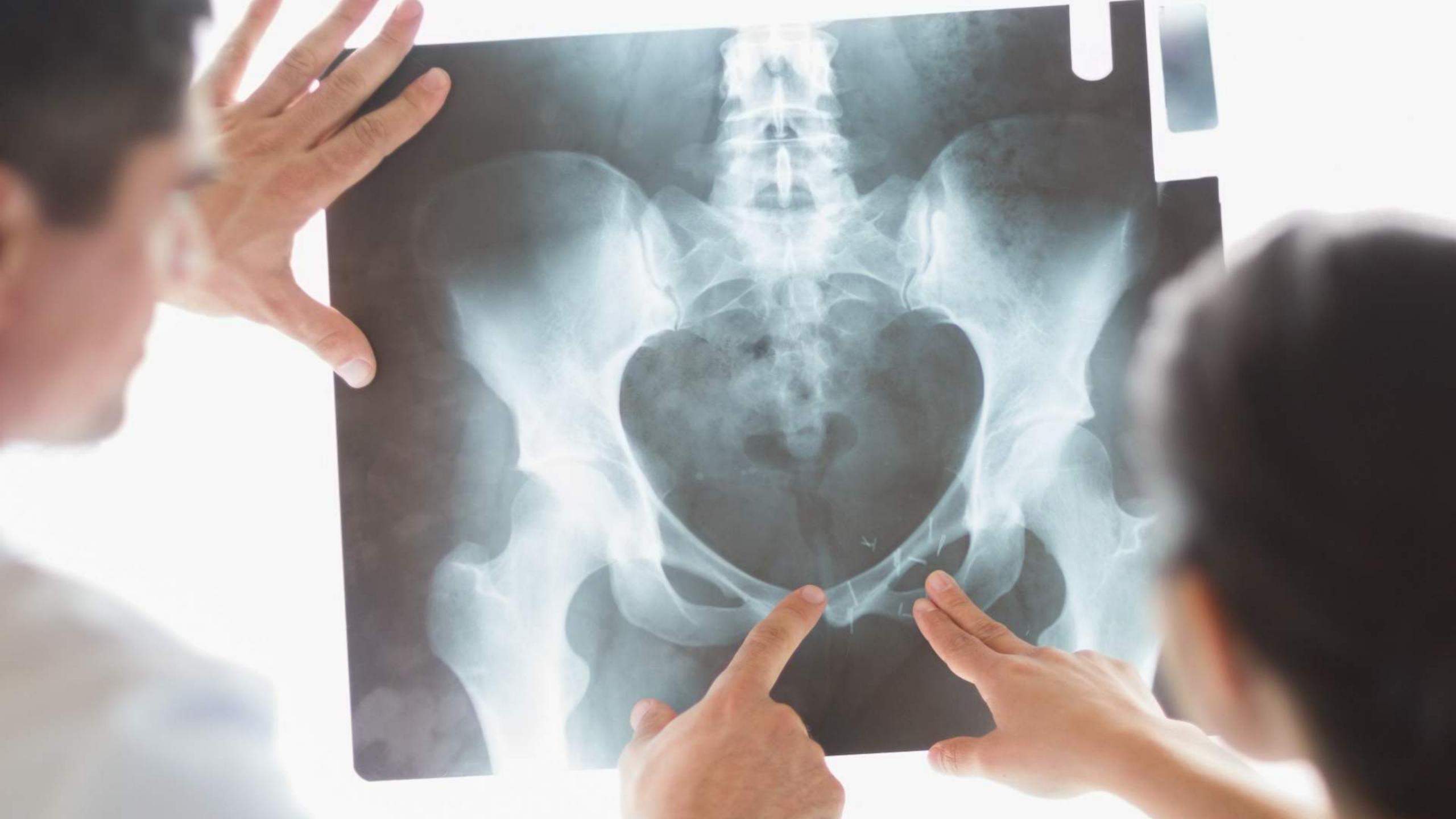


## 

EXTERNAL CENTRAL HOLOGRAPHIC OUTPUT

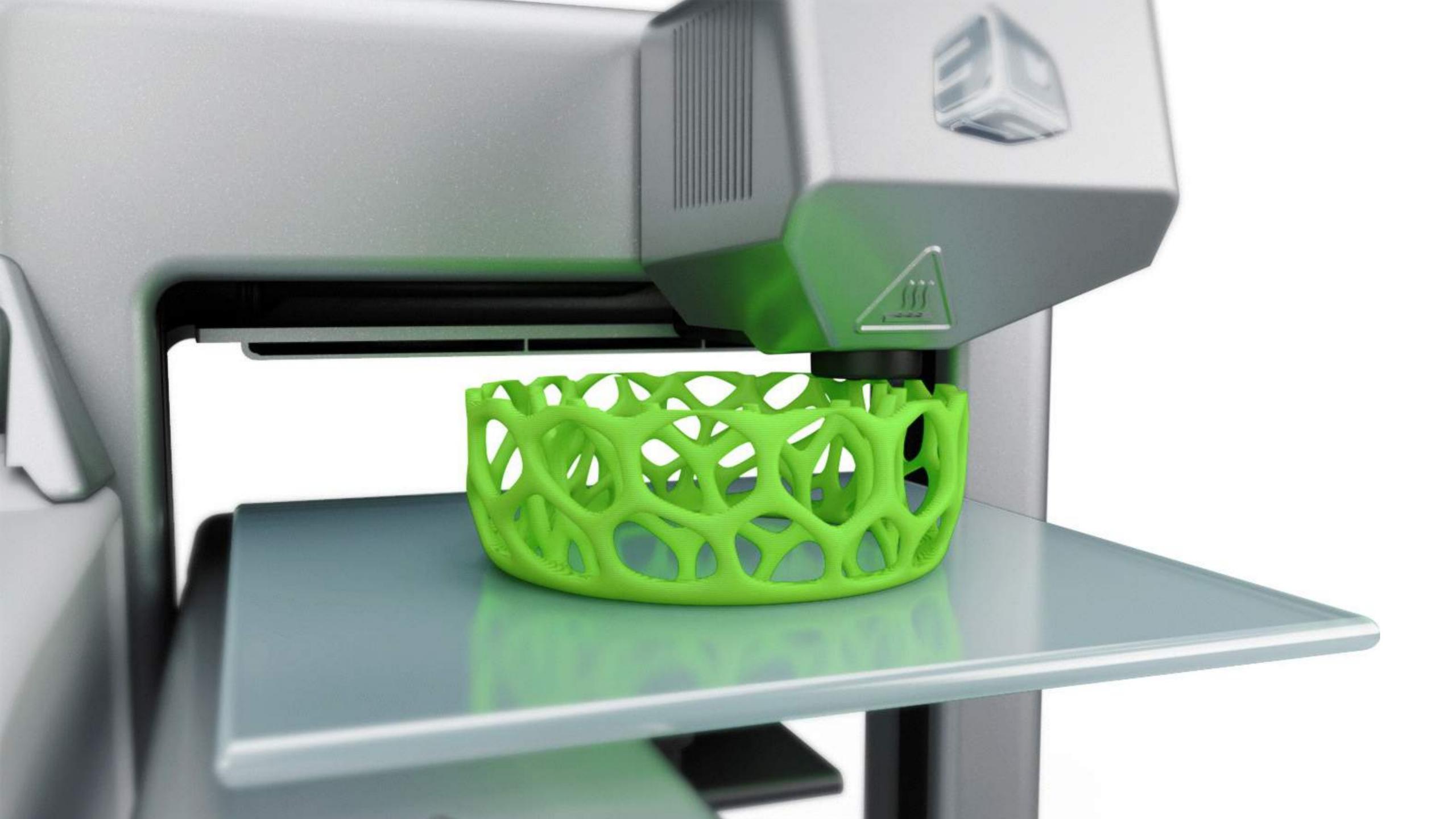
At the moment it seems like we interact with computers in a very unnatural and very two dimensional way. Casual users and specialists try to create and interact with three dimensional objects using two dimensional tools such as keyboard and mouse. It doesn't feel completely natural and doesn't give you the full picture to analyze or a solid medium to work and experiment with.













So if we integrate gestural technology and provide real time feedback for the purposes of manipulating objects on a multidimensional plane, will it provide greater and natural immersion into the design process?

