

Alvaro CASSINELLI

Associate Professor, School Of Creative Media (CityU) **Director Augmented Materiality Laboratory**

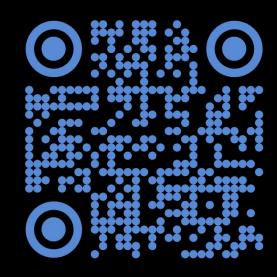
- Art & Science
- Spatial Augmented Reality
- Human Computer Interfaces, Prosthetics
- Augmented Materiality, IoT, Wearables

projects: www.alvarocassinelli.com

videos: www.youtube.com/c/CassinelliAlvaro/videos

background / experience

PhD in Physics & Engineering Degree (France)
Assistant Professor, Univ. of Tokyo / leader Meta-Perception Group
CTO Sinergia Tech (Uruguay)
New Media Artist





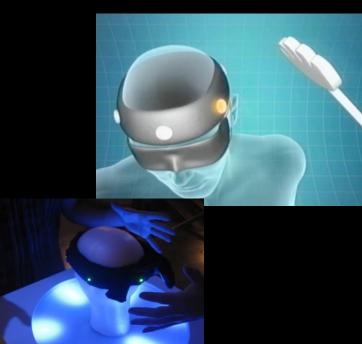
1) HAPTIC RADAR: accessibility, safety, wearables

