

Macoun



Etwas mit Leap

Andy Abgottspon

@aaweb – www.aaweb.ch

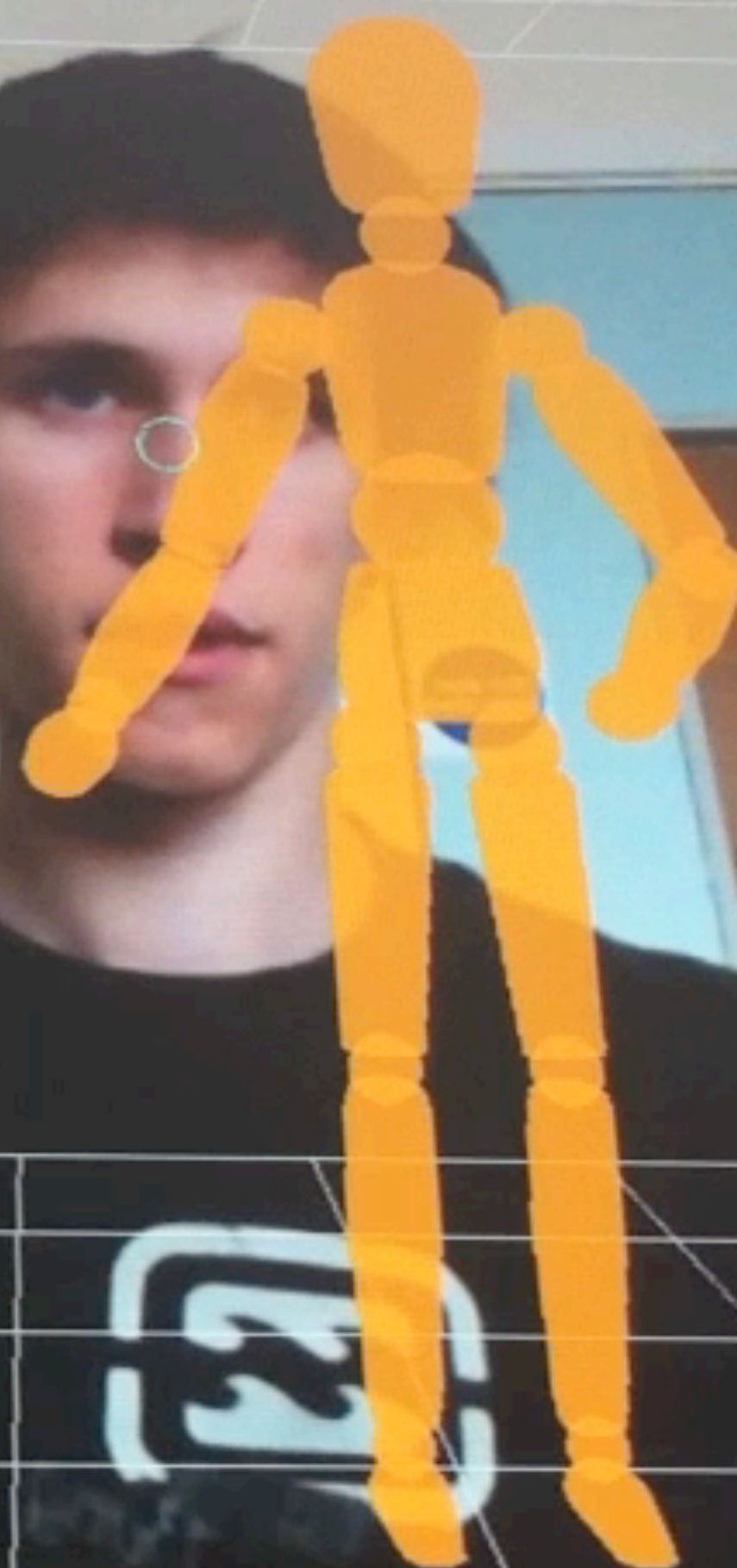
Warum Leap?