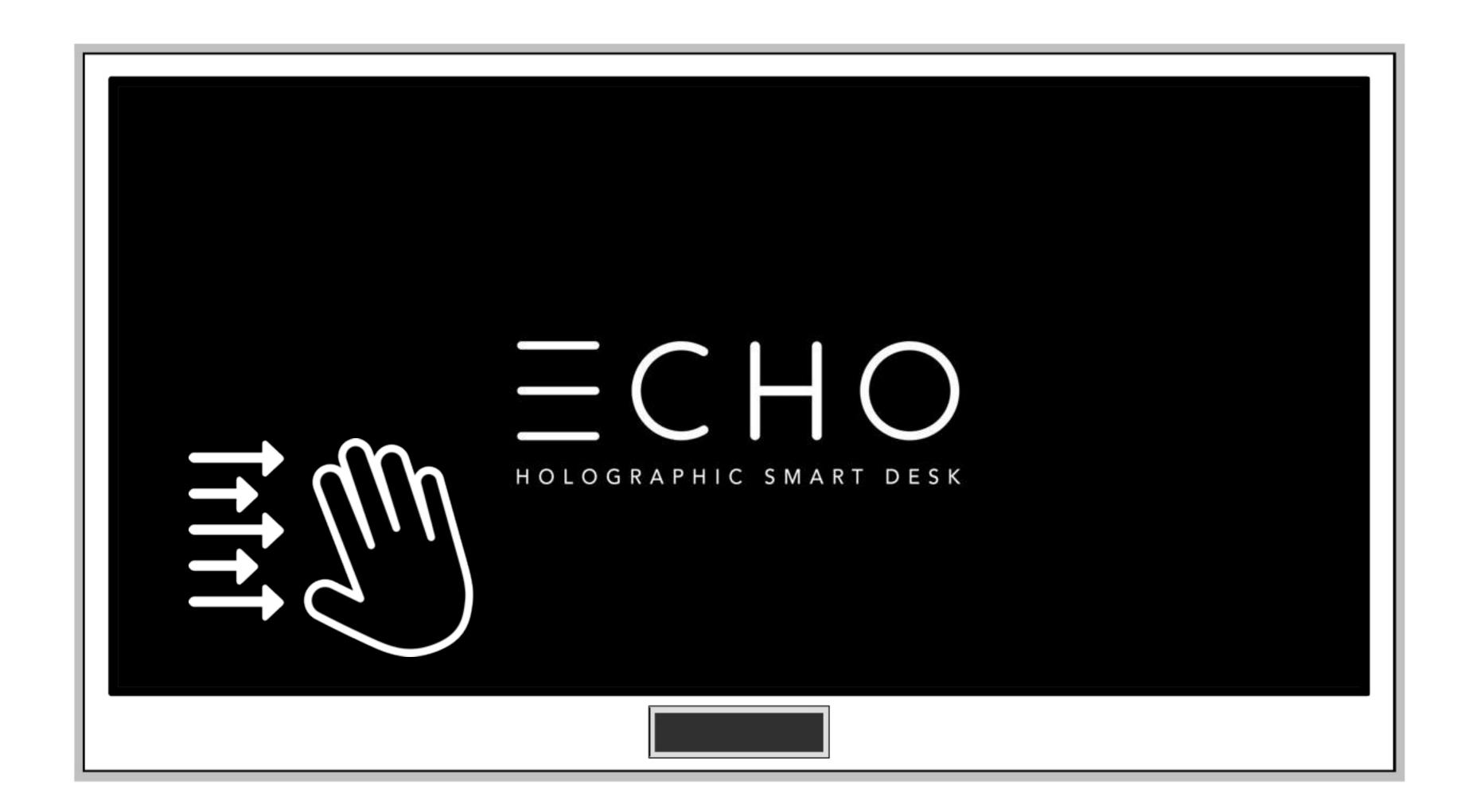


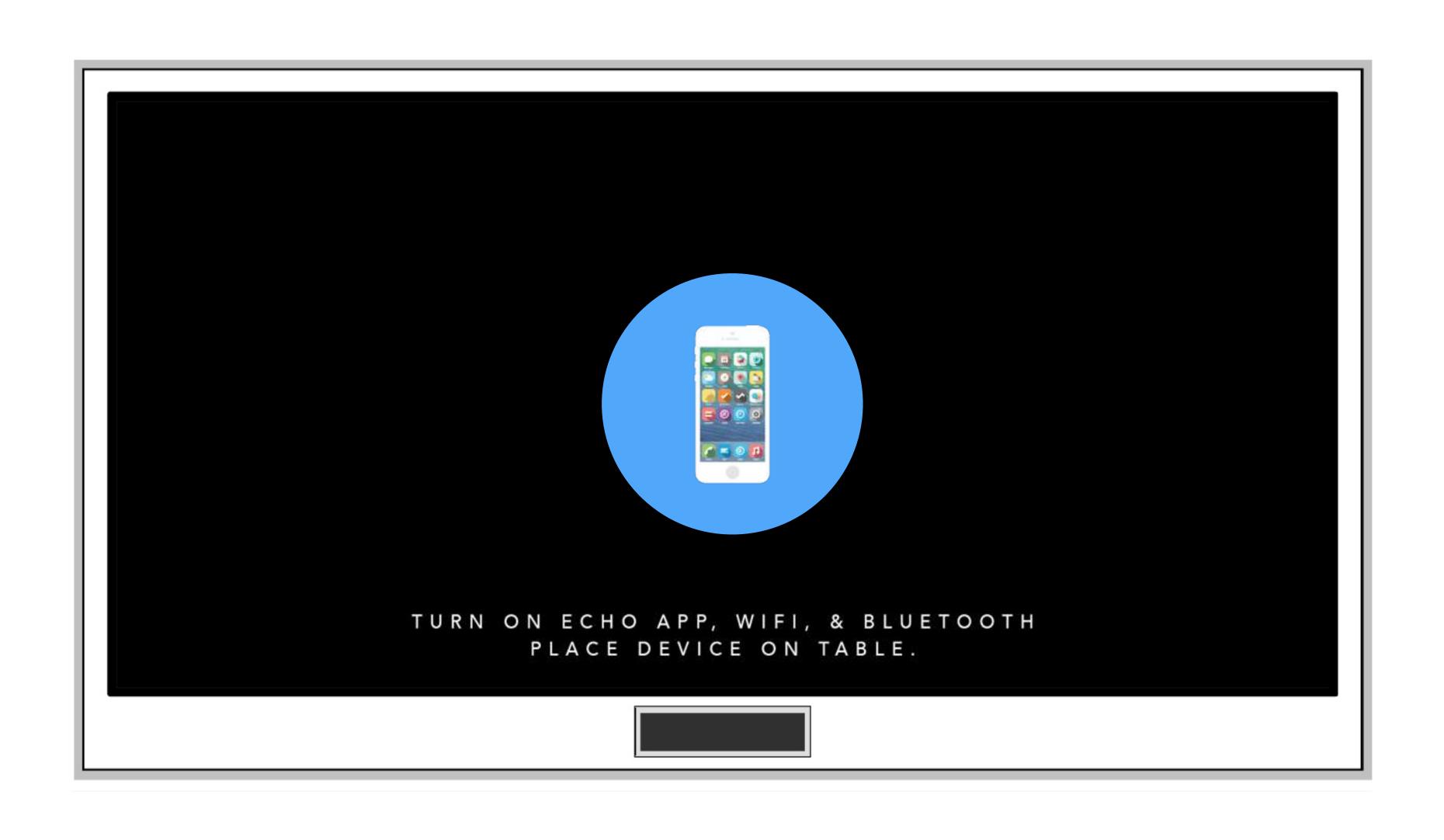
ECHO is an interactive smart table. An experimental peripheral device and concept that focuses on using 3D gestural technology to interface with traditional computer programs and systems. Creating and interacting with complex objects in multiple dimensions.