https://www.alvarocassinelli.com/haptic-radar/

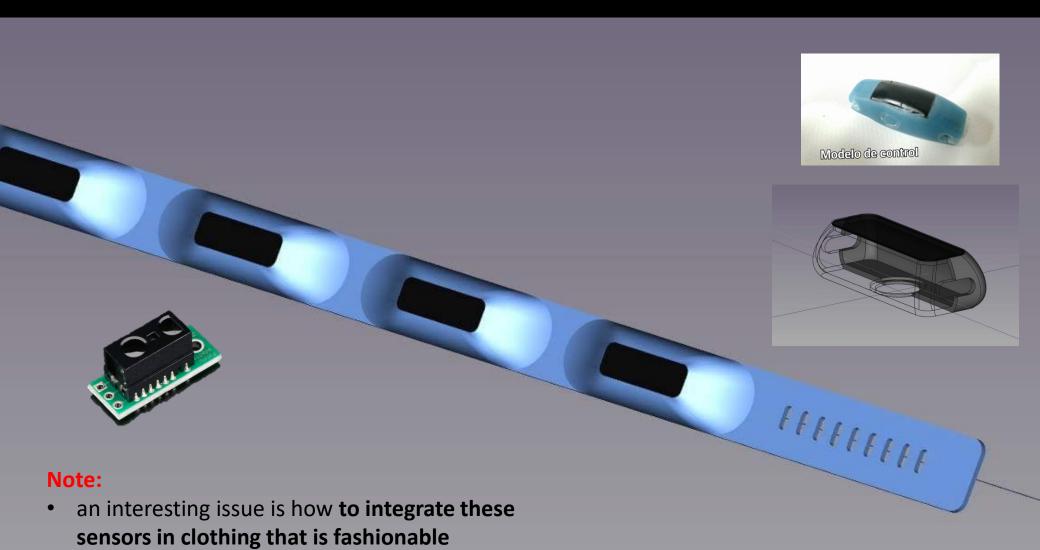






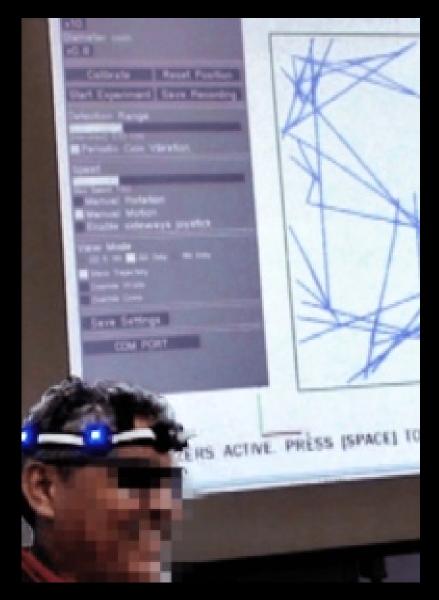




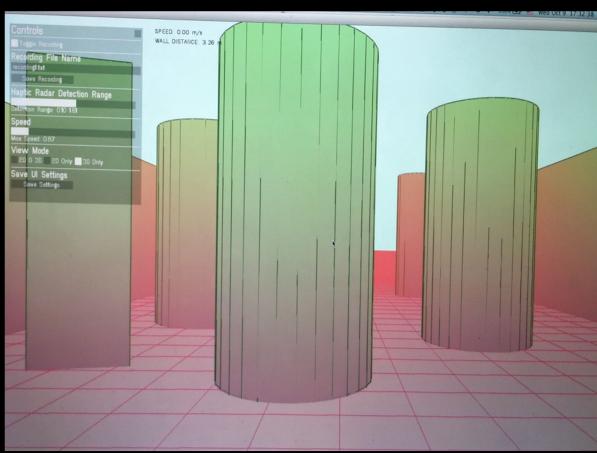


note application: Haptic immersion in gaming

https://www.alvarocassinelli.com/haptic-games-for-the-visually-impaired/

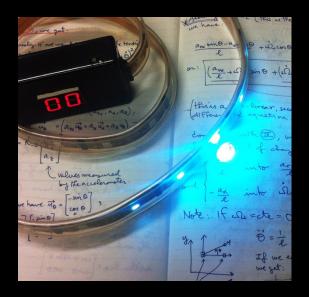


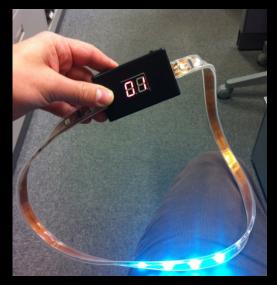




2) SCRATCHBELT – interactive/musical exercise belt

https://www.alvarocassinelli.com/scratchbelt/

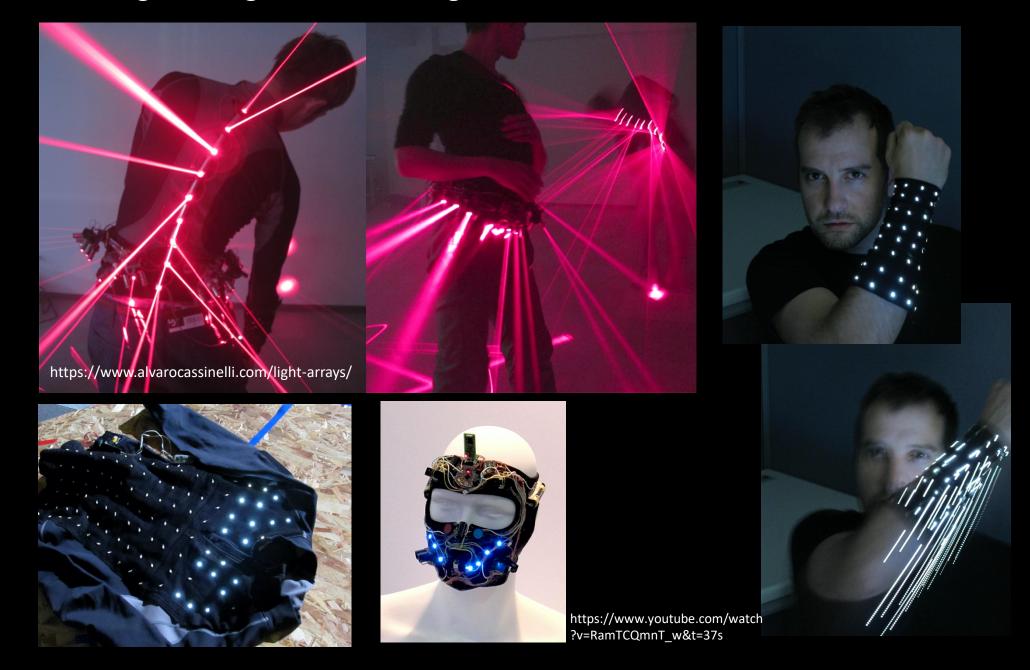






- led-strip based belt that simulates the dynamics of a houlahoop with light.
- angular data is sent wirelessly to the computer (bluetooth), where it is taken as input to an Max-Msp "groove" patch.
- The wearer can then "scratch" over pre-recorded sound files by contorting and dancing.
- A counter also keeps track of the number of turns, and this data can be logged on your smartphone, making it a fun alternative to the podomoter.

