



Uwe Hahne, Jonas Schild, Stefan Elstner and Marc Alexa

# MULTI-TOUCH FOCUS+CONTEXT SKETCH-BASED INTERACTION



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MULTI-TOUCH FOCUS+CONTEXT

# SKETCH-BASED INTERACTION

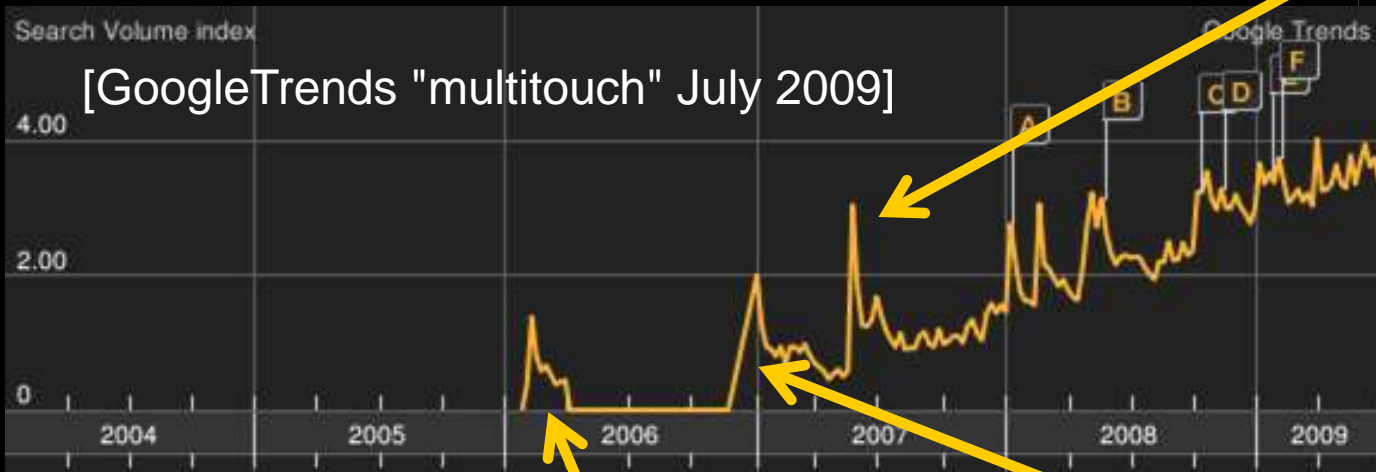


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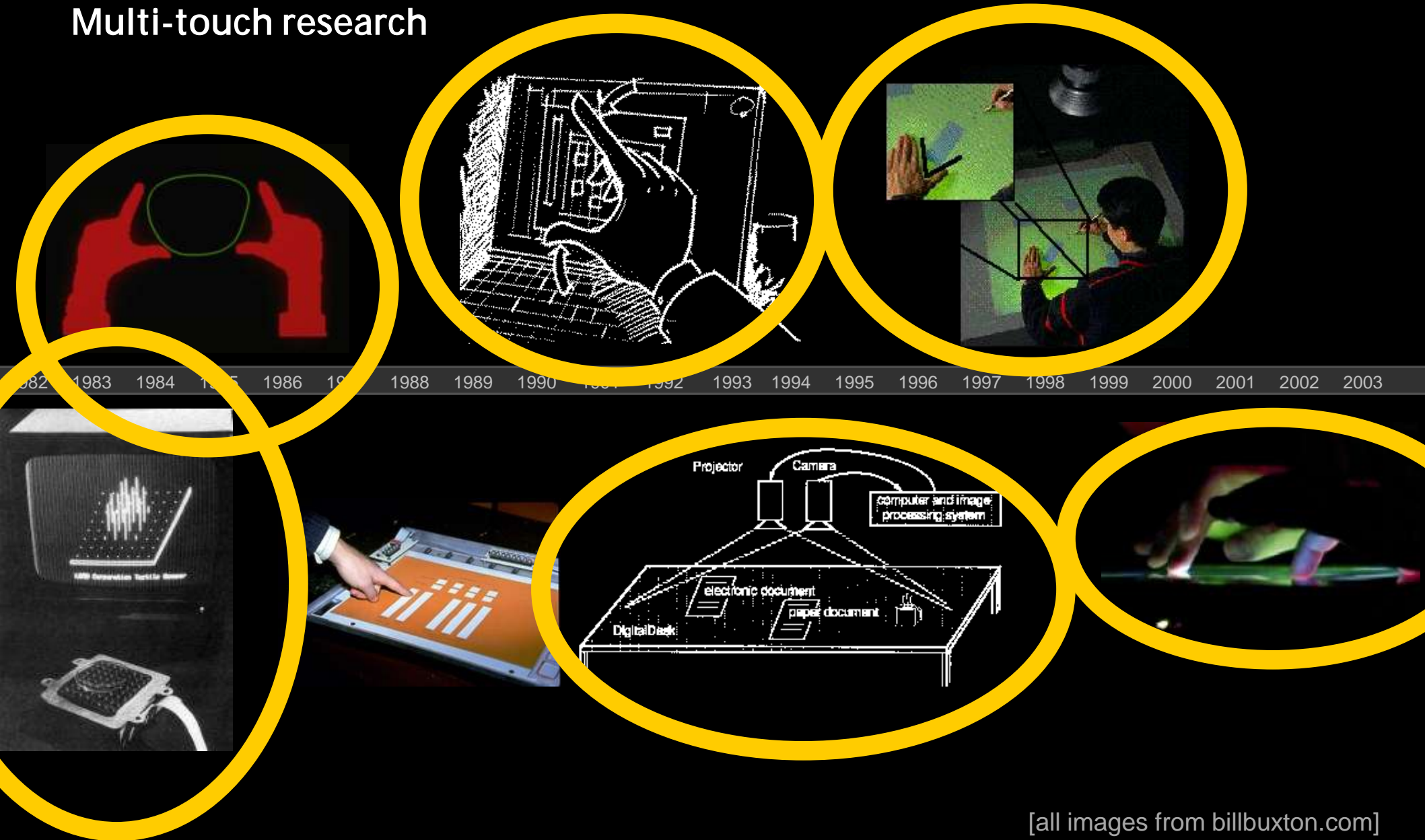
# MULTI-TOUCH FOCUS+CONTEXT SKETCH-BASED INTERACTION

Multi-touch is rising...