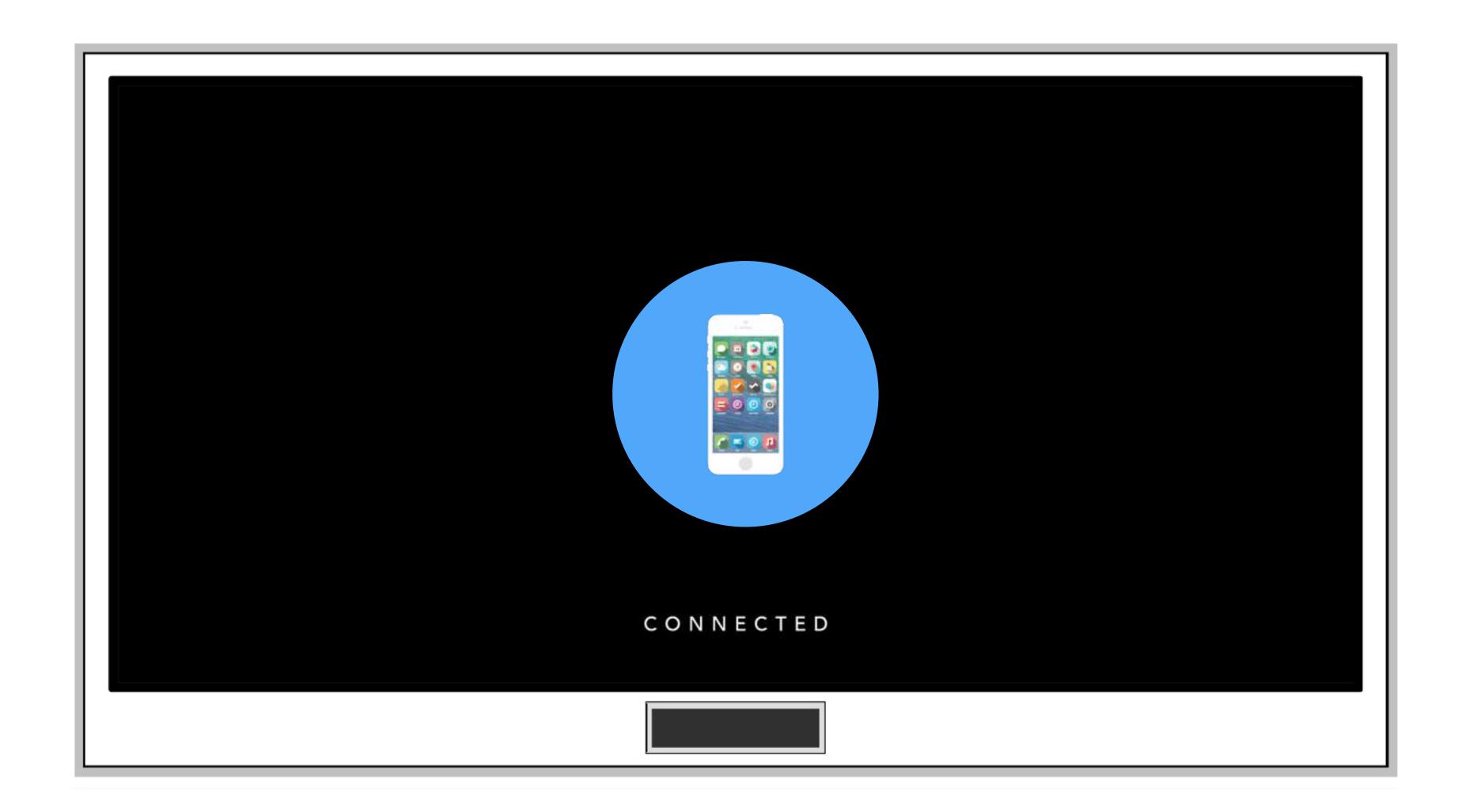












Wednesday, December 2, 2015

01:38°

ART441 - Project 2 Presentations! Tomorrow at 12:00 AM
Finals Week! in 4 days
Winter Break! in 9 days
Lucie Arrives! in 20 days
Christmas Eve in 21 days
Christmas Day in 22 days
The Nutcracker Ballet Show in 23 days
New Year's Eve