Note: augmenting motion with light-based wearables



3) LASER SENSING DISPLAY:

- new technology for large scale interactive laser projection

https://www.alvarocassinelli.com/laser-sensing-display/





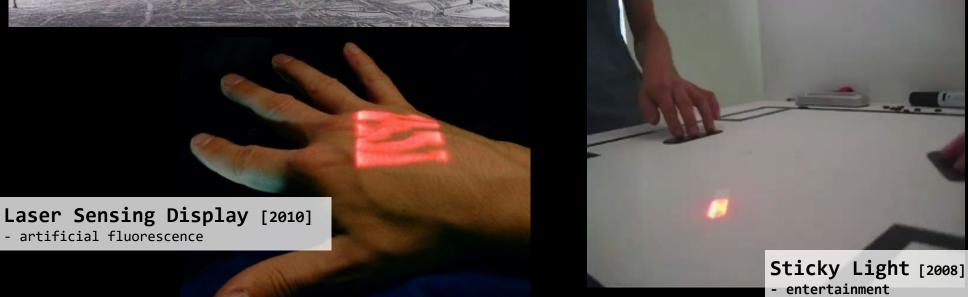




Examples:



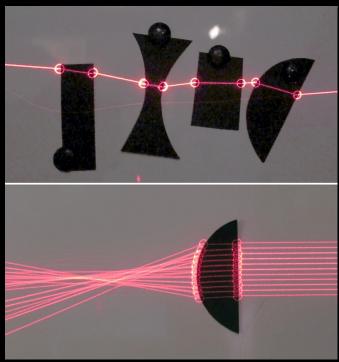


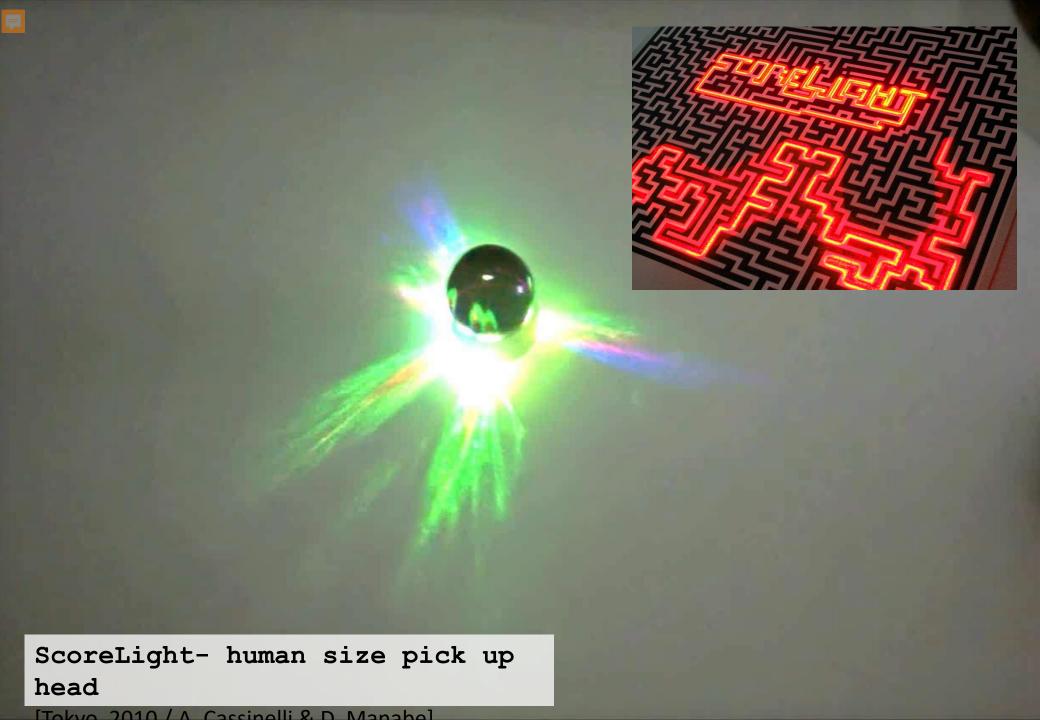


- Deployment without calibration
- Any surface gamified by drawing