[GoogleTrends "multitouch" July 2009]



## Multi-touch research

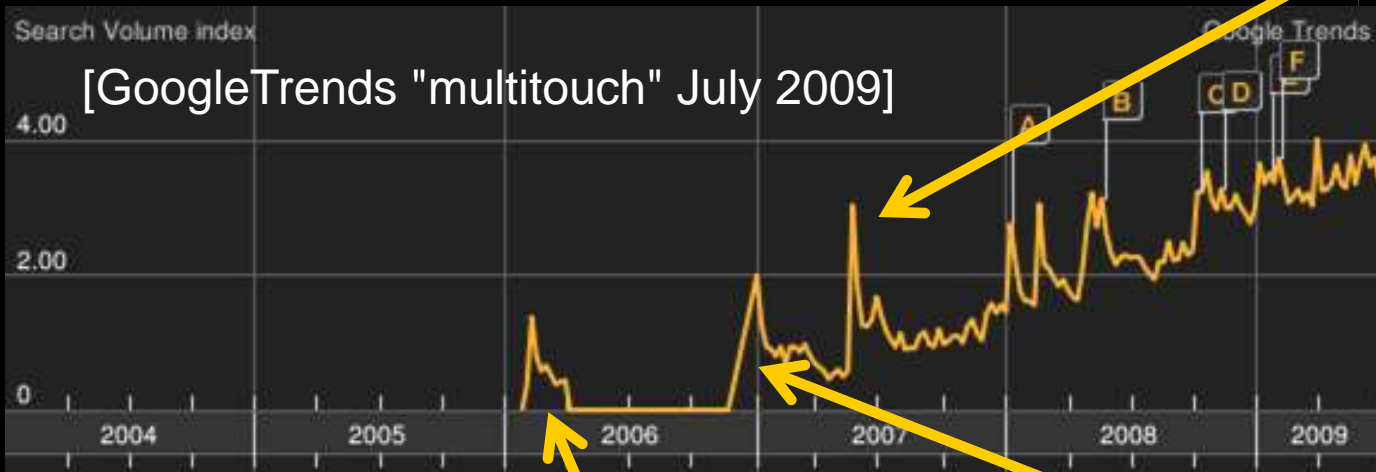


[all images from billbuxton.com]



Multi-touch is rising...

[GoogleTrends "multitouch" July 2009]





## Three basic technologies

**DI** (direct illumination)



**Capacitive sensors**

**FTIR** (frustrated total internal reflection)



## Three basic technologies

DI (direct illumination)



Capacitive sensors

FTIR (frustrated total internal reflection)



## Three basic technologies

DI (direct illumination)

