

2D



3D

physical



virtual

many physical



many virtual



Bauhaus Ausstellung



Joshua Davis



Peter Gabriel



Santiago Caicedo

FWA SITE OF THE MONTH

RED INTERACTIVE AGENCY™

Who We Are
What We Do
The Work
Careers
Contact

Headlines

02.04.11 10.27.10 05.13.10 05.10.10 04.13.10 03.25.10 02.24.10 11.12.09 10.15.09 10.05.09 06.05.09

The Force Is Strong With This One

RED's site for LEGO Star Wars III is more than just a game promotion; it's a massive multi-player online experience! The popular site has won an FWA Site of the Month award and boasts an average time on site of 11 minutes. That's not Bantha Fodder. Click here to visit the site.

2009-01-28
Honda Fit was named the FWA Site of the Day for January 28th!

2009-01-28
Ford Truck F-150 has received the FWA Site of the Day Award for today, January 28th! This rings in at RIDE 23rd FWA.

2009-01-28
RED Universe is featured in the current Communication Arts Interactive Annual! Check out the article in print, or view it online! ->

2009-01-27
UPC 64: ill Will awarded an FWA.

USER39865
USER5788

UNIVERSE x 004 RED 0 (4)

USER39865 CONTROL PANEL

Transferring data from www.ff0000.com...

Red Interactive Agency

Kinect



web



Kinect

```
testApp.cpp:182  testApp::limbToOSC(int i, string address, ofxLimb &limb)
// left arm + shoulder
bundle.addMessage(limbToOSC(i, "left_shoulder", skeleton->left_shoulder));
bundle.addMessage(limbToOSC(i, "left_upper_arm", skeleton->left_upper_arm));
bundle.addMessage(limbToOSC(i, "left_lower_arm", skeleton->left_lower_arm));

// right arm + shoulder
bundle.addMessage(limbToOSC(i, "right_shoulder", skeleton->right_shoulder));
bundle.addMessage(limbToOSC(i, "right_upper_arm", skeleton->right_upper_arm));
bundle.addMessage(limbToOSC(i, "right_lower_arm", skeleton->right_lower_arm));

// torso
bundle.addMessage(limbToOSC(i, "left_upper_torso", skeleton->left_upper_torso));
bundle.addMessage(limbToOSC(i, "right_upper_torso", skeleton->right_upper_torso));

// left lower torso + leg
bundle.addMessage(limbToOSC(i, "left_lower_torso", skeleton->left_lower_torso));
bundle.addMessage(limbToOSC(i, "left_upper_leg", skeleton->left_upper_leg));
bundle.addMessage(limbToOSC(i, "left_lower_leg", skeleton->left_lower_leg));

// right lower torso + leg
bundle.addMessage(limbToOSC(i, "right_lower_torso", skeleton->right_lower_torso));
```