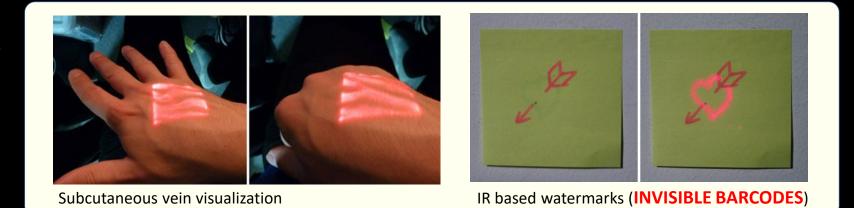




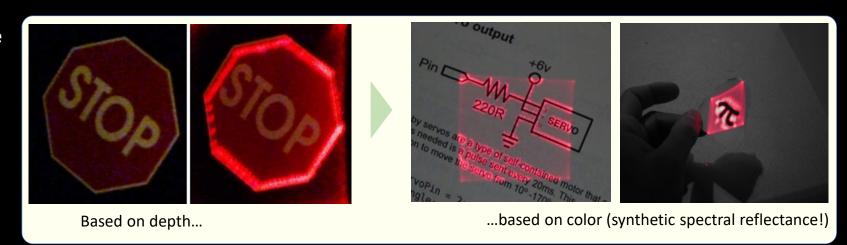


Other uses

Synthetic fluorescence



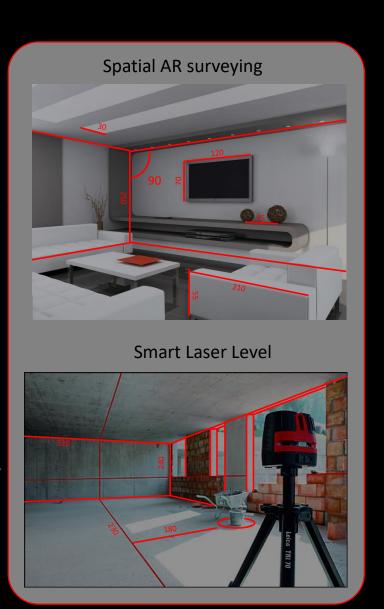
Image/volume enhancement



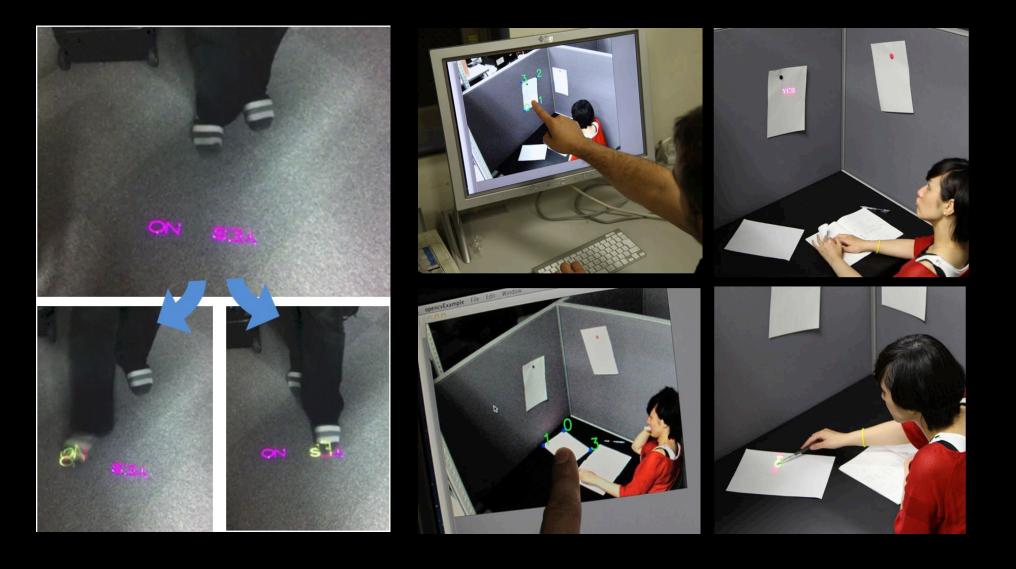
Spatial Augmented Reality laser level

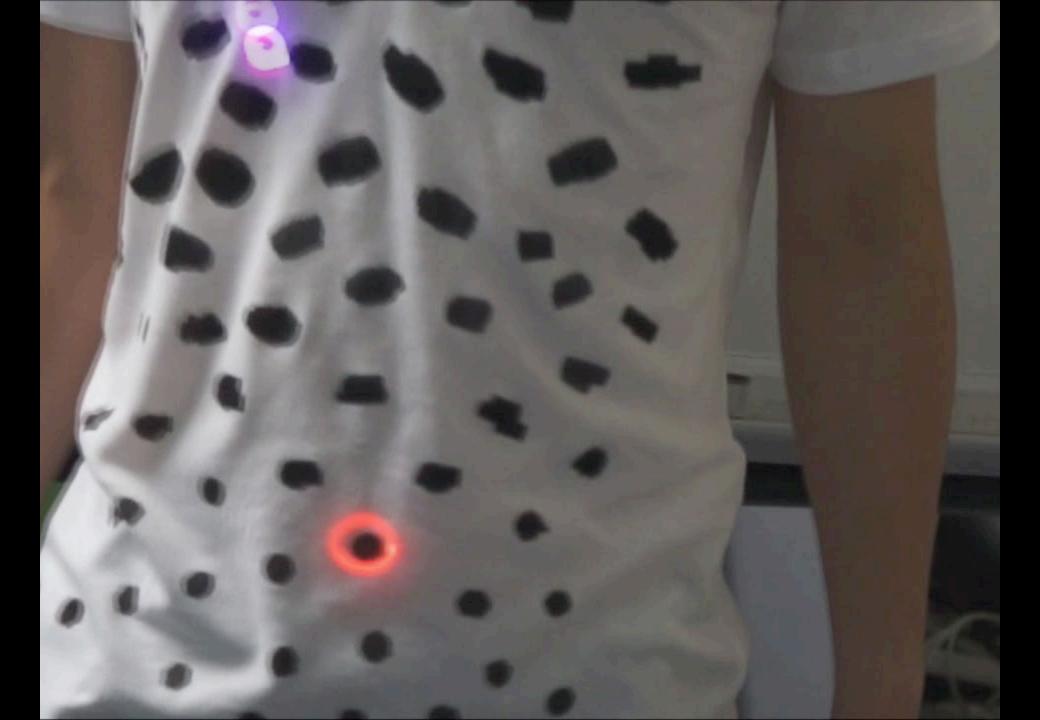






Calibration-less projected input/output (public places)



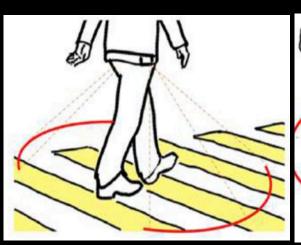


