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1 URBAN DAYLIGHT SIMULATION 2 CALCULATING THE DAYLIT AREA OF URBAN DESIGNS 3 4 Timur Dogan 1, Prof. Christoph Reinhart 2, And Panagiotis Michalatos 1 5 1Harvard Graduate School Of Design , Cambridge, MA 6 2Massachusetts Institute Of Technology , Cambridge, MA 7 www.urbandaylight.de 8 9 10 ABSTRACT This Paper Describes The Development Of A New Tool Apr 2th, 2024

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B. System Overview The System Shown In Figure 1 Is An Extension Of The Multi-user Interaction System In [11] With A Gesture Input Client Added. The Gesture Input Client Receives Motion Data From Kinect And Wii Remote And Recognizes Gestures From The Inputs. It Can Inter Mar 11th, 2024

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Computer And Tablet [15], Gaming [16]. These Techniques Essentially Involve Replacement Of The Instrumented Glove With A Camera. Different Types Of Camera Are Used For This Purpose, Such As RGB Camera, Time Of Flight (TOF) Camera, Thermal Cameras Or Night Vision Cameras. May 8th, 2024

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Interface, The User Can Continuously Control The Movements Of A Sony EVI-D30 Pan/tilt Camera (Sony, 1999). The Control Of The Pan/tilt Camera Is Done Without The Computer Keyboard Or Mouse Being Involved. Initially, The Person Uses A Hand Gesture To Points To A General Direction That Is P May 17th, 2024

Gesture-Based Human-Robot Jazz Improvisation

Melodic Instrument A Marimba And Does So By Covering A Larger Range Of Movement [10]. We Build On These Traits, Developing An Expressive Motion-control System As Well As A Gesture-based Improvisation Framework, As Described In This Paper. II. ROBOTIC PLATFORM Several Considerations Informed The Physical Design Of Jan 17th, 2024

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