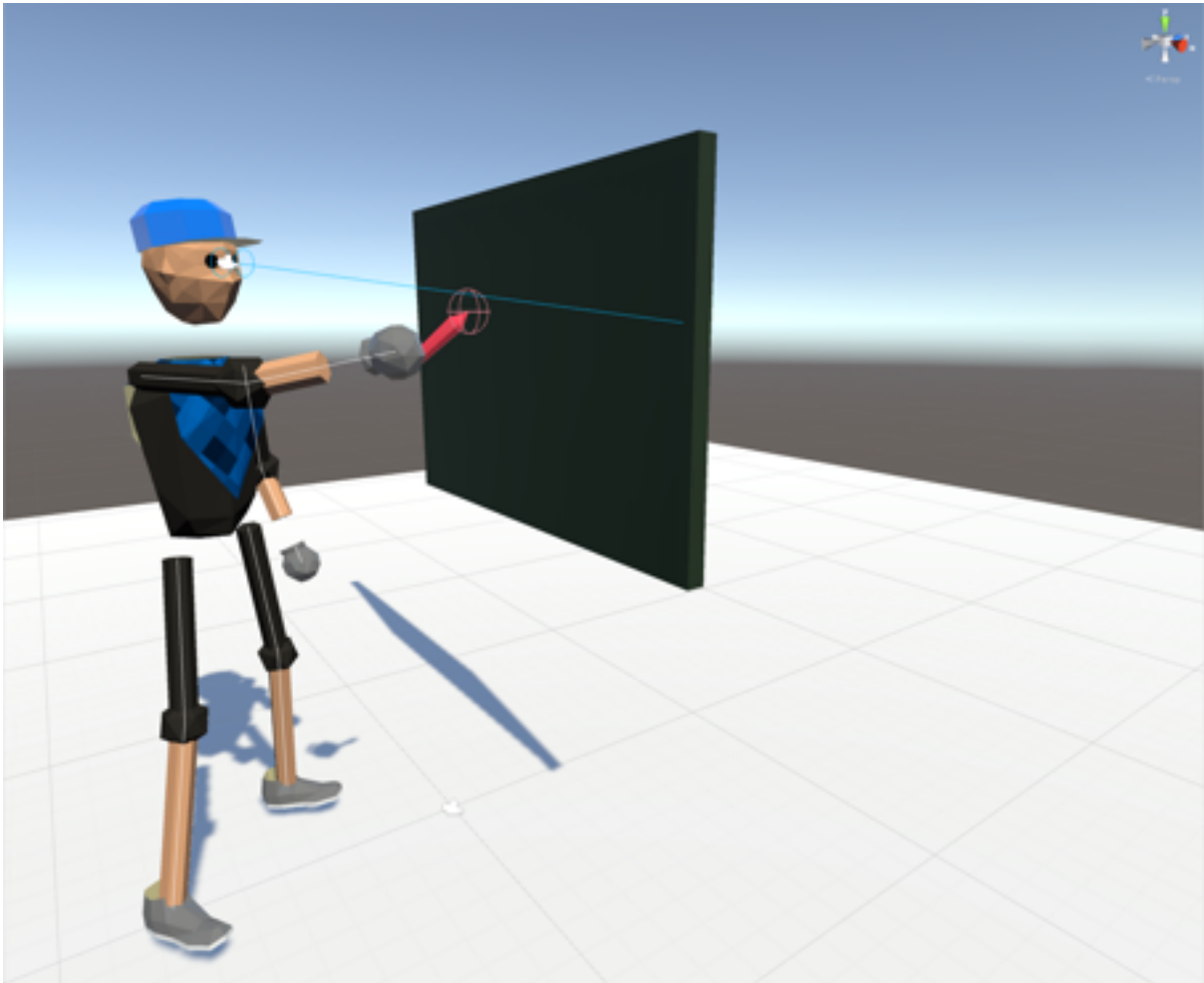


Fig 7. Painting

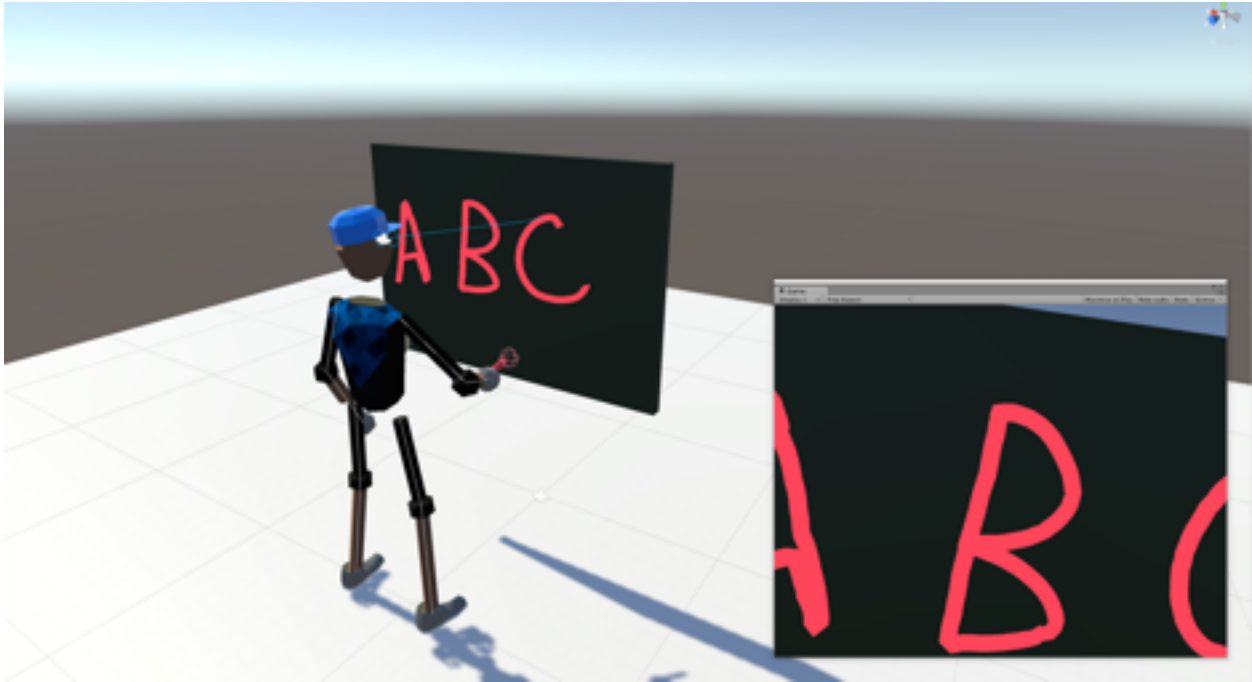