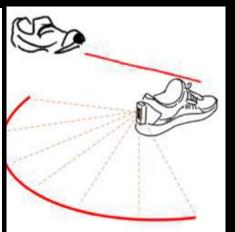
Interactive "touchable" display for Smart Voice Assistants





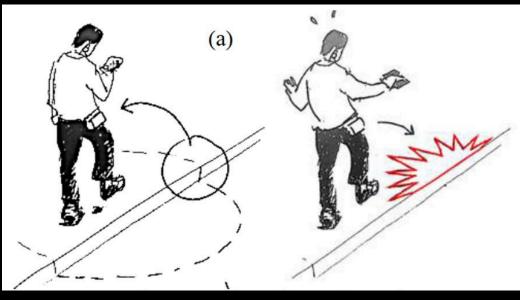
Wearable Safety System for Pedestrians (GRF grant application)



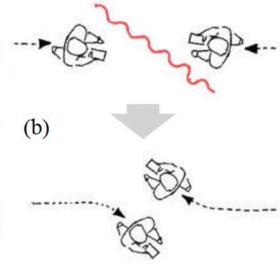




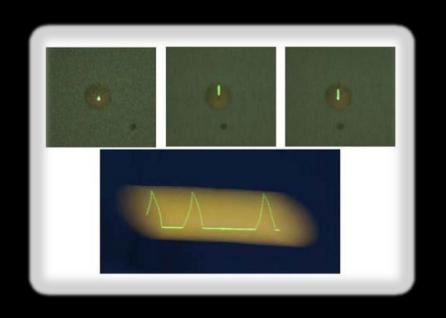






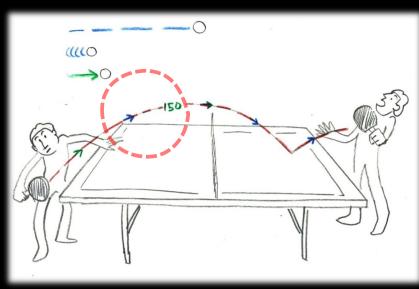


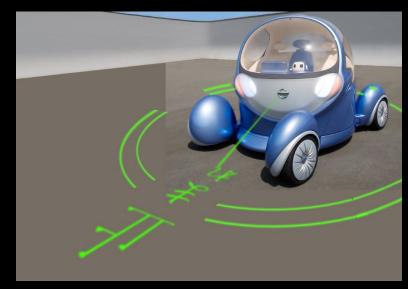
Note: patent on laser projection on moving objects.