FPS: 10.0137629

Save Settings

☐ Auto Save

1: SETTINGS



Ablauf

Einleitung » Nutzersicht » Entwicklersicht » Fazit » Fragen

Hallo.

Bevor es losgeht ...

Zwei Dinge:

Erstens ...

Das Macoun-Team rockt!

Zweitens ...

Macoun-Premiere

Twitter-Demo

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Einleitung

LEAP

M O T I O N



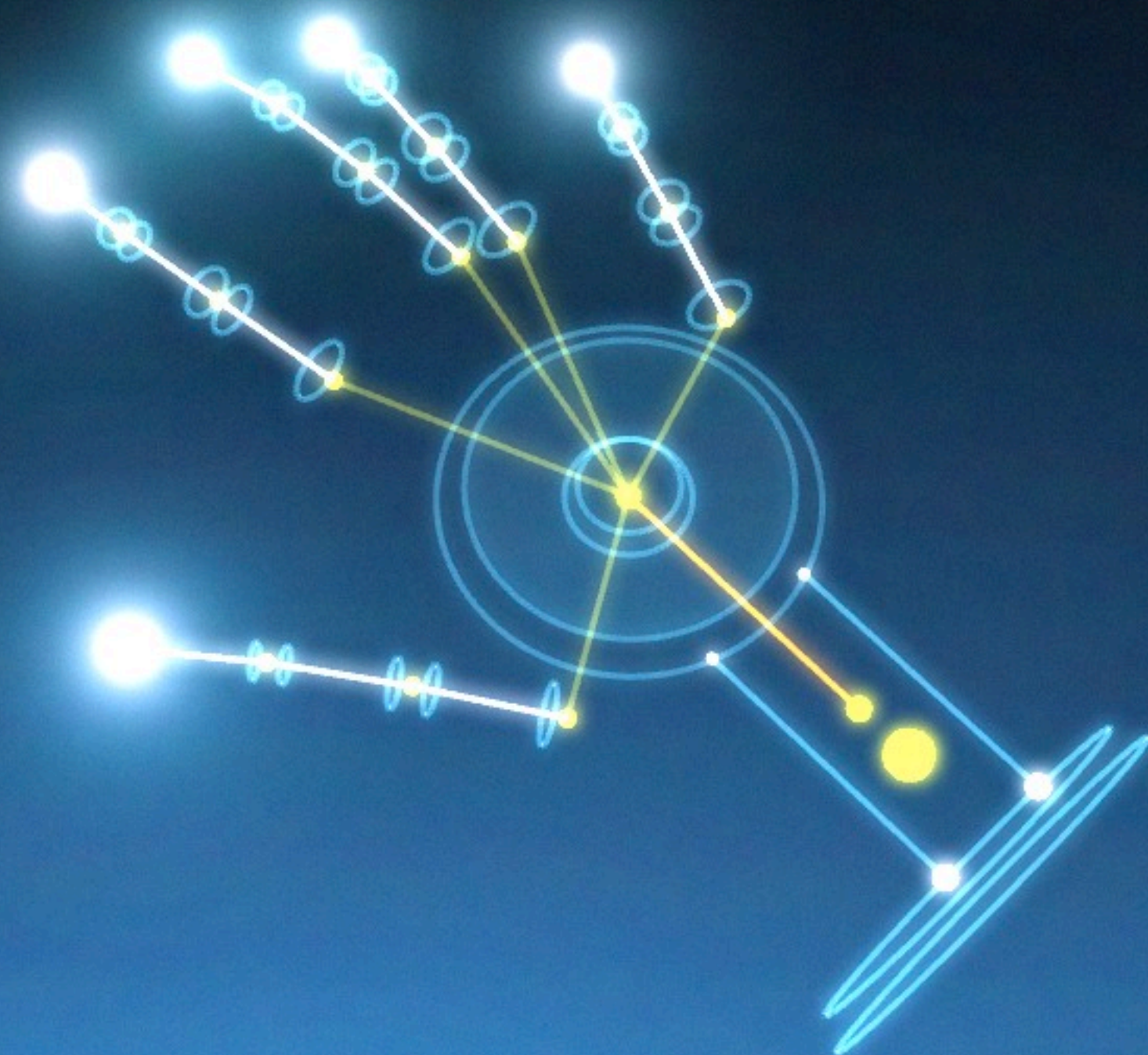
leapmotion.com

leapmotion.com



Erste Schritte





Nutzersicht

“Any sufficiently advanced technology is indistinguishable from magic.”