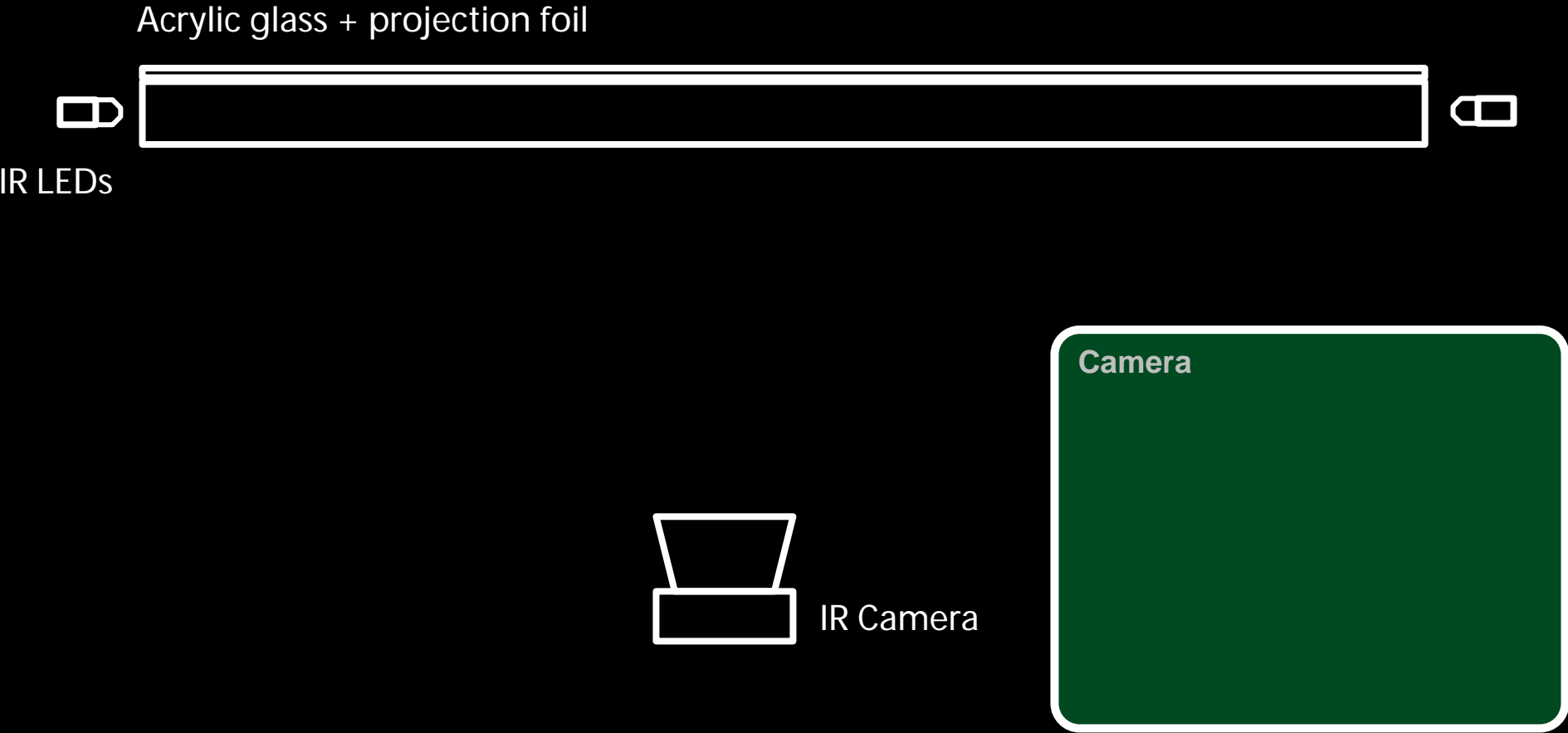


Capacitive sensors

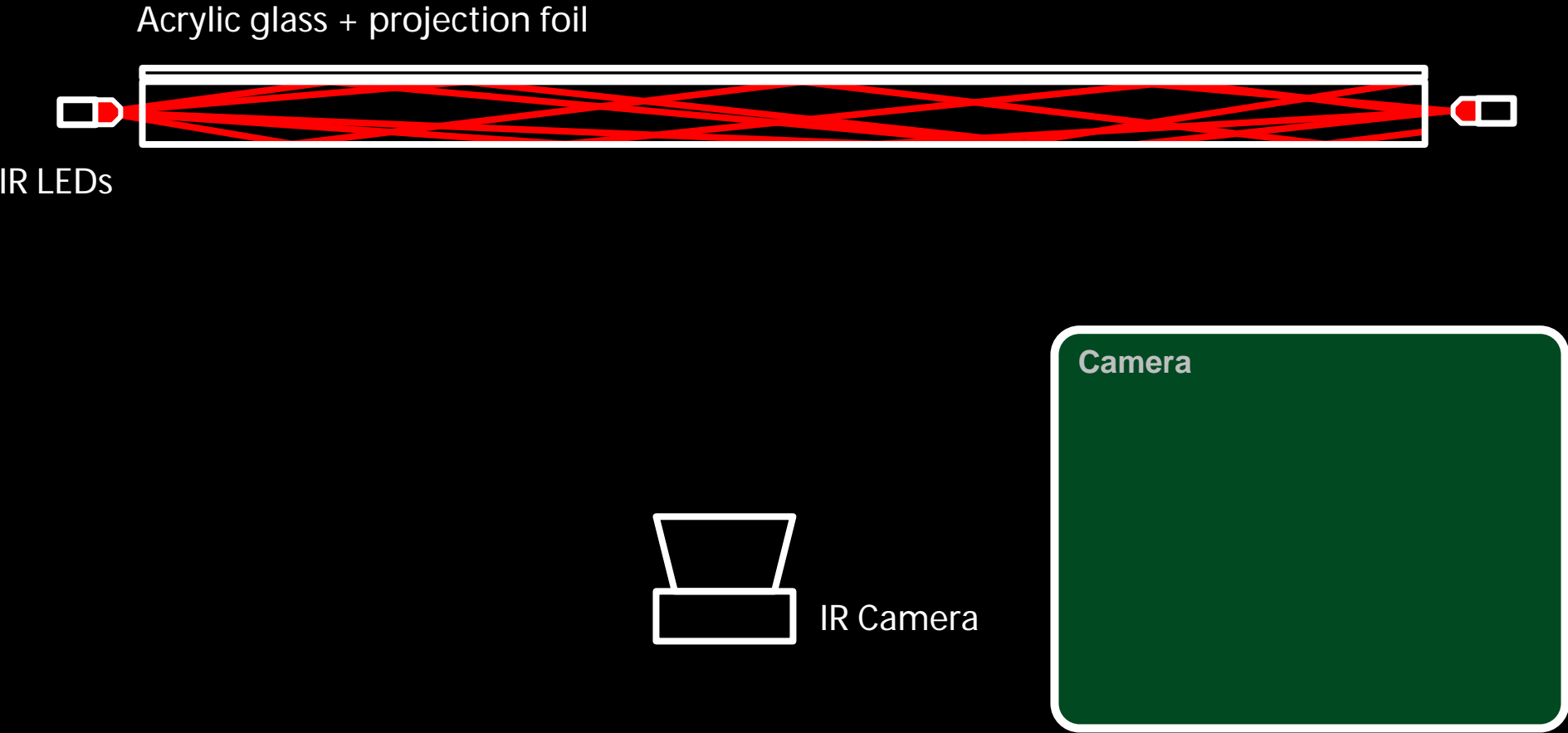
FTIR (frustrated total internal reflection)