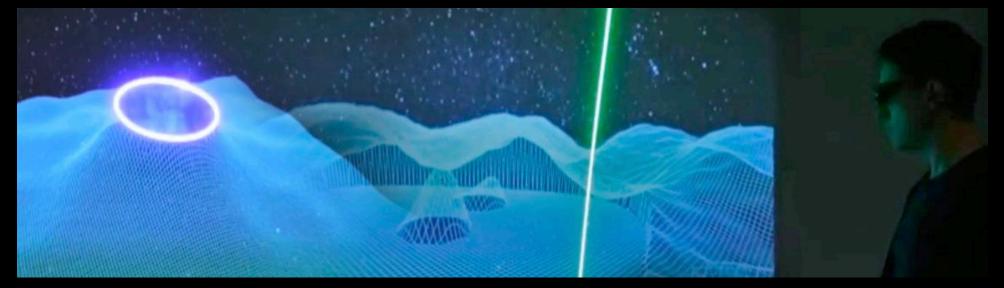
...or *from* moving object





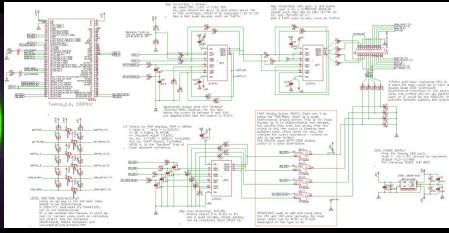
Note: when this tech is ready, it has countless applications:

- 1) stereoscopic (CAVE) laser graphics
- 2) super-resolution fluorescence microscopy etc...

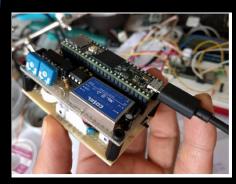








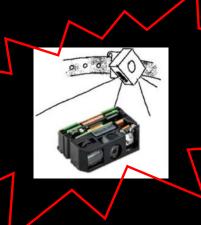






Note:

• this miniature device would be also ideal for more "smart" kind of Haptic Radar.