Arthur C. Clarke

AIRSPACE
STORE



TOP PICKS



BROWSE



SEARCH



ACCOUNT



MORE

WAVE

Favorite games
on your own rules.

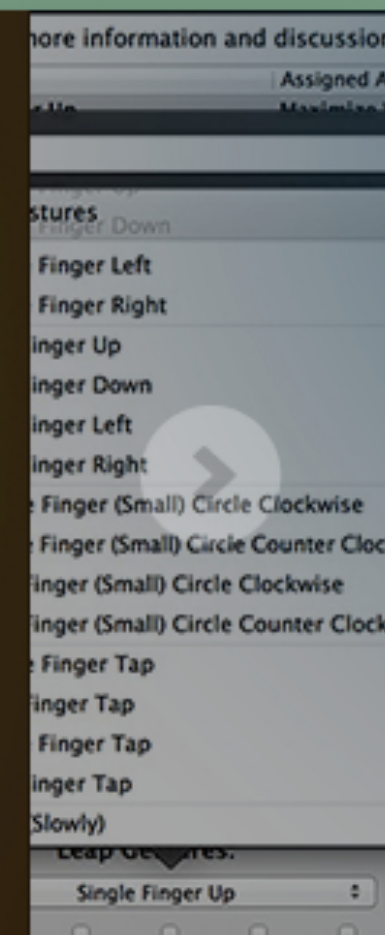


177
BEST: 249



Fruit Ninja

Falling fruit, meet
super-sharp finger.



Cut the Rope



Free



Jungle Jumper



\$2.39



Plug-in for Autodesk Ma...