**⇒** 2 -∵∵ 16:28

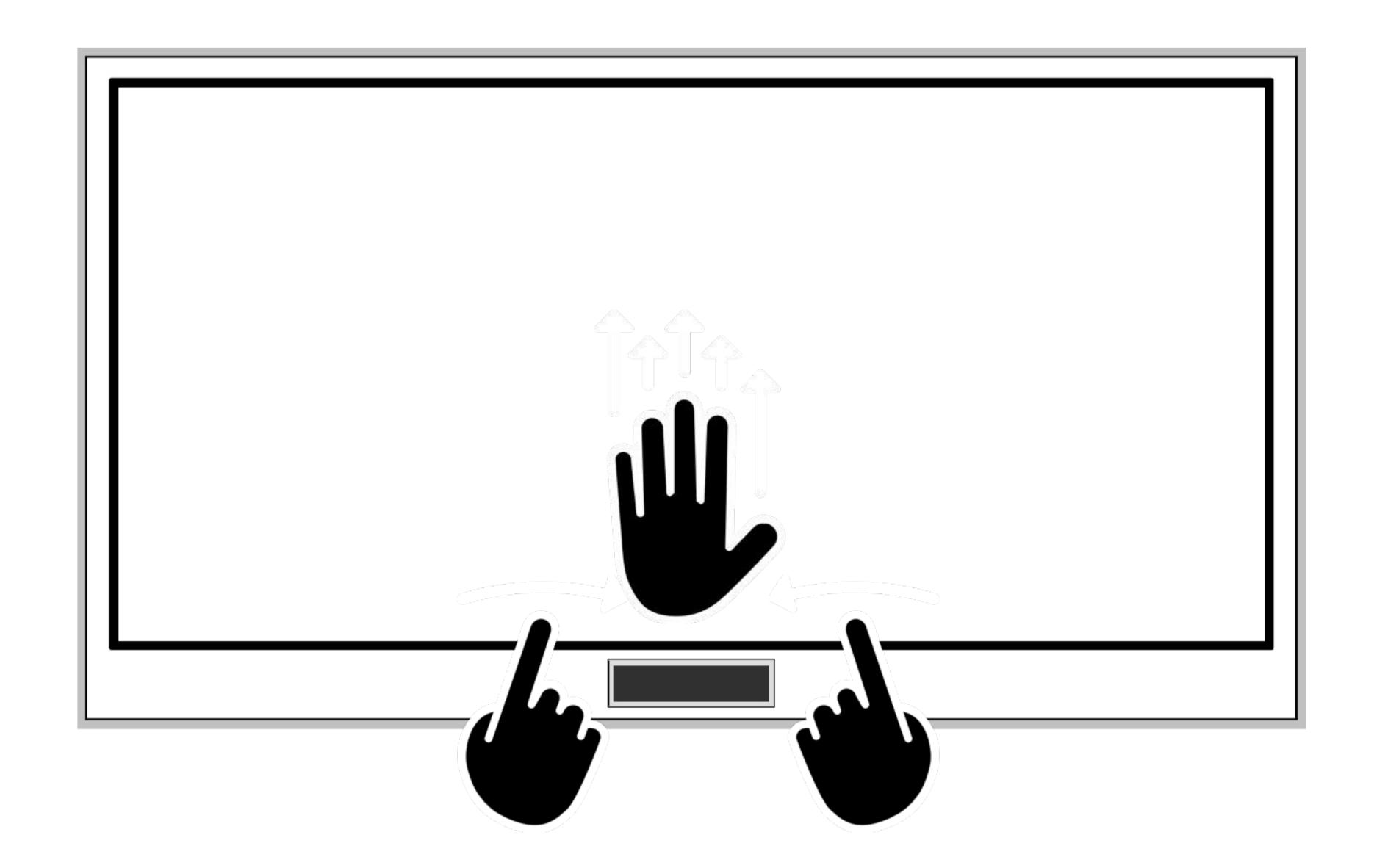
 $\approx$  39.6°

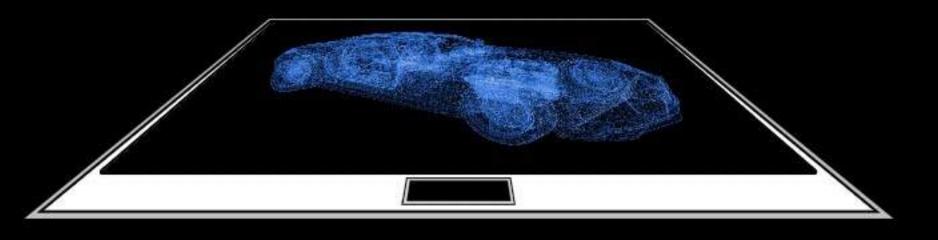
Wed 🖟 44.1 36.6 Thu 🖟 48.6 44.1 Fri 🖟 44.6 39.1