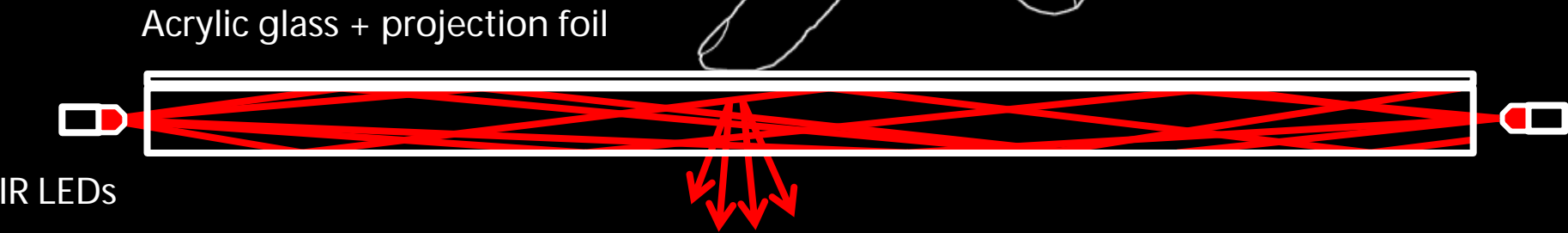
FTIR



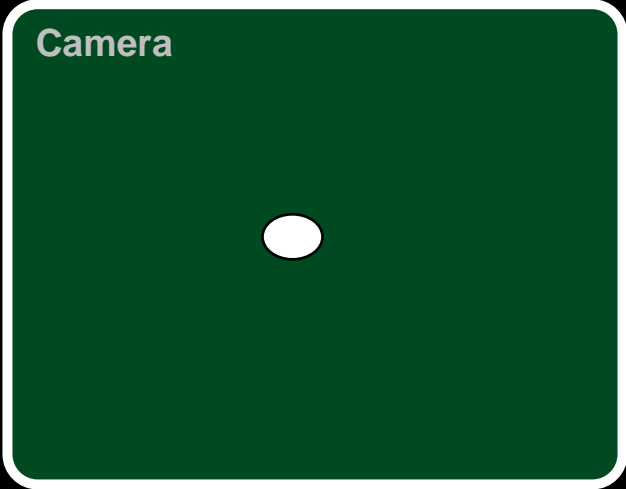
FTIR



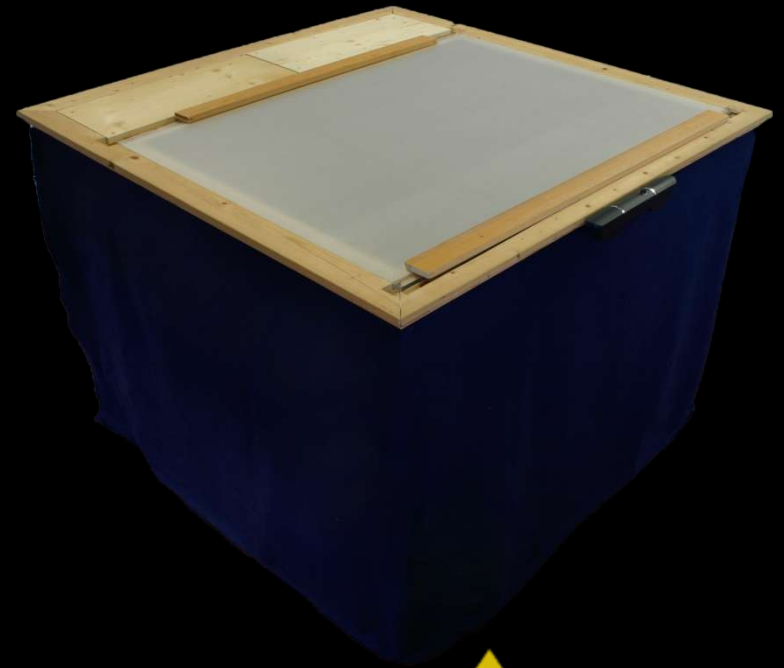
FTIR



IR Camera



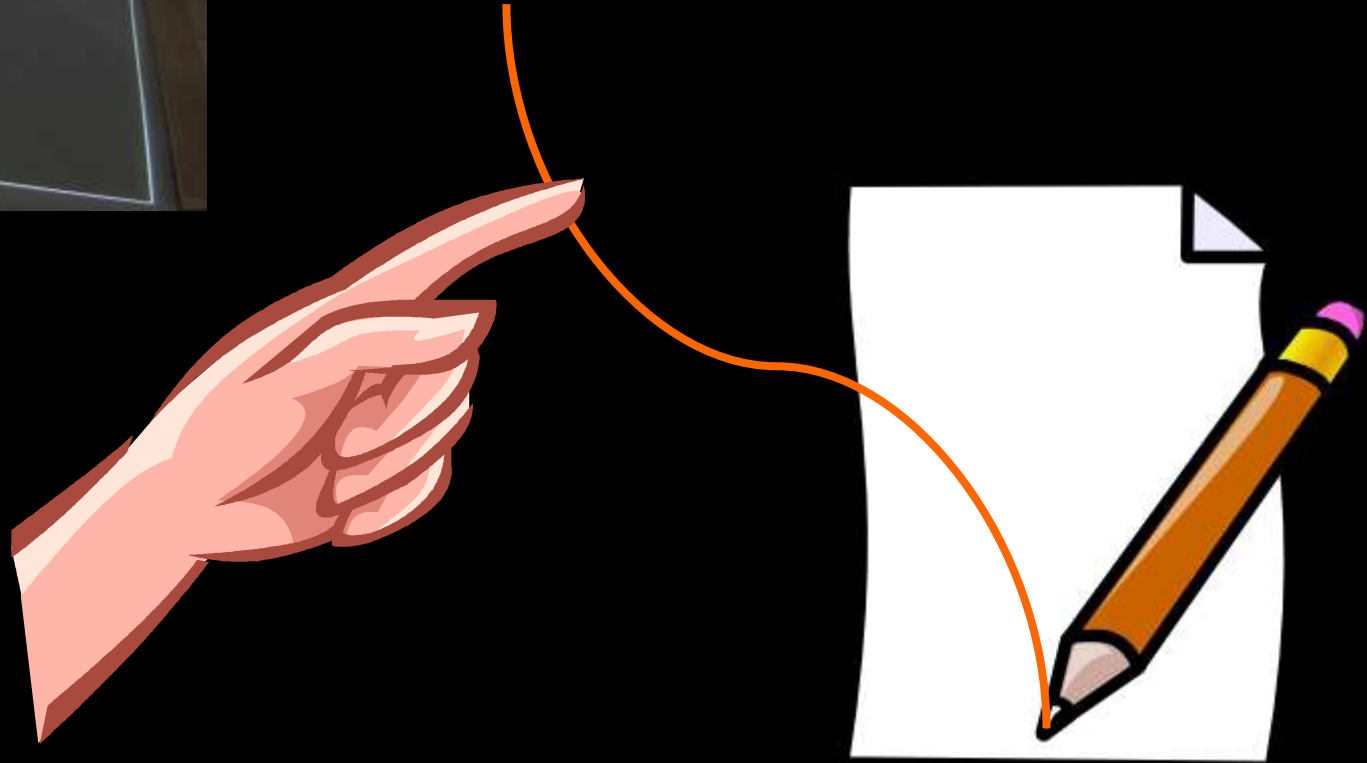
# Constructing a FTIR-based multi-touch table





# Drawing+Sketching

Fingers are unprecise and uncomfortable



## Related work

e.g. C-Slate, N-Trigs™ DuoSense®  
technology as well as FLUX support

pen and multi-touch...



FLUX@CHI09 [mi-lab.org]

**N·trig™**  
Hands-on computing

**DuoSense®**



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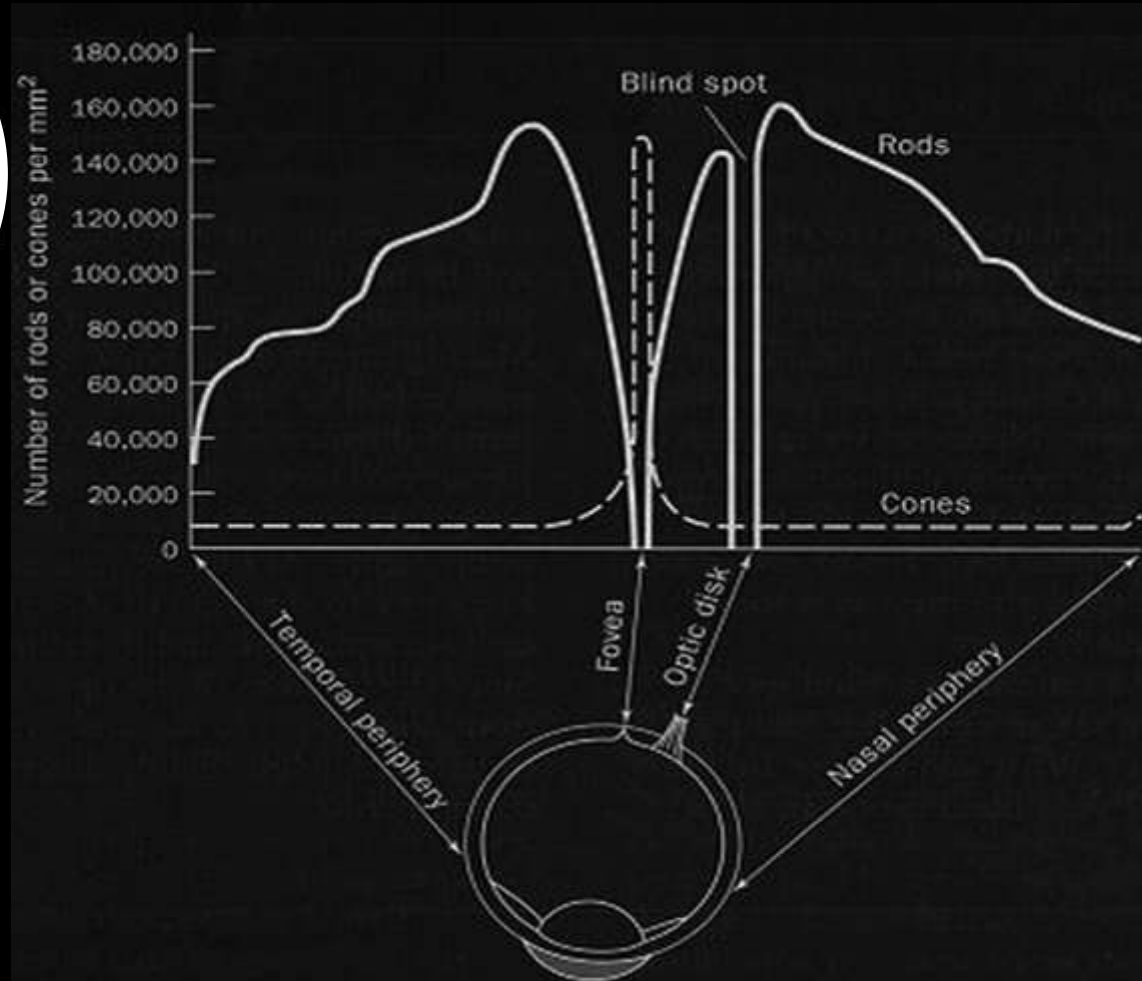
# MULTI-TOUCH **FOCUS+CONTEXT** SKETCH-BASED INTERACTION

# Division of Focus and Context

inspired by human visual system

related work by [Sanneblad and Holmquist]

and [Baudisch et al.]