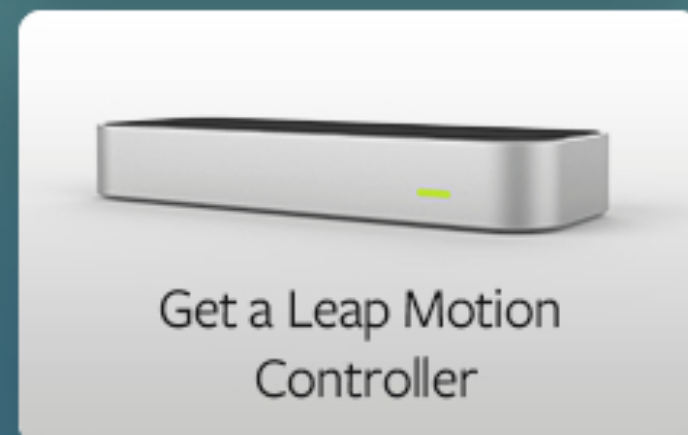
Free



Painter® Freestyle™



Free



Wooden Sen'SeY



\$5.99



NYTimes for Leap Motion



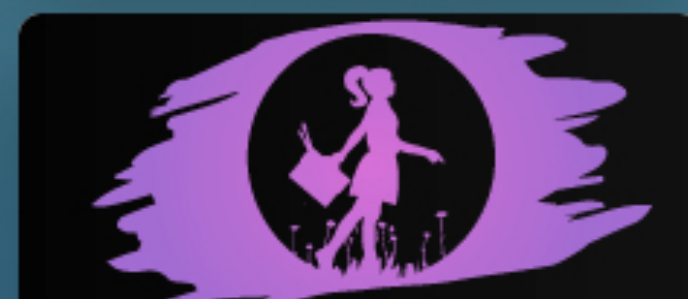
Free



Shimsham



Free



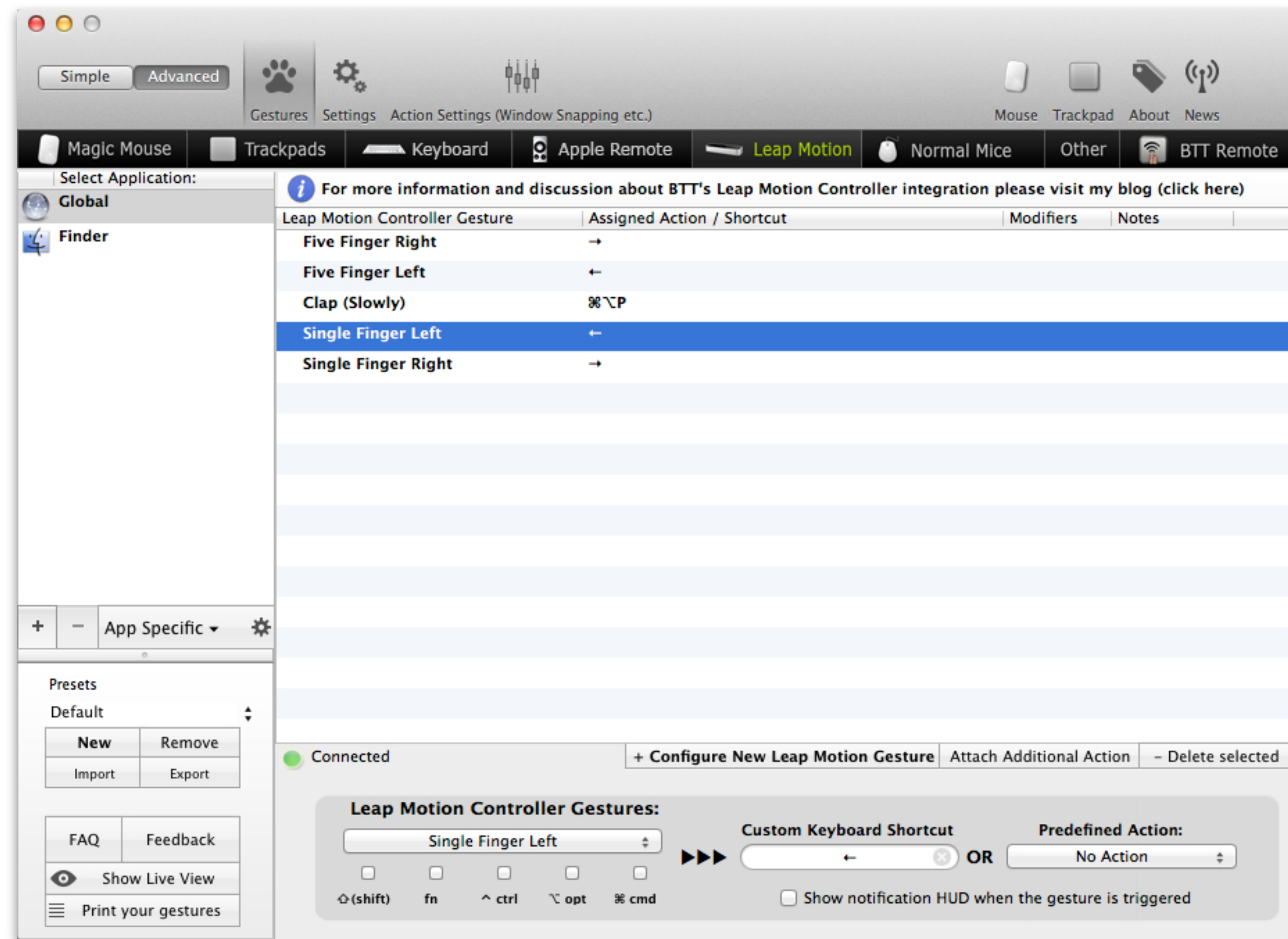
Fantasia Painter



\$4.79



BetterTouchTool



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Nicht vergessen!