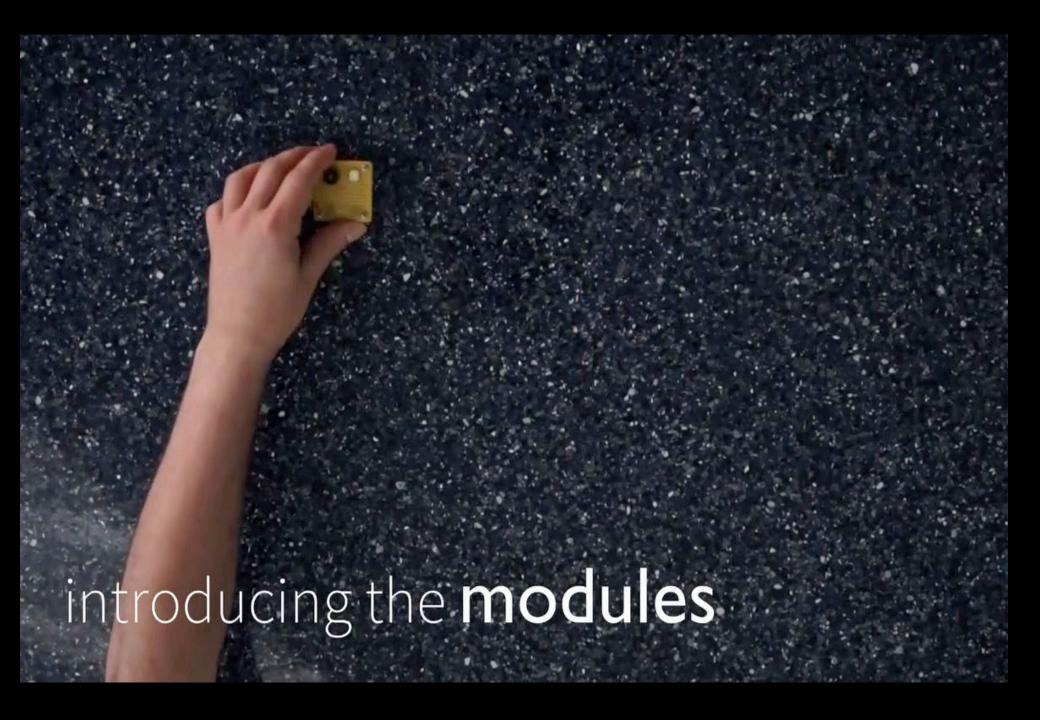


4) GLUONS: a distributed electronic construction kit



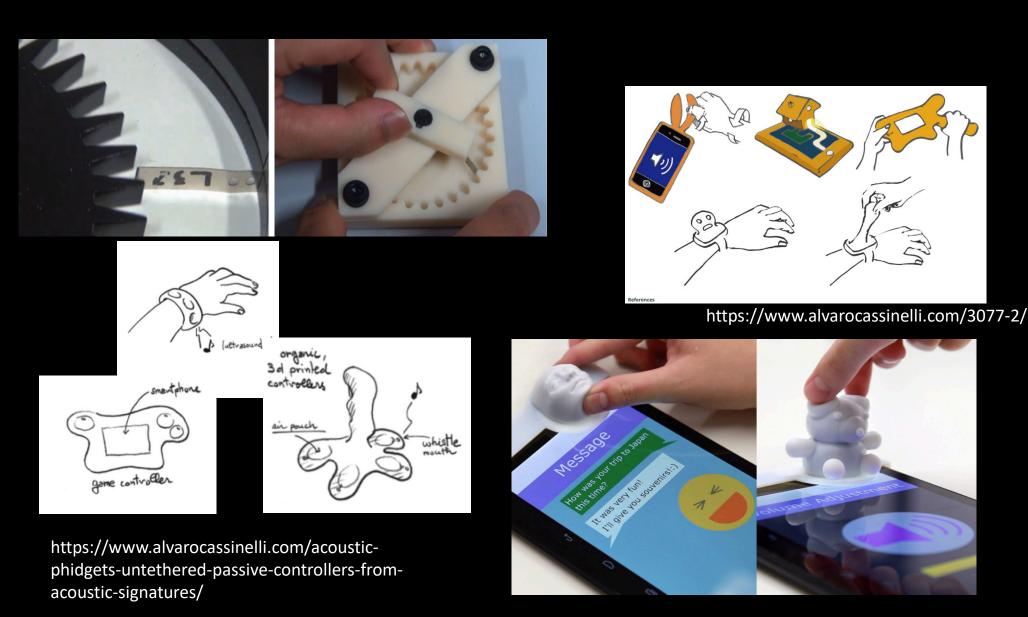


https://www.alvarocassinelli.com/gluons/

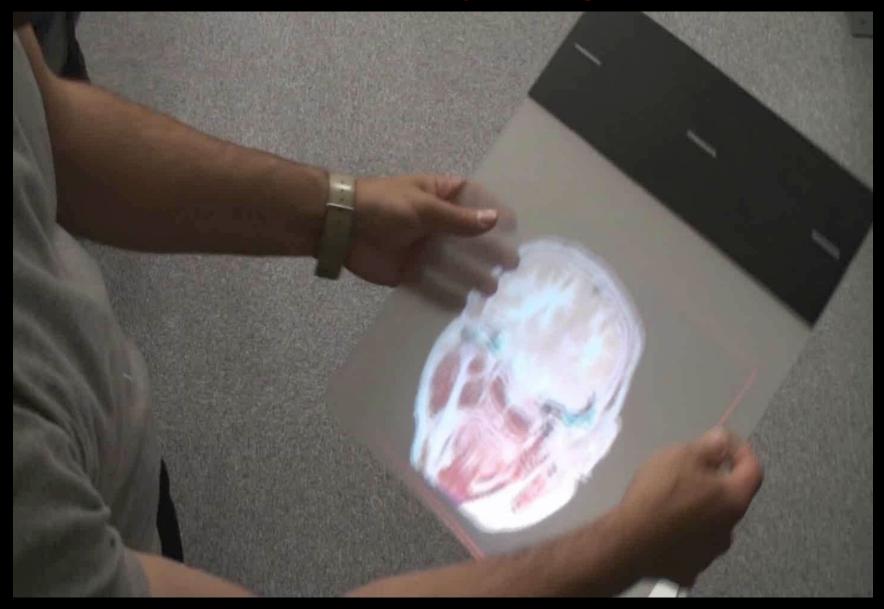


Note: Machine learning and Acoustic/Optical "Phidgets"