$$30 * 2 * 3 * 60 = 10,800$$

$$30 * 2 * 3 * 60 = 10,800 * n$$

```
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Kinect



web

openFrameworks



openNI



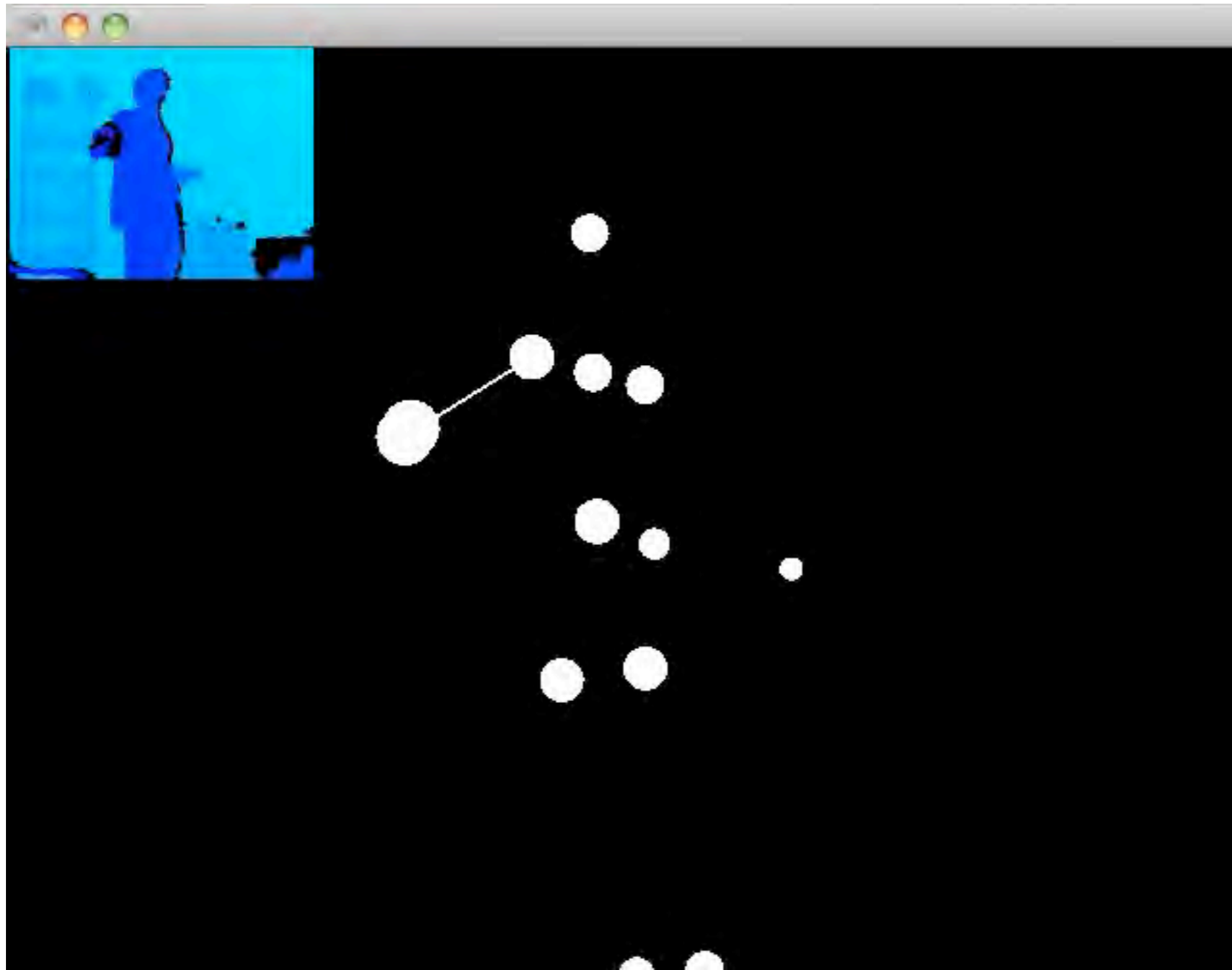
Box2D



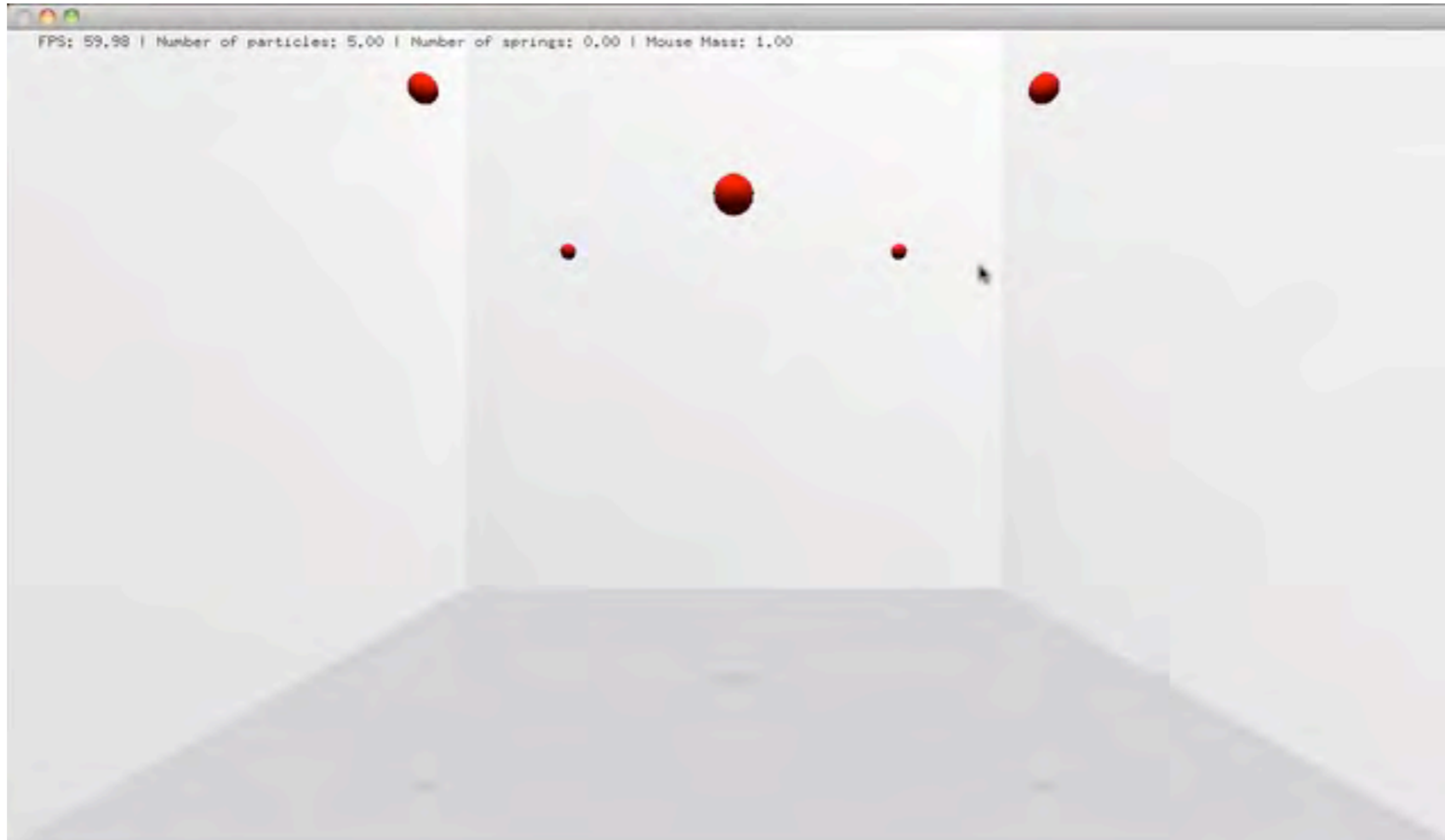
web sockets