Demo

Sugar Rush

Demo

HandWAVE

Entwicklersicht

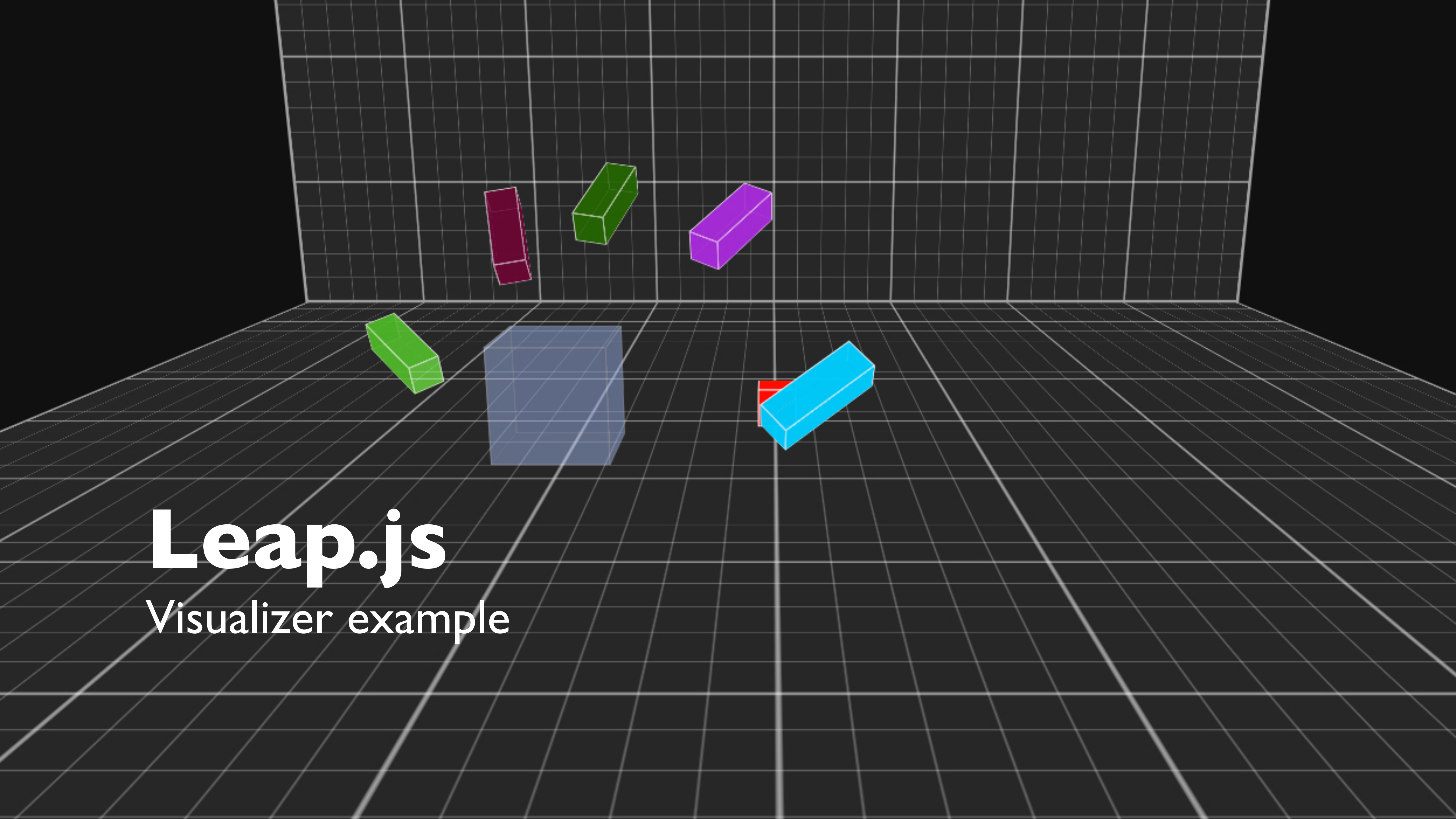
"Debugging is twice as hard as writing the code in the first place. Therefore, if you write the code as cleverly as possible, you are, by definition, not smart enough to debug it."