Fig 8. ABC

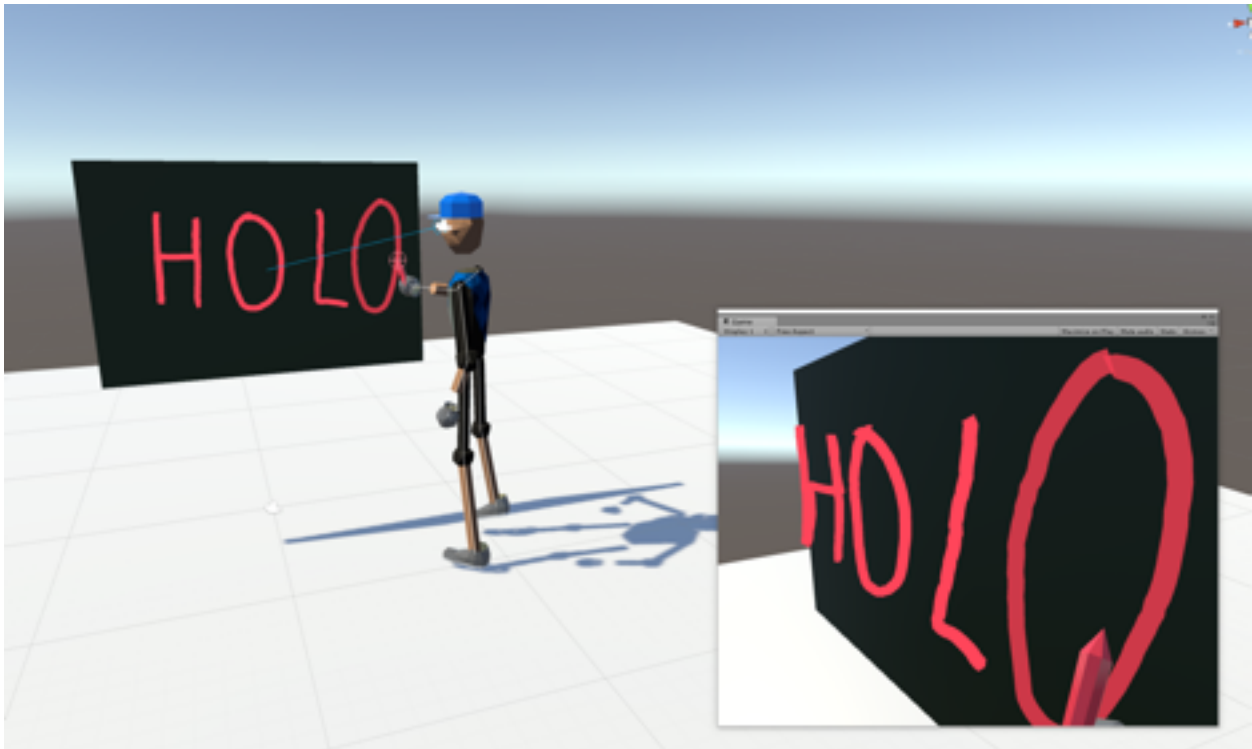


Fig 9. Holo