Realizing pen and paper  
on a multi-touch table...





Put a pen display on the  
table



Put a pen display on the  
table

–First add some feet





# Put a pen display on the table

–First add some feet!

–Focus:

–Higher resolution than projection

–Movable

–Pen input at high precision



# Put a pen display on the table

–First add some feet!

–Focus:

–Higher resolution than projection

–Movable

–Pen input at high precision

–Context:

–Multitouch surface

–Bright large scale display





Technology

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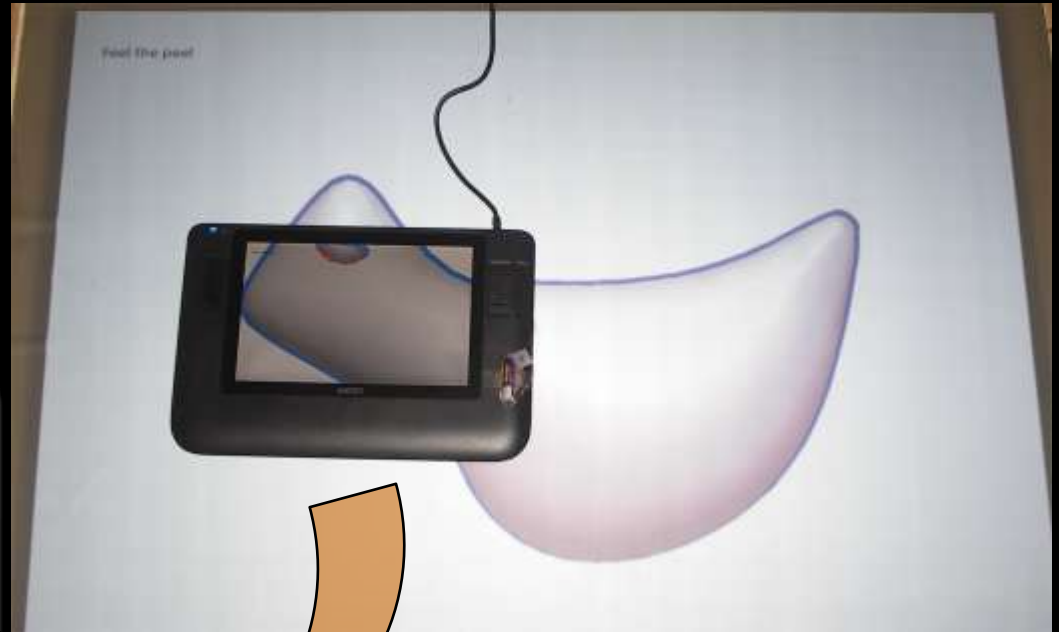
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# Display underlying information

Tracking is necessary

Simple adaptation of the pen display

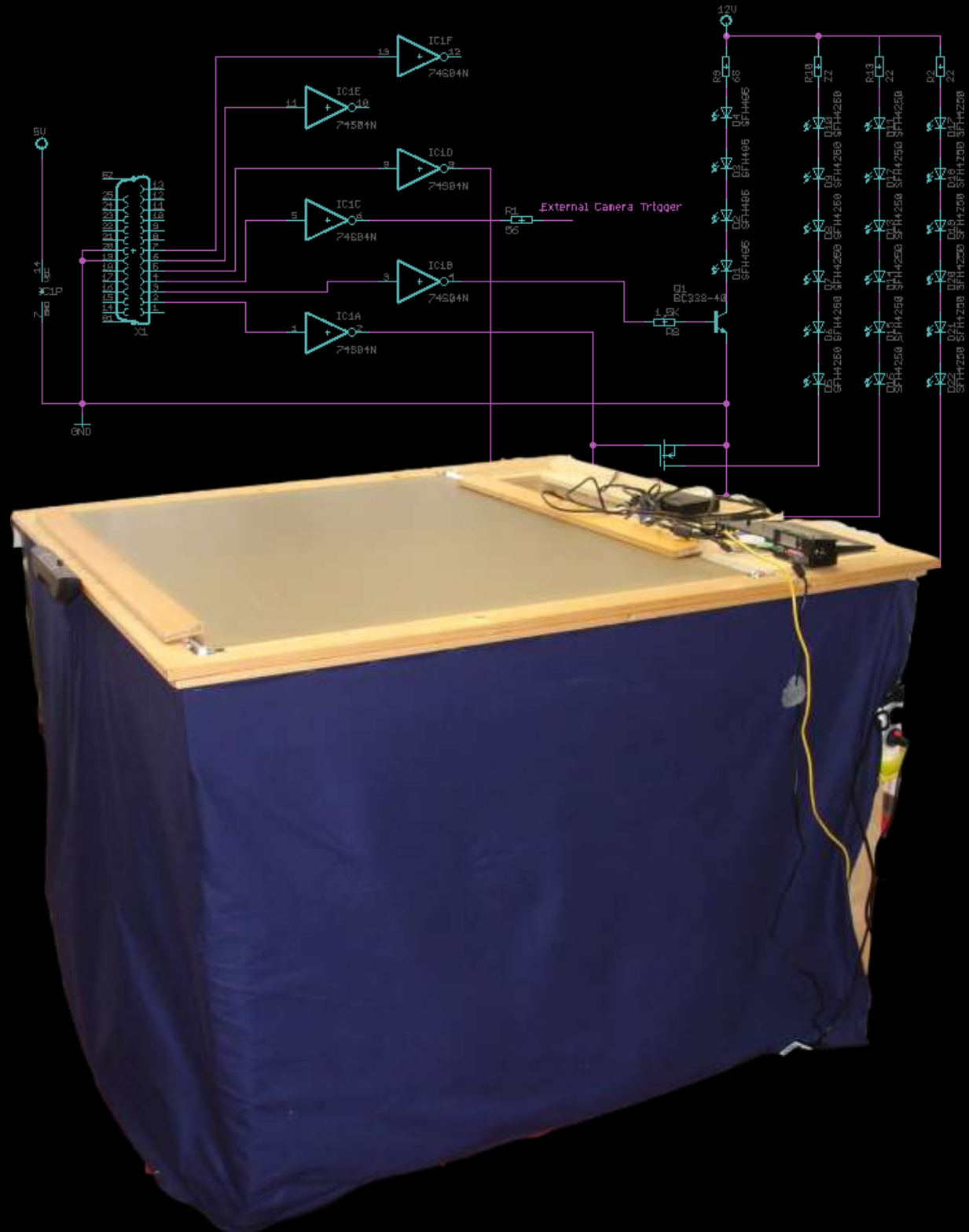
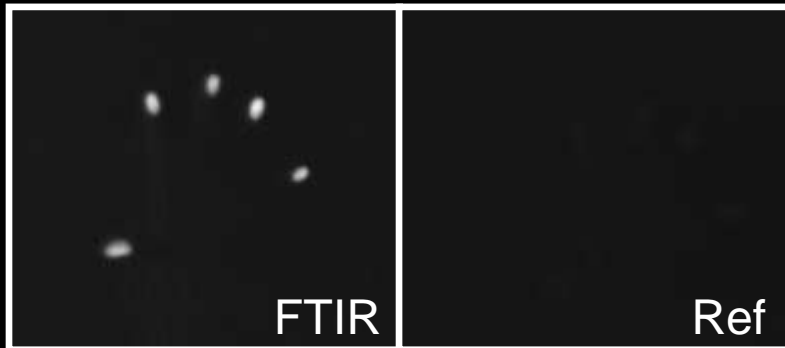
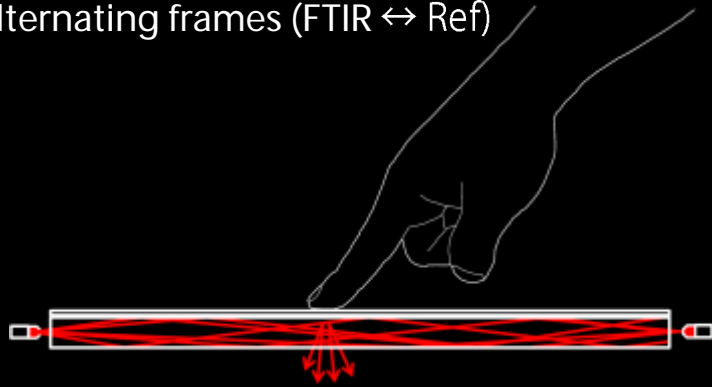