Sat 🖚 53.2 48.9 Sun 🖚 53.5 48.8

Sandy Berger, Former Nourity

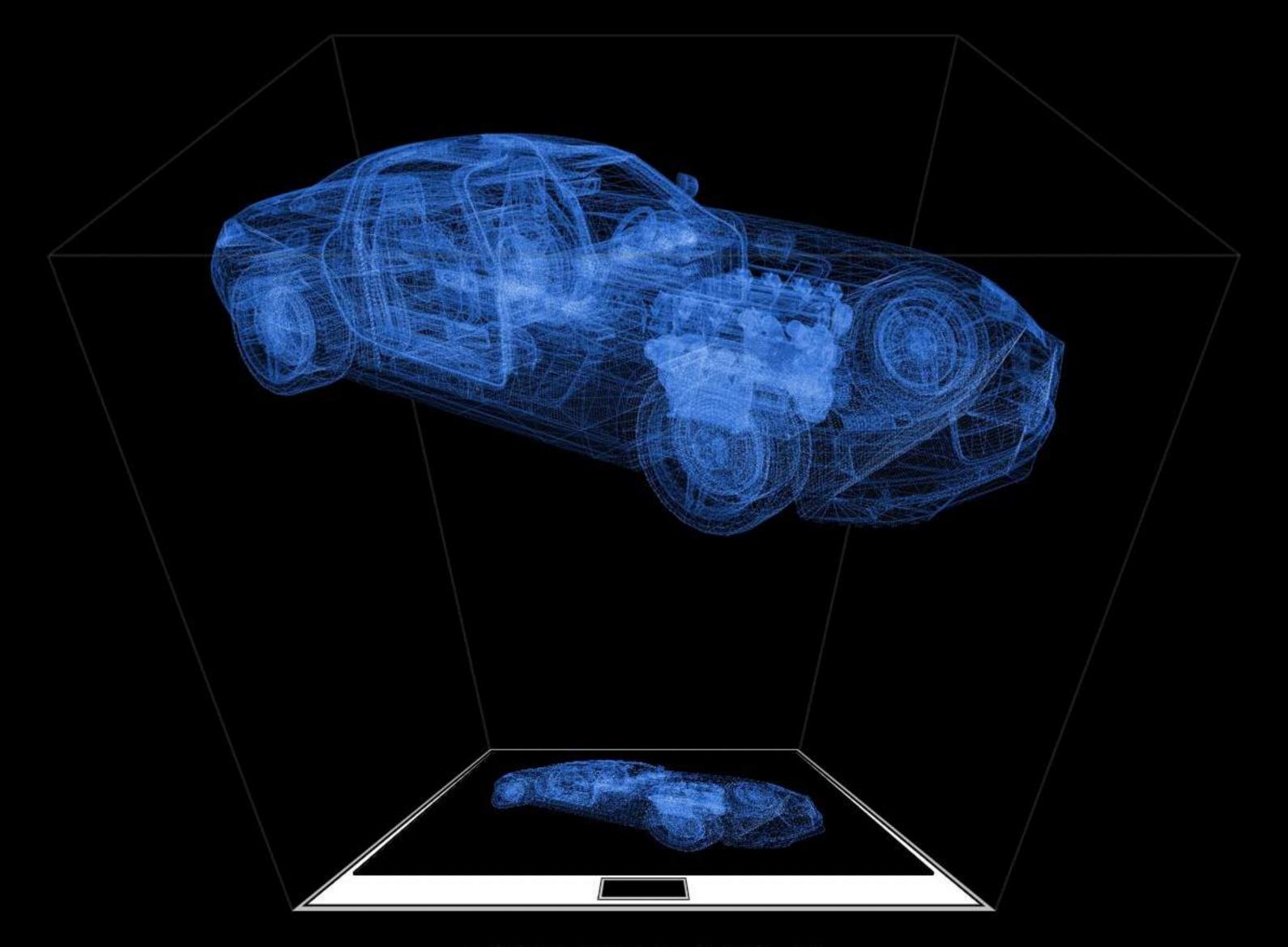
curity Adviser, Dies at 70





HOLOGRAPHIC DISPLAY

2D Image is projected into free space above the table in multidimensional and completely interactive form.