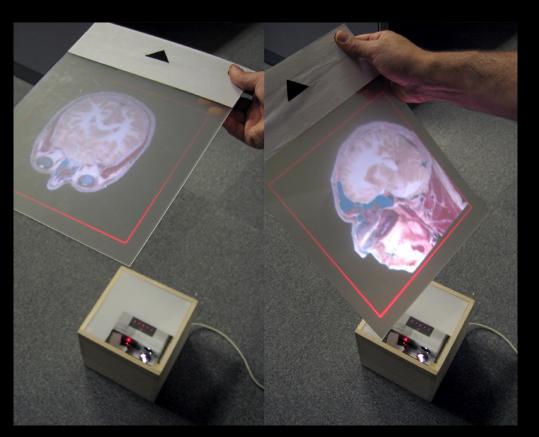
... interesting design space (electronic decoupled with case)

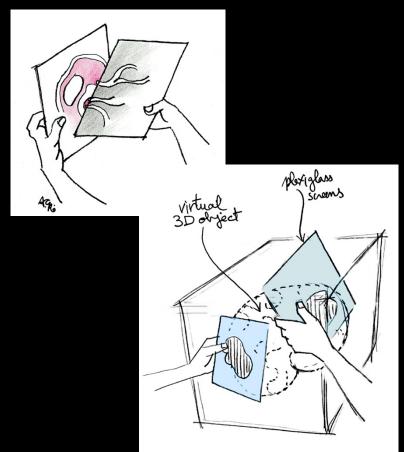


5) VOLUME SLICING DISPLAY: anatomy teaching



www.alvarocassinelli.com/volume-slicing-display/ http://ishikawa-vision.org/perception/VolumeSlicingDisplay/index-e.html







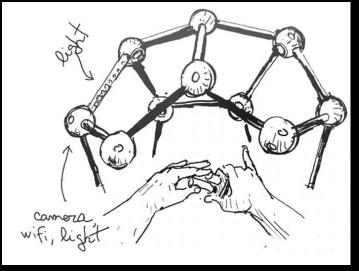
Notes:

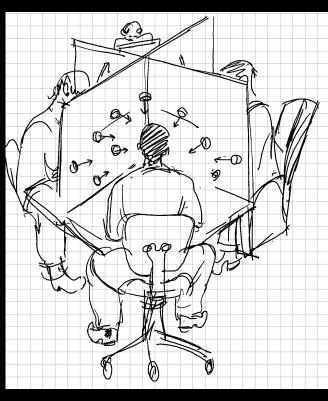
The display is a passive piece of paper/plexiglass Old technology (retroreflective markers): today it would be much simpler to develop a system for use in a classroom, with multiple users.

Bonus:

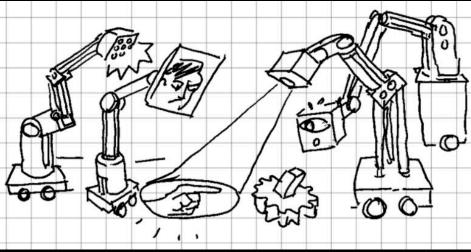
REVERSE PANOPTICON (VIRTUAL TEACHING AND LEARNING grant

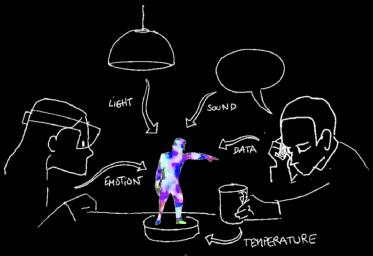
530.000HKD)







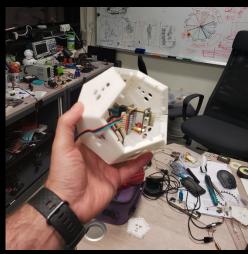










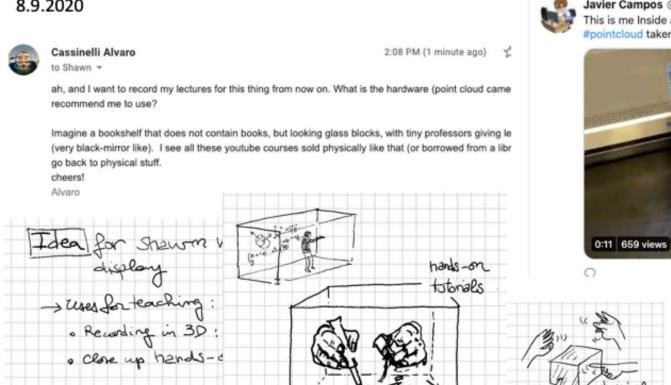




Note: integration with volumetric displays (looking Glass Factory)

Looking-Glass Boxed Lectures

8.9.2020



hands-on