# How multi-touch works in our case:

Client-Server architecture

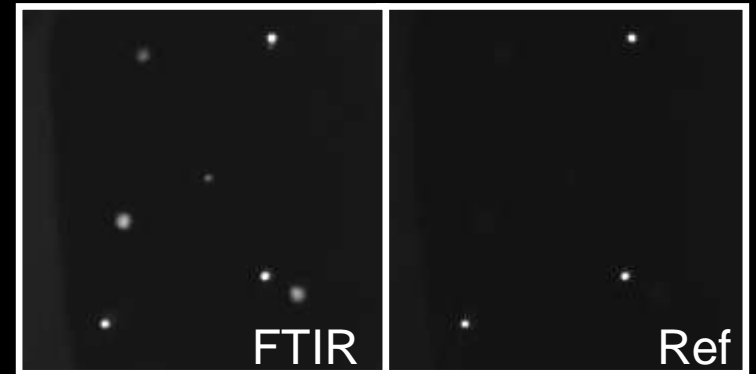
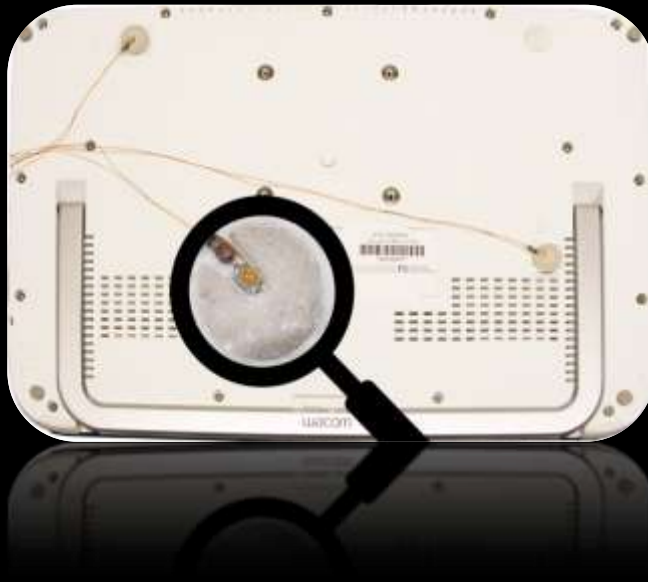
Pulsed IR illumination

Alternating frames (FTIR  $\leftrightarrow$  Ref)



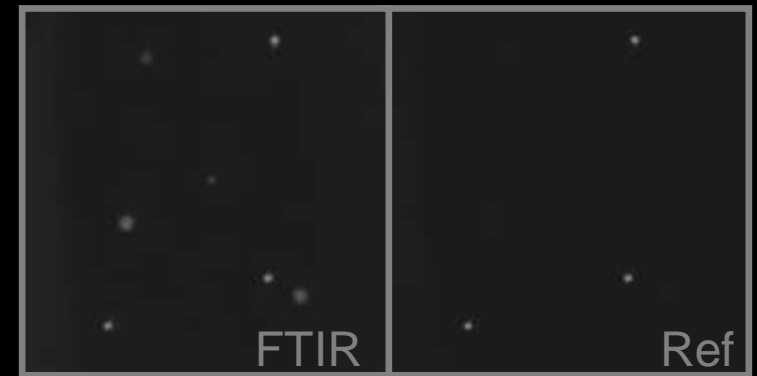
## Point matching

Active markers are easy to identify in the reference image.



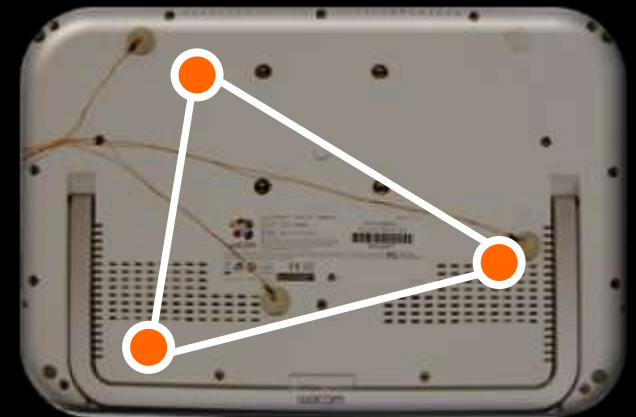
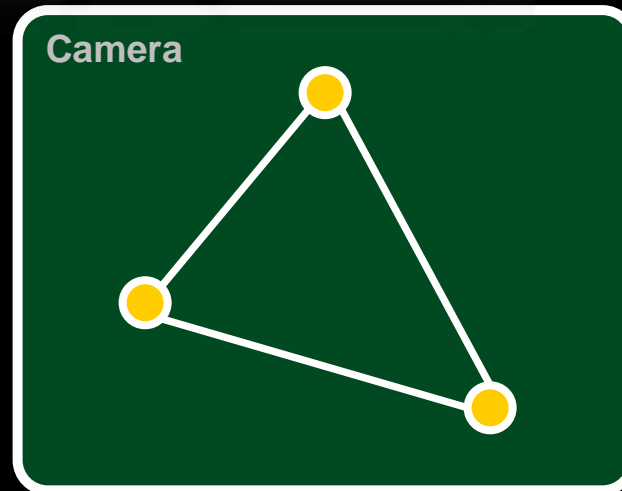
## Point matching

Active markers are easy to identify in the reference image.



Matching of three points comes from the relative distances of the corners.