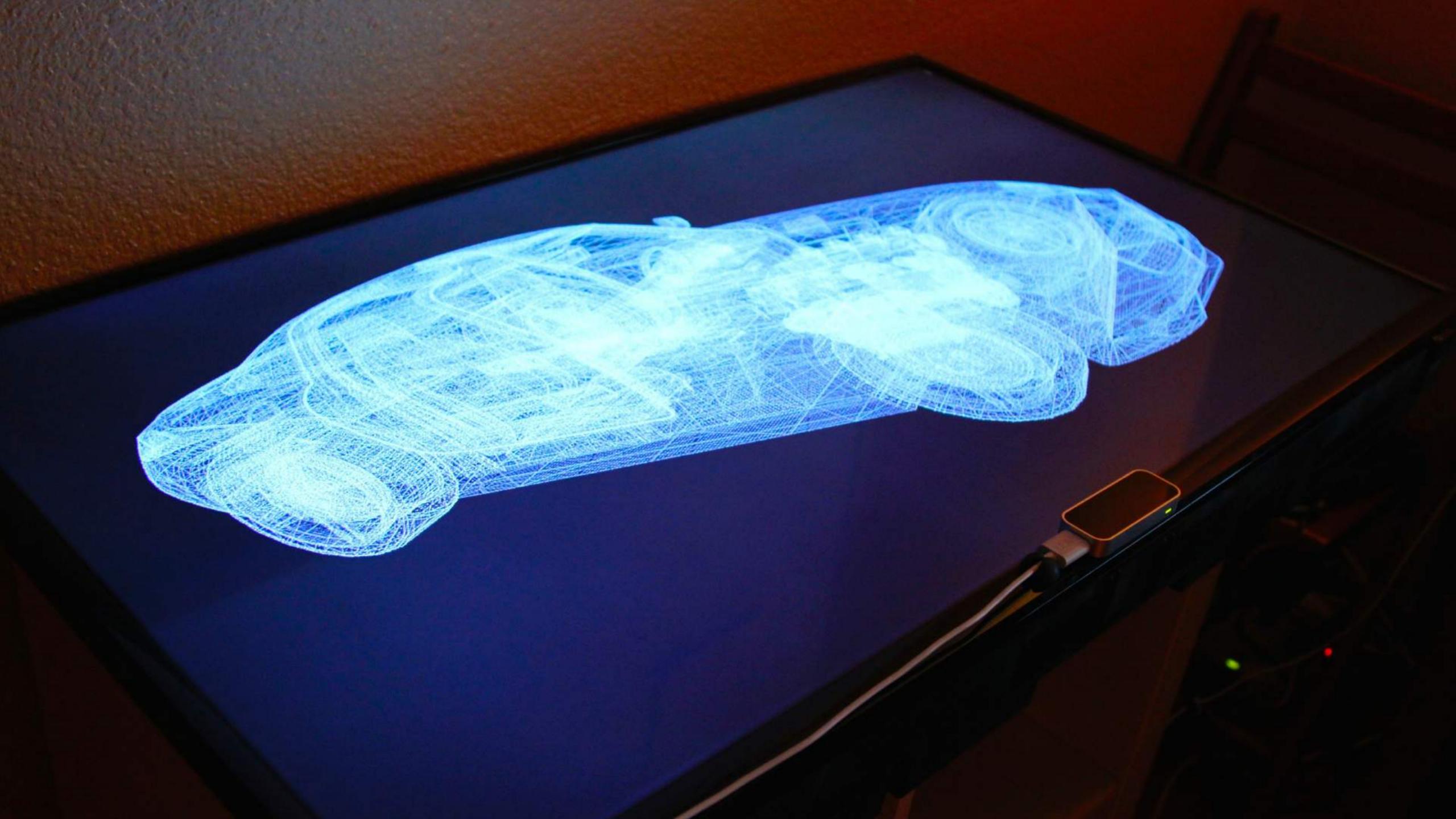
HOLOGRAPHIC DISPLAY

2D Image is projected into free space above the table in multidimensional and completely interactive form.











Being able to manipulate objects in three dimensional space provides a larger picture to analyze and work with. It provides a newer sensation in interacting with complex digital objects, but not nessecarily more natural which was what I was aiming to achieve.

