

Videos tagged 'multitouch' on Vimeo

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<http://vimeo.com/tag:multitouch>

Mediawall - CNES

Demonstration of a new user experience developed by Tharsis Software for the CNES (french space agency)

Cast: [Tharsis-Software](#)

<http://vimeo.com/9345734>

Touchable Train Technology, Berlin 2008

Bombardier Transportation commissioned ART+COM with the design and realisation of two multi-touch tables for their trade show presentation at the Innotrans 2008. The two media installations reveal insights into the high speed technologies of the railway technology producer: One focuses on the topic "thermodynamics", the other on "aerodynamics".

Cast: [ART+COM](#)

<http://vimeo.com/9318534>

The Reitangroup Trading house

The Reitan Groups new HQ consisting of different franchises and companies run by Reitan. Expology made a experience center for the Reitan Group, in all 7 interactive installations to communicate the Reitan history and values in a fun and inspiring way

Cast: [action-designer](#)

<http://vimeo.com/9290598>

Multi-Touch track points

Fantastic IR multi-touch technology.

Cast: [PQLabs Multi-Touch](#)

<http://vimeo.com/9288065>

ofxMultiTouchActions

Here is a quick demo of the addon ofxMultiTouchActions for openFrameworks. It allows to easily create objects that react to common multitouch actions (drag, scale and rotate). Objects can be assigned to 'listen' to any combination of mt actions (i.e. some objects can be only draggable, while others can be rotatable and scable, etc...). Actions can also be assigned to be triggered by any specific number of fingers (i.e. draggable by 4 fingers instead of one and rotatable with 3 fingers instead of two, etc..)

It uses TUIO protocol and therefore can receive messages from several available multitouch systems (i.e. CCV, reactIVision + TUIO simulator, multitouch apps on the iPhone, ...).

It's based on the following addons -
ofxMSAInteractiveObject - by Memo
ofxMultiTouch - by Memo
ofxMultiTouchObject - by Moka
ofxTuioWrapper - by Moka

More info on all this on the oF forum - bit.ly/aPDT9V

For this demo I use CCV for the tracking - ccv.nuigroup.com/

get ofxMultiTouchActions here:

code.google.com/p/smallfly/downloads/list

Cast: [smallfly](#)

<http://vimeo.com/9284786>

Locus OS Interface

This project has no association with Microsoft. The project was originally intended for the Microsoft Next Gen Computer competition in 2008. Hence I also looked at the project from a branding perspective and how a product like this might become Microsoft's key arm along with Surface etc.

- | Location-based operating system
- | Multiple widget desktops designed around a location or activity ie Kitchen, Office, Car
- | Automatically switches between desktops with GPS and wi-fi mapping
- | Simplified Collections menu allows browsing via function rather than application

Designed for Stream adaptive computer system: behance.net/Gallery/Stream/191676

Note: This interface was designed before iPhone 3.0, Palm Pre, Android etc, making the ideas original at the time :)

Cast: [Barton Smith](#)

<http://vimeo.com/9281370>

FTIR Touch Table Final

Here is the final video of the (almost) completed FTIR table build. If you want to build your own you should go over to blog.section9.co.uk as I've posted the entire build on my site. It's looking pretty cool I must say.

Many thanks to the NUIGroup guys on the forums and Mum and Dad for the help with the woodwork and electronics. A fun project with still more potential and ideas in the pipeline

Cast: [Benjamin Blundell](#)

<http://vimeo.com/9252405>

Video: Droid does multi-touch, in one app at least

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Cast: [FoneFrenzy](#)

<http://vimeo.com/9247352>

MDrumSynth Demo - Kevin Schlei (2010)

'MDrumSynth' uses multi-point (multi-touch) data streams to create a synthesis instrument driven by the relationships between points. Instead of mapping touch positions (X and Y coordinates) directly to synthesis parameters, relationships such as angle, distance, and velocity compared to other points are used.

'MDrumSynth' pulls a variety of data from the multi-point interactions. Mapped parameters include: number of active points, points created per second, points held per second, points' distance and angle to previous, and average X and Y position of all points. This creates a very expressive percussion instrument - even without pressure sensitivity.

Cast: [Kevin Schlei](#)

<http://vimeo.com/9238840>

MStretchSynth Demo - Kevin Schlei (2010)

'MStretchSynth' uses multi-point (multi-touch) data streams to create a synthesis instrument driven by the relationships between points. Instead of mapping touch positions (X and Y coordinates) directly to synthesis parameters, relationships such as angle, distance, and velocity compared to other points are used.

'MStretchSynth' uses angle, distance and total velocity between points to map to synthesis parameters pitch, amplitude and delay depth.

Cast: [Kevin Schlei](#)

<http://vimeo.com/9235528>

multitouch mitsubitsi

New multi-touch-led-panels from Mitsubitsi on Integrated Systems Europe

Cast: [konijndesign](#)

<http://vimeo.com/9211364>

Discover the power of the DISPLAX? brand

The futuristic and holographic of DISPLAX? Interactive Systems, the technology of tomorrow!

DISPLAX?, Touching the Future!

Cast: [DISPLAX? INTERACTIVE SYSTEMS](#)

<http://vimeo.com/9210423>

VIDEO: Nexus One update multi-touch walkthrough

Cast: [FoneFrenzy](#)

<http://vimeo.com/9199817>

Nexus One Software Update

Google's latest software update for the Nexus One delivers a new pinch-to-zoom mechanism in the phone's Browser, Gallery and Maps applications

Cast: [Nexus One News](#)

<http://vimeo.com/9193960>

Respondr Interactive System

Entertainment

Respondr provides a unique platform for interactive marketing for events, product launches, night clubs, and media campaigns. Transform floors, walls, tables, or LCD screens into attention grabbing spaces.

Travel

On-the-go advertising requires more than static images and billboards to entertain and engage. Respondr provides large scale possibilities for high impact marketing within existing transit spaces. Respondr reactive surfaces captivates on-the-go consumers.

Public Spaces

Respondr integrates with high-traffic indoor and outdoor spaces with solutions from large scale window displays to interactive touch screens. With our remote networking and content management our custom systems create one-of-a-kind experiences.

Performing Arts

Blurring the lines between art and entertainment, Respondr provides a platform for endless creative possibility. Our systems turn consumers into performers and connects them directly to the experience.

Cast: [Brian Dressel](#)

<http://vimeo.com/9191612>

3D Multitouch Exploration

This a a quick prototype on 3D multitouch exploration, in this example we are using four fingers to create an exploded view of the model.

conducted at the Interactive Institute Umeå, Sweden

Cast: [Ru Zarin](#)

<http://vimeo.com/9178925>

Argos Interface Builder, v0.20

A more recent build of the Argos Interface Builder, an open-source drag-and-drop interface builder targeted at multi-touch music and visual performance applications.

Argos is currently pre-release and looking for developers who may be interested in helping. Argos has been tested and compiled across WinXP/7 and OSX 10.5.

More information: argos.dimitridiakopoulos.com

Cast: [Dimitri Diakopoulos](#)

<http://vimeo.com/9175177>

Crazy Cubes audio reactive multitouch visuals

Made with Processing and Puredata.

Cast: [jonathan ferran](#)

<http://vimeo.com/9172302>

360 Car Demo

A proof-of-concept we've been developing with our friends at Hush Studios. The goal was to create a working prototype to explore touchscreen and iPhone control of 3D rendered HD content.

Check out a blog post about it:

uncommonprojects.com/uplog/2010/02/03/iphone-controllable-touchscreen-display/

Cast: [uncommon projects](#)

<http://vimeo.com/9169596>

St. António interactive shop window

Multi-touch interactive window developed for the popular saint festivities in Lisbon.

The interaction consisted of designing your own Basil plant ? typical of this season ? and dedicate one of the Fernando Pessoa poems to the person you want to send it to. Type an address, and press Send!

The main goal was to provide a meaningful way for people to communicate using a popular theme. Our client was the Schist Village stores and the application was accessible in the window of the Lisbon store. Located at the heart of the party ?, in Alfama?, Beam Team's interactive window invited people to draw their traditional basil plant ?"manjerico" and to place a small poem by Fernando Pessoa in their drawing. The user could then email the plant to the desired recipient. "I was here and thought of you....".

Cast: [Beam Team](#)

<http://vimeo.com/9168566>

OOBI beta - Fully Filmi

Fully Filmi is an application for multitouch table. It provides a novel way of browsing bollywood movies by visual keywords of Hero and Heroine. The installation was put up in Techfest 2010 at IIT Bombay.

Cast: [Kumar Ahir](#)

<http://vimeo.com/9148574>

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Cast: [Kumar Ahir](#)

<http://vimeo.com/9148526>

Is the iThing better than the iPad?

The iPad is dead!! We've tested the new iThing! It has has an incredible holding & drawing experience, supports multitasking, endless battery life and comes right from the future!

Cast: LimeSoda.at

<http://vimeo.com/9135410>

Ducks - Installazione Interattiva

Doc Design è uno studio di Modena che si occupa di packaging.

Durante l'inaugurazione del nuovo spazio di lavoro, ci è stato chiesto di realizzare una installazione interattiva che rappresentasse lo spirito dell'azienda comunicandolo in maniera innovativa e abbiamo creato "Ducks".

Durante l'evento, le persone potevano prendere in mano le scatole e giocare con i loghi di Doc Design che venivano proiettati sulle vetrate degli uffici. Appoggiando le scatole alla vetrata si ha la possibilità di far rimbalzare le papere e quindi di interagire con il logo.

Doc Design is a study of Modena who designs packaging.

During the inauguration of the new workplace, they asked us to create a interactive installation that represents the spirit of the company by communicating in an innovative way and we have created "Ducks".

During the event, people could pick up the boxes and play with the logos of Doc Design that were projected on the windows of the offices. Supporting the boxes to the window you get a chance to bounce the ducks and then interact with the logo.

Cast: fuse*

<http://vimeo.com/9125718>

Window of Wonders

A multitouch + RFID window for on-street-stores. It allows users to browse the catalogue, receive special/targeted offers, bookmark products and book premium services via an eye catching interface.

Cast: Massimiliano Dibitonto