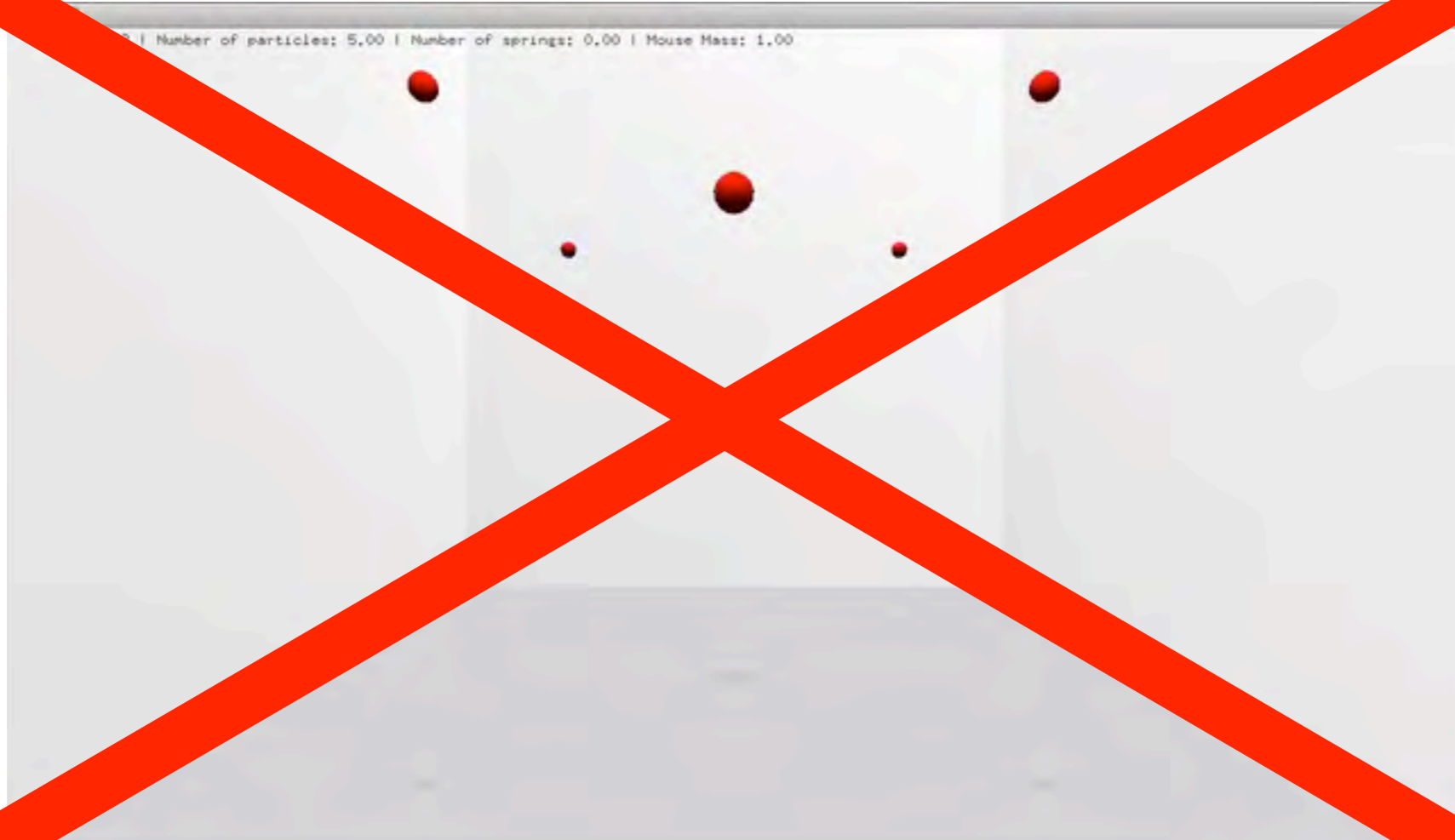
Flash



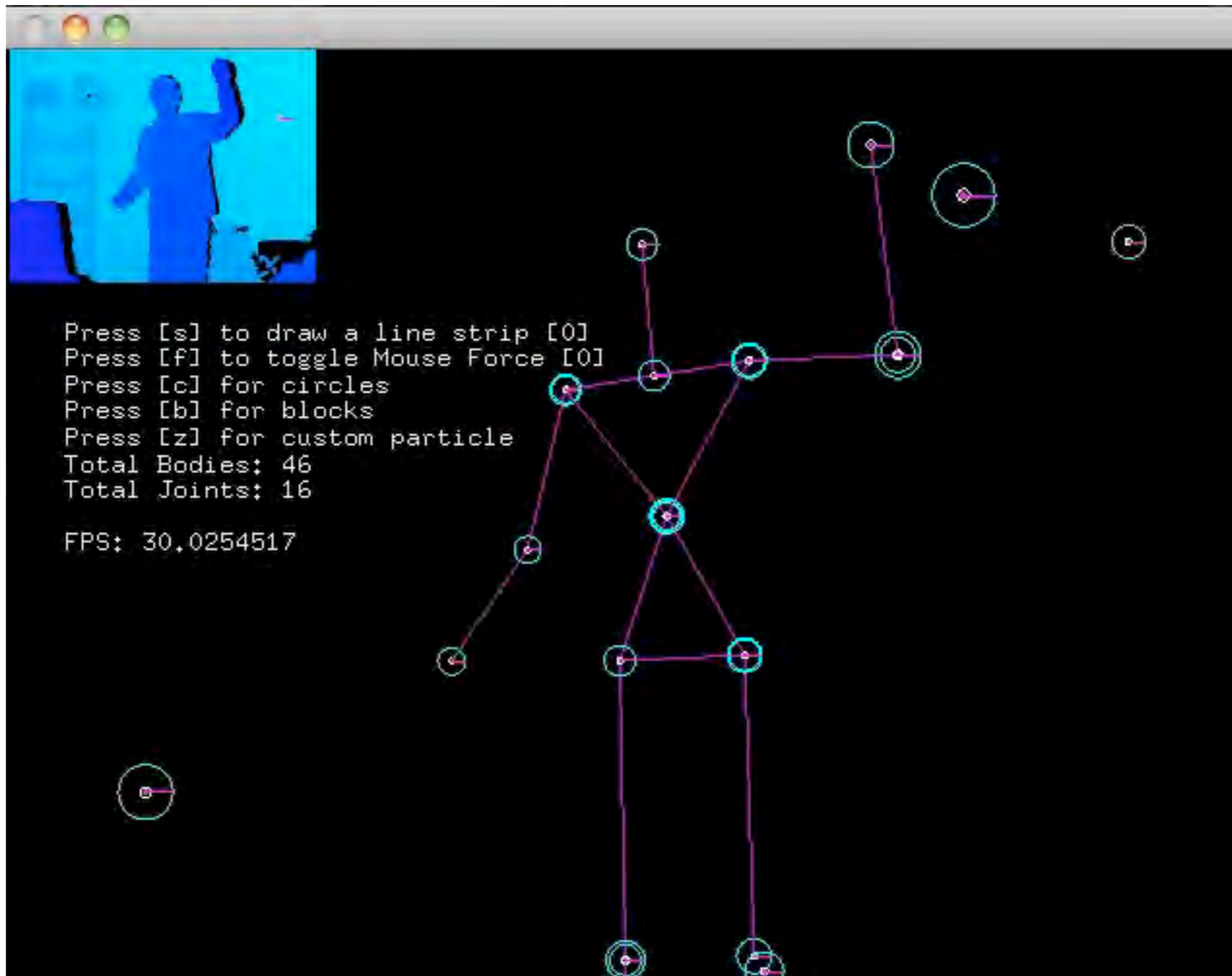
visual test



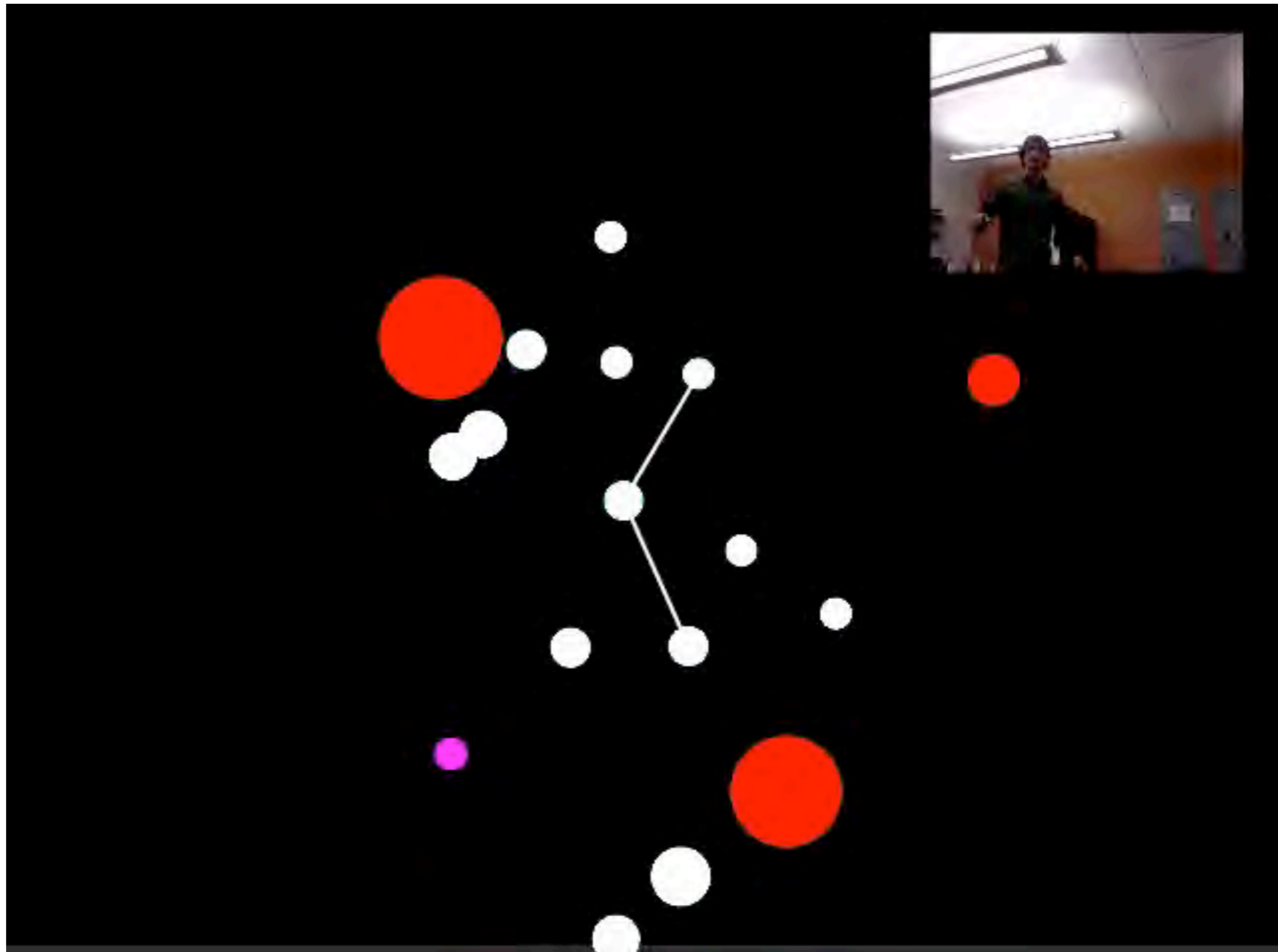
MSAPhysics test



MSAPhysics test



collision test



remote test

I



demo

<http://bit.ly/2dv3d>

to do:



Flash UI

to do:



OF spatiality

thanks :)

