Tangible Touch Team

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Objective:

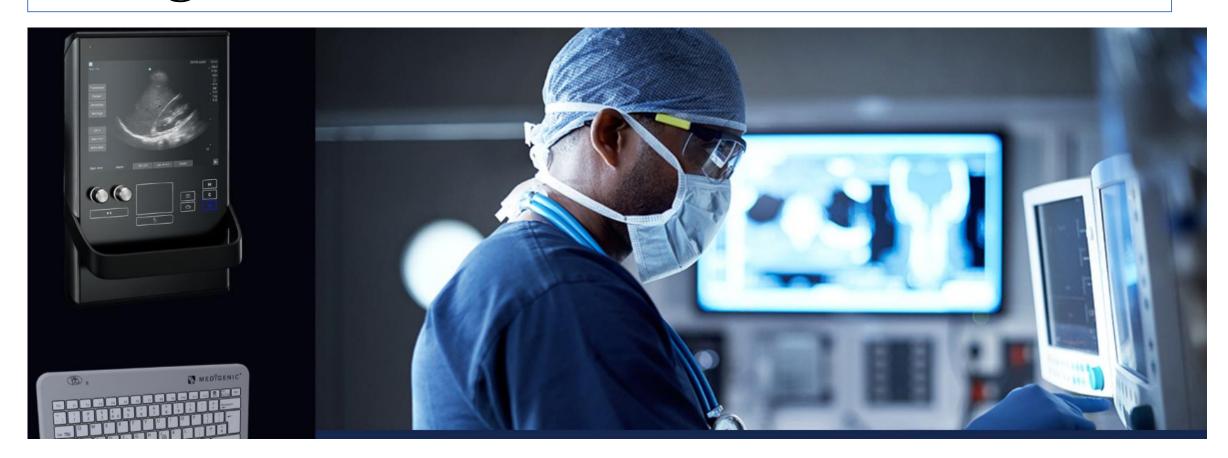
To develop software (GUI) and build objects that interface via a touch screen with tangible object (knob, switch, joystick, puck)



Background and Value Proposition:

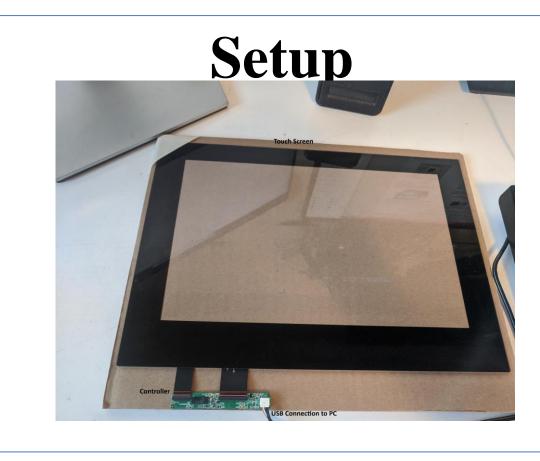
Allowing flexible application - Tangible feedback to user.

- E.g.: Ultrasound device



Key Requirements:

- •GUI Identify and Interpret object and process standard touch with QT and USB analyzer
- Object Prototyping and 3D printing





Concept Development – GUI

Start: Configure setting and controls event

Recognized Touch: Capture the co-ordinates and physical attributes

Did not recognize touch: Stay
idle Give error messages. When
ready go to the stage
recognizing the touch

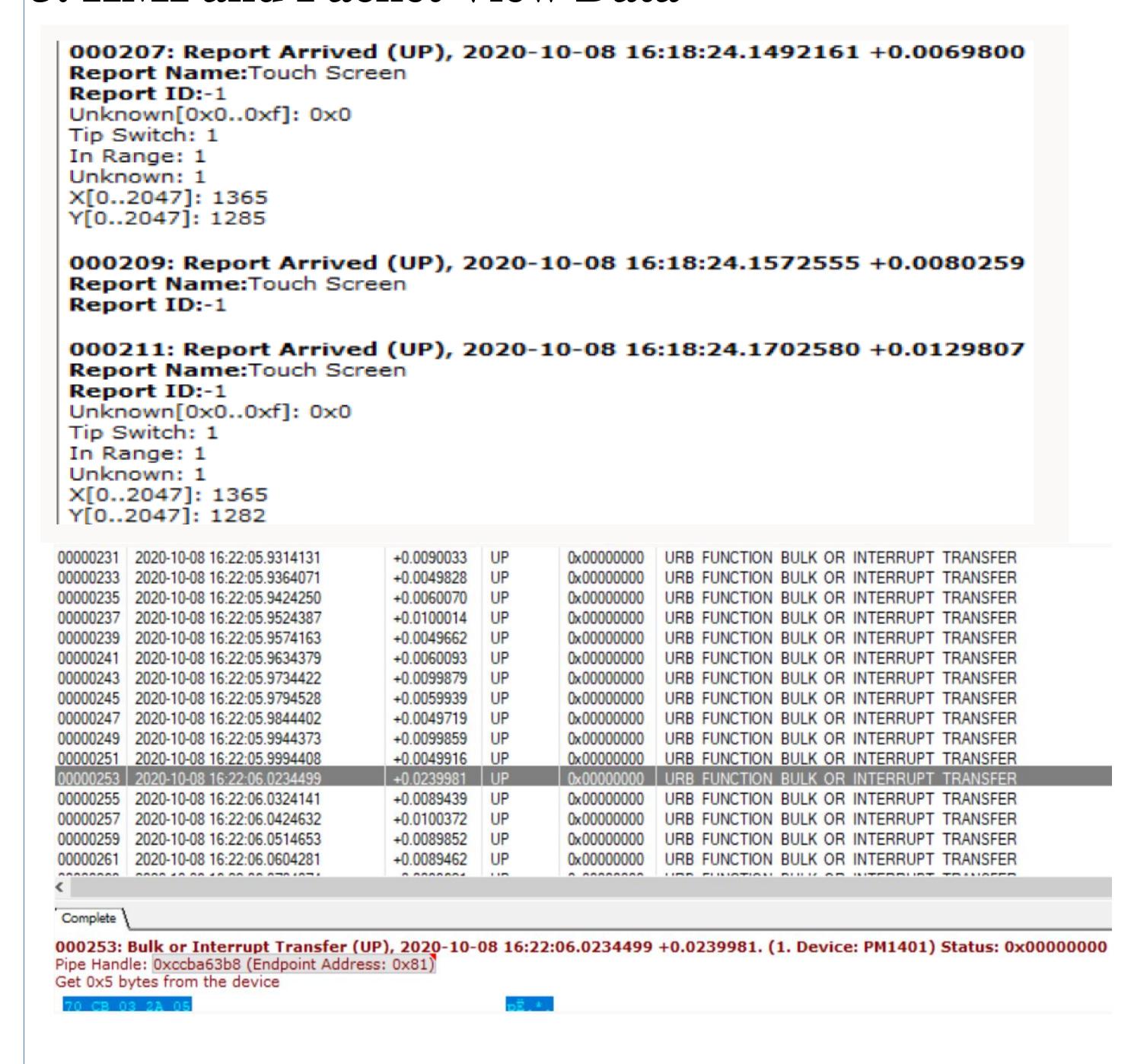
Exit: After constantly saving the progress.

Validation-

- 1. Single Touch testing
- 2. Multiple touch testing



3. HMI and Packet View Data



Final Product:

- •Touchscreen Data output
- •TUIO/TURO protocol
- •GUI Host system
- •Screen output
- Tangible Object

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