Brian Kernighan

developer.leap.com

Sprachen & Tools

Python, C++, JavaScript, Objective-C, Java, C#, Unity, etc.



Leap.js

Visualizer example

Demo

JavaScript Examples

Quartz Composer

Leap Device Interface SDK 0.7.8

Macro Patch

- Z Scale
- Retrieve Hands
- Retrieve Fingers
- Retrieve Tools
- Retrieve Pointables
- Include Fingers In Hand
- Include Tools In Hand
- Include Pointables In Hand
- Use dictionaries to represent vectors
- Vectors include Yaw Pitch Roll
- Retrieve Swipe Gestures
- Retrieve Screen Tap Gestures
- Retrieve Key Tap Gestures
- Retrieve Circle Gestures
- Leap Screen Number

Is Connected

Hands

Fingers

Tools

Pointables

Frame

Screen

Swipe Gestures

Screen Tap Gestures

Key Tap Gestures

Circle Gestures

World

TrackBall

1

• Enable

• Track Mouse

Type: Structure

1 Member(s):

0: (0) = <Structure>

0: "palmVelocity" = <Structure>

0: "y" = 7.550698

1: "yaw" = 1.171162

2: "z" = -1.109262

3: "x" = 2.626327

4: "pitch" = 1.424931

5: "roll" = 2.806856

1: "isValid" = 1

2: "id" = 75

3: "pointables" = <Structure>

0: (0) = <Structure>

0: "length" = 52.52189

1: "isTool" = 0

2: "tipVelocity" = <Structure>

0: "y" = 1.534997

1: "yaw" = -2.690682

2: "z" = 3.521648

3: "x" = -1.705106

4: "pitch" = 2.730547

5: "roll" = -2.303741

3: "id" = 86

4: "width" = 15.70162

5: "isFinger" = 1

6: "tipPosition" = <Structure>

0: "y" = 0.09829819

1: "yaw" = -1.796976

2: "z" = 0.002679011

3: "x" = -0.01164192

4: "pitch" = 1.598043

5: "roll" = -3.023707

7: "direction" = <Structure>

0: "y" = 0.07708778

1: "yaw" = 0.2446534

2: "z" = -0.9673343

3: "x" = 0.2414993

4: "pitch" = 0.07952289

5: "roll" = 1.879778

8: "isValid" = 1

4: "palmNormal" = <Structure>

0: "y" = -0.8501061

1: "yaw" = 0.01072478

2: "z" = -0.5265812

3: "x" = 0.005647684

4: "pitch" = -1.016212

5: "roll" = 0.006643407

5: "tools" = <Structure>

6: "sphereCenter" = <Structure>

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Spruch, Wortspiel, Zitat + Bild

Demo

Quartz Composer

Fazit

“If you give someone a program, you will frustrate them for a day; if you teach them how to program, you will frustrate them for a lifetime.”

Anonymous

“Because this is a completely
new way of interacting with
technology, there are **no rules.**”

labs.leapmotion.com

Anwendungen

Wait-And-Click

Reserved Gesture

Menus

Goal crossing

Position-based Poke

Speed-based Poke

Consistency

Der Gorilla-Arm

Man erinnert sich.



Vielen Dank

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One more thing...

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Letzte Demo

Twitter

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Fragen?

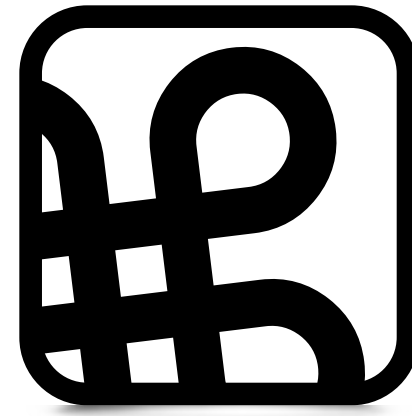
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Vielen Dank

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