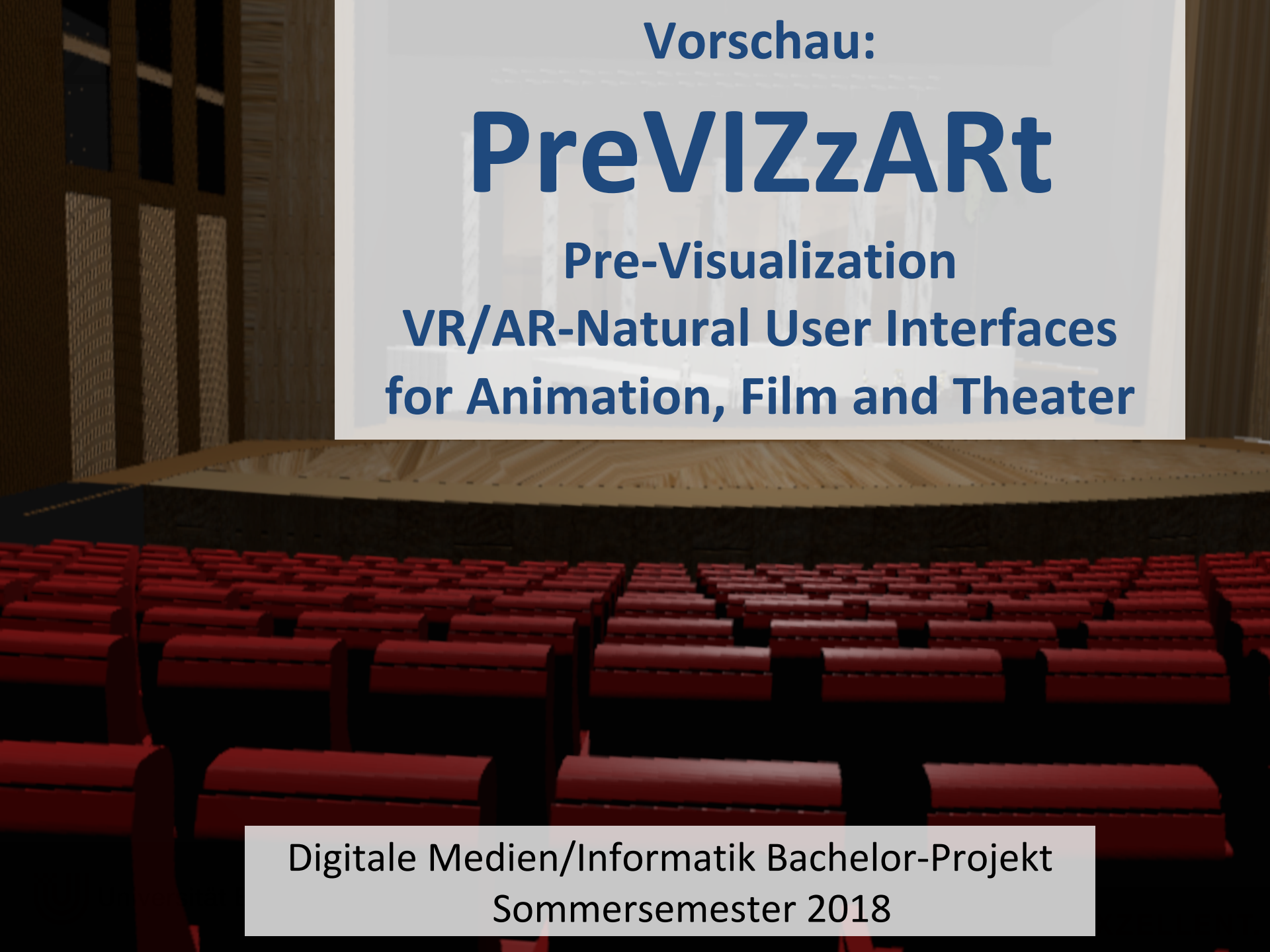


A 3D digital rendering of a theater interior. The foreground is filled with rows of red upholstered seats, viewed from a slightly elevated side angle. In the background, a stage is visible with a wooden floor and a dark, textured wall. To the left, there are vertical architectural elements that look like stylized windows or partitions. The overall lighting is soft and even.

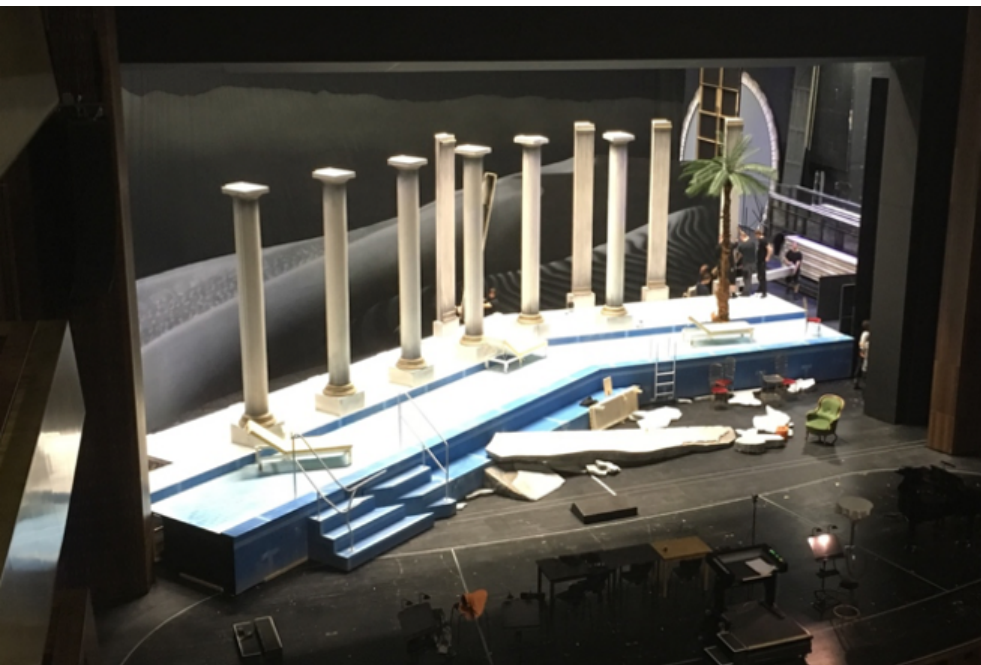
Vorschau:

PreVIZzARt

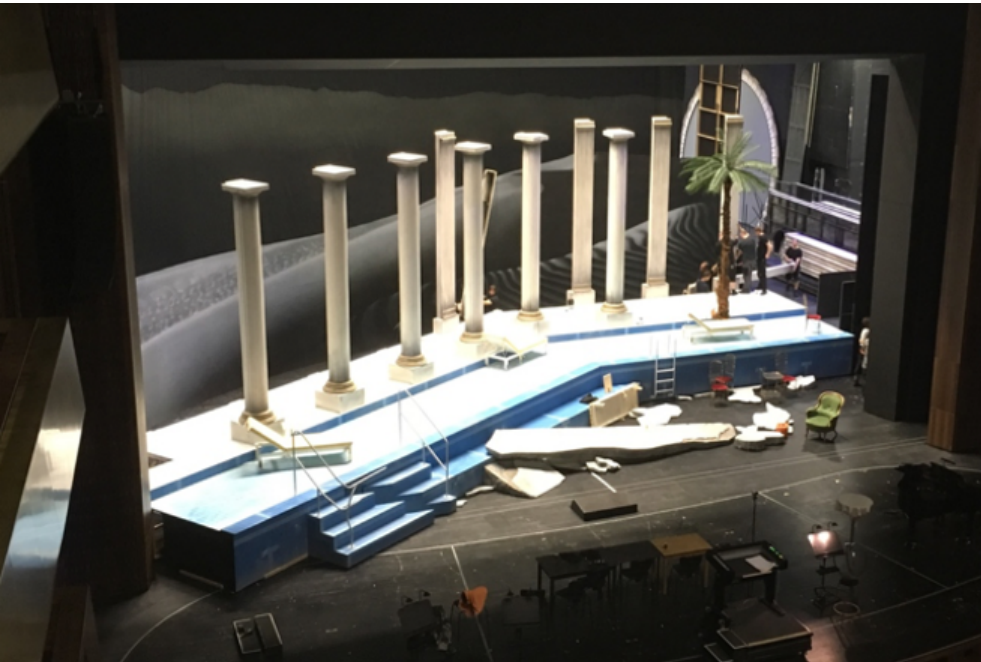
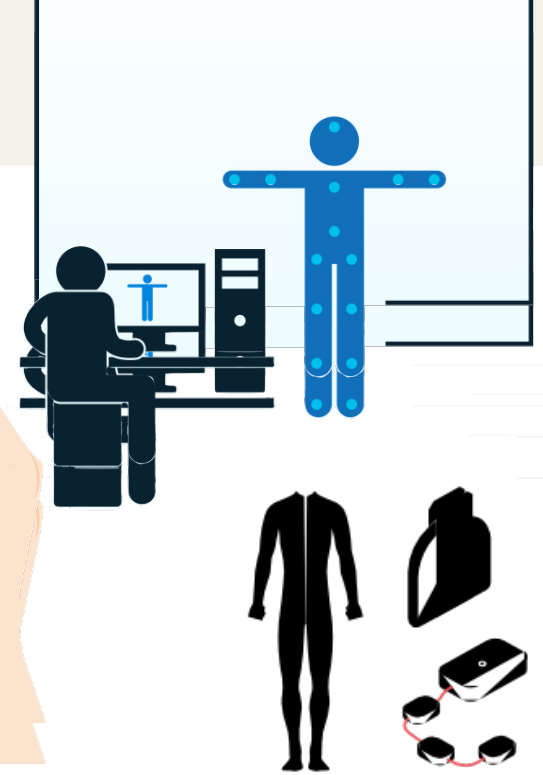
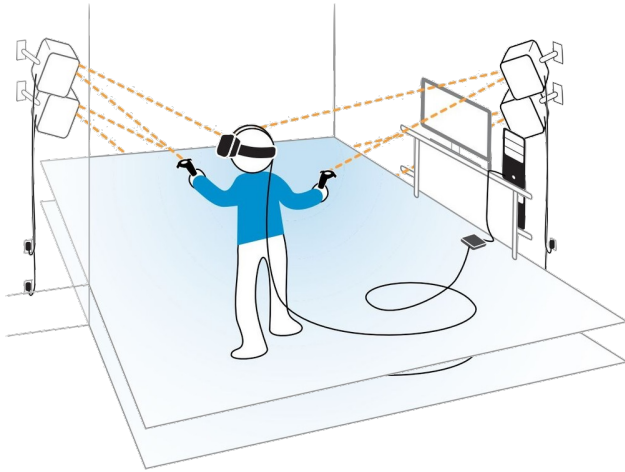
Pre-Visualization
VR/AR-Natural User Interfaces
for Animation, Film and Theater

Digitale Medien/Informatik Bachelor-Projekt
Sommersemester 2018

- ▶ Betreuer und Kontakt
 - Prof. Dr. Rainer Malaka, malaka@tzi.de
 - Dr. Dirk Wenig, dwenig@tzi.de
 - Thomas Fröhlich
 - Thomas Münder

