

Spring 2012 MAT 594CP (Deutsch Fellow Project Schedule):

To do:

1. switch code to AlloCore
2. make into 3D stereo (should be very easy after switch code into AlloCore)
3. use two screens in the AlloSphere (already done in processing sketch)
4. interesting interaction -- detail on demand
5. audio?

10 weeks break down:

week1: create schedule for the quarter

week2 - week6(May.9th): switch code into AlloCore and doing research and experiment about "detail on demand"

Detail:

week2: test run the processing patch in the AlloSphere.

The way to compare individual data:

The angle of the point is related to dewey / non-dewey category.

The radius of the point indicates the time this item is checked out. From the center of the circle to the edge -- 7am to 23pm (actually data happens).

Work been done:

1. Reinstall processing in two windows machines in the AlloSphere. Including all the libraries needed: oscP5, GLGraphic, OpenGL, peasyCam and related java libraries.
2. Adjust the camera to make sure the front and back screens move correspondingly.
3. Re-written the part about OSC control in the patch, as the old test code ran on one machine, but AlloSphere requires two separate windows machines.

week3: switch basic code to AlloCore. This means basic functions like draw cylinders, arcs and labeling. Consider and test ways for "detail on demand"

week4 - week5: figure out ways to speed up the system, GLGraphic, the library we currently use for speeding up only works for processing, but there should be similar libraries in C++ that can be used for AlloCore.

week6: re-written OSC controls for interaction.

week7 - week10: focus on interesting interactions. Considering the audio -- Gamma should be a good choice.