Three points define a rigid transformation.







# Applications

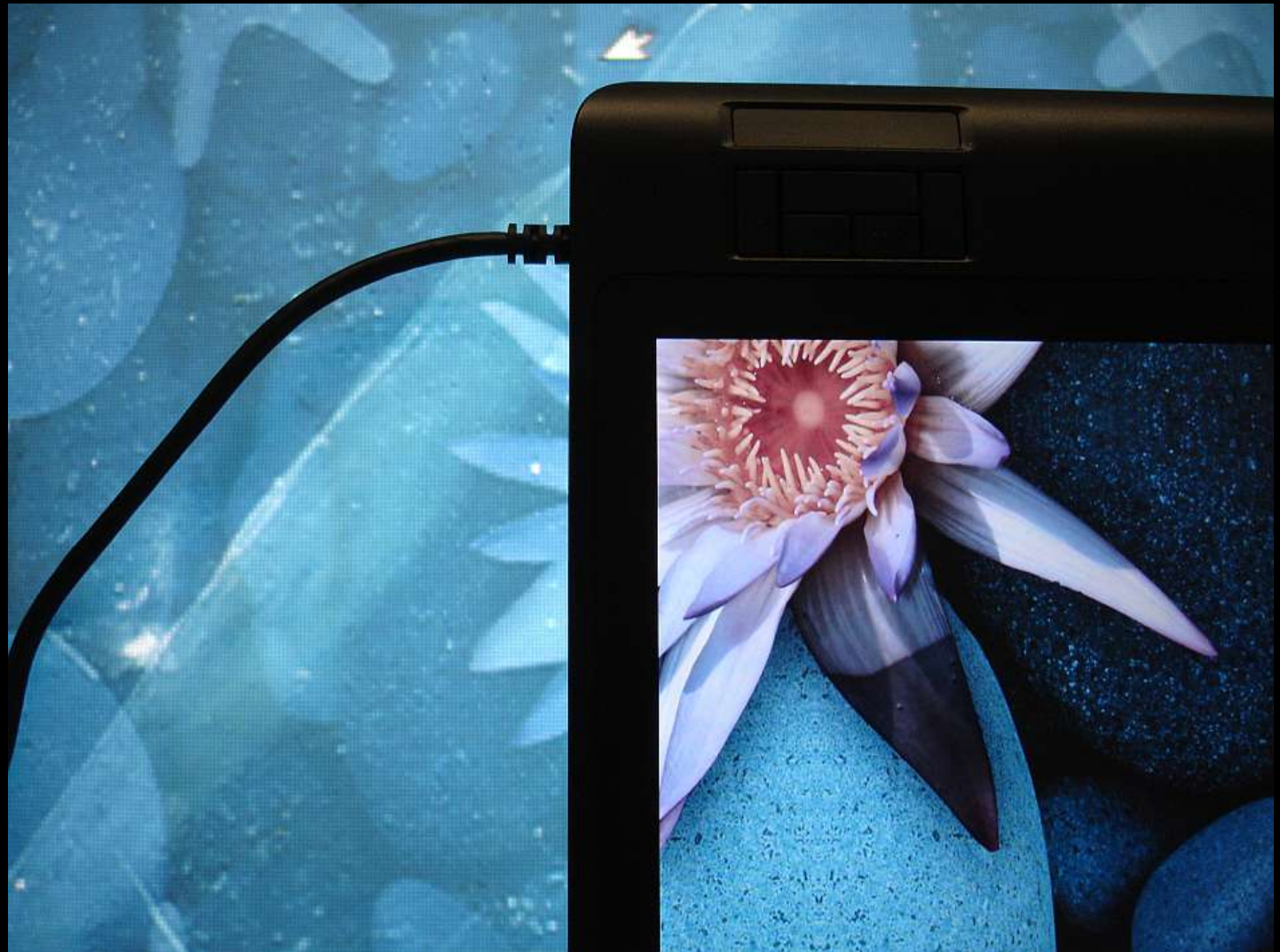
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## SKETCH-BASED INTERACTION

# Applications

Proof of concept with fish-tank



# Interactive map application

Using the Google Earth™ API



# Sketch based modeling

Focus:

- Working on details
- Exact manipulations
- Movable

Context:

- Navigation
- Coarse sketching
- Overview

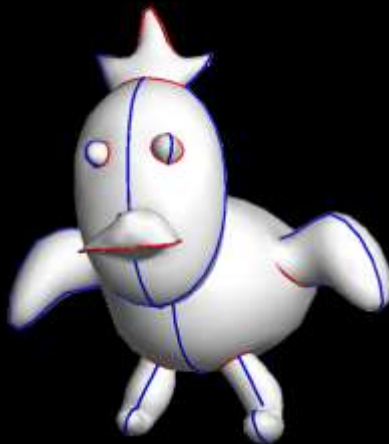




# Sketch based modeling application

Based on FiberMesh [Nealen2007]

- 3D shape modelling from scratch
- Shape is defined by curves
- Manipulation with gestures



## FiberMesh

Designing Freeform Surfaces  
with 3D Curves

Andrew Nealen  
TU Berlin

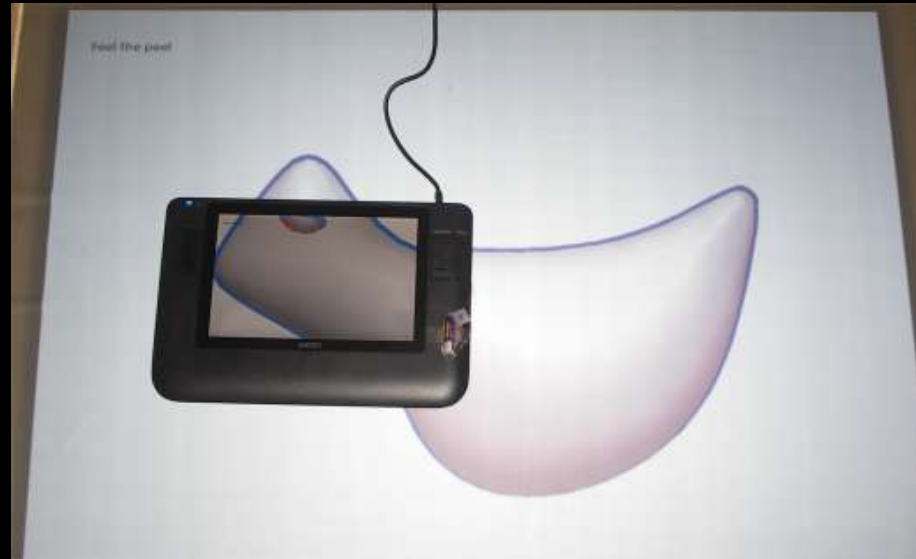
Takeo Igarashi  
The University of Tokyo

Olga Sorkine  
TU Berlin

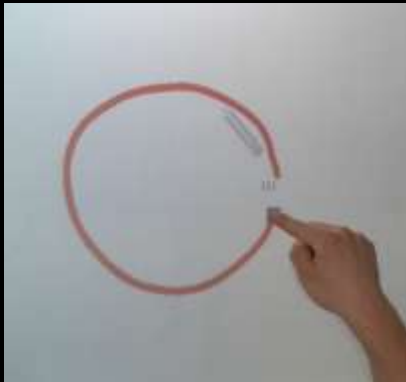
Marc Alexa  
TU Berlin

# FiberMesh in Focus+Context

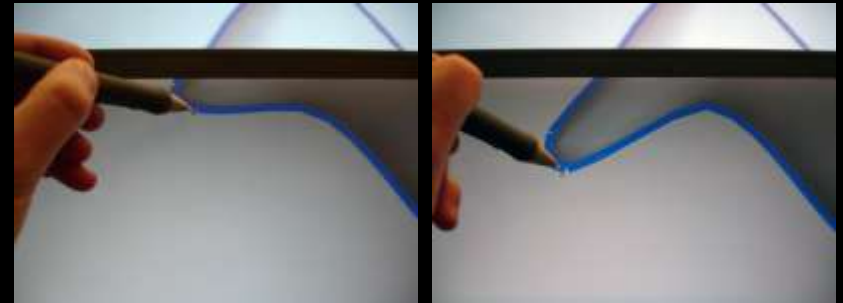
Sketching and navigating



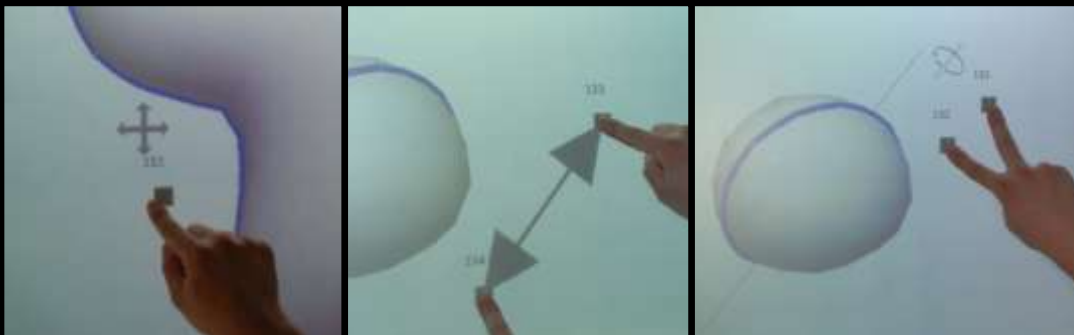
Overview



Initial sketch



Curve manipulation



Navigation: Panning -- Zoom+Z-Rotation -- Axis Rotation



Future work

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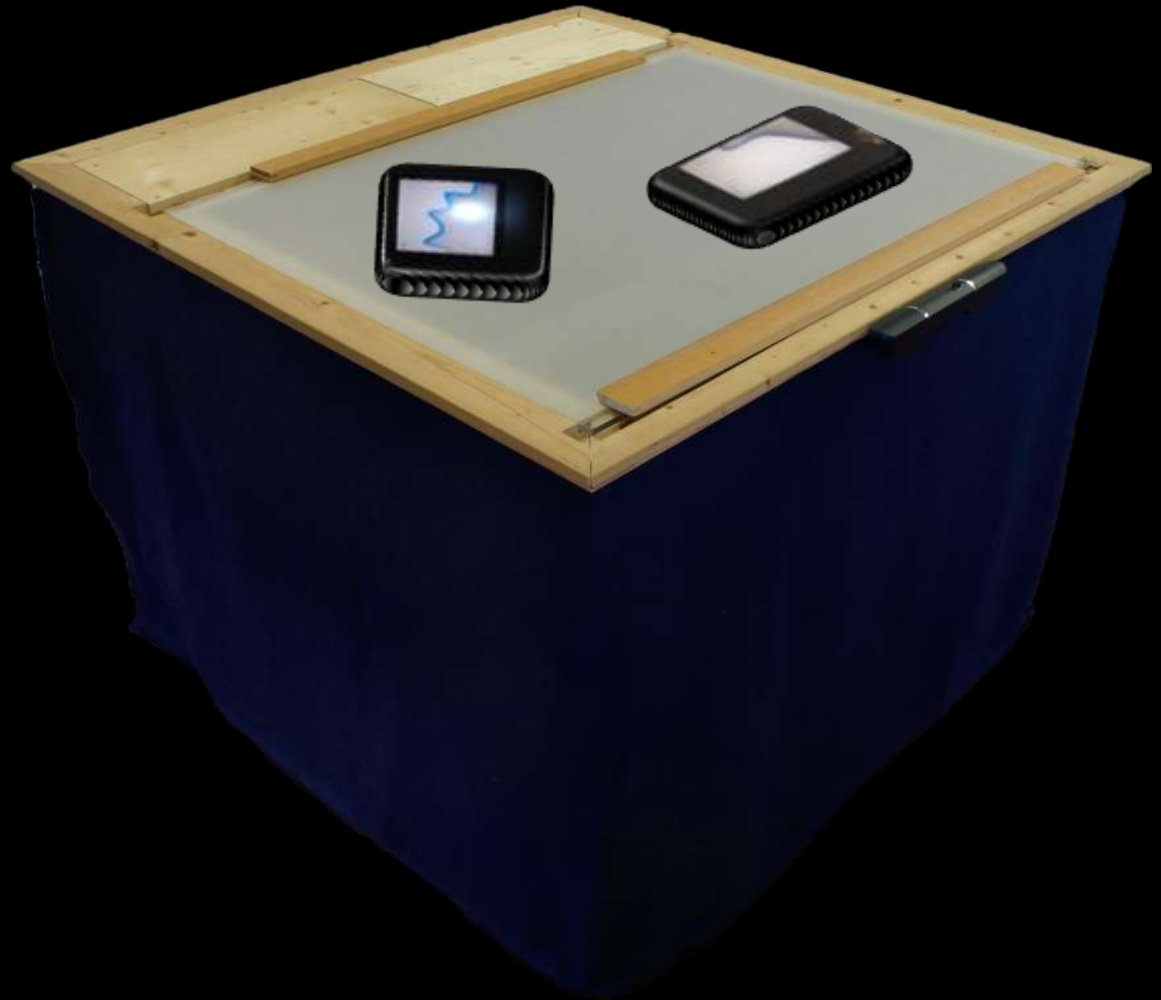
## Further research

How do users act?

- Prefer they physical navigation or touch gestures?
- What happens in a multi-user setup?
- Is it disturbing being blocked from touching in Focus?

Can the Focus+Context approach succeed in public?

- Assuming public multi-touch tables everywhere...
- Which personal devices make sense to be placed on such an interactive table?



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- Prefer they physical navigation or touch gestures?
- What happens in a multi-user setup?
- Is it disturbing being blocked from touching in Focus?

Can the Focus+Context approach succeed in public?

- Assuming public multi-touch tables everywhere...
- Which personal devices can support SBM when placed on an interactive table?



Thank you for listening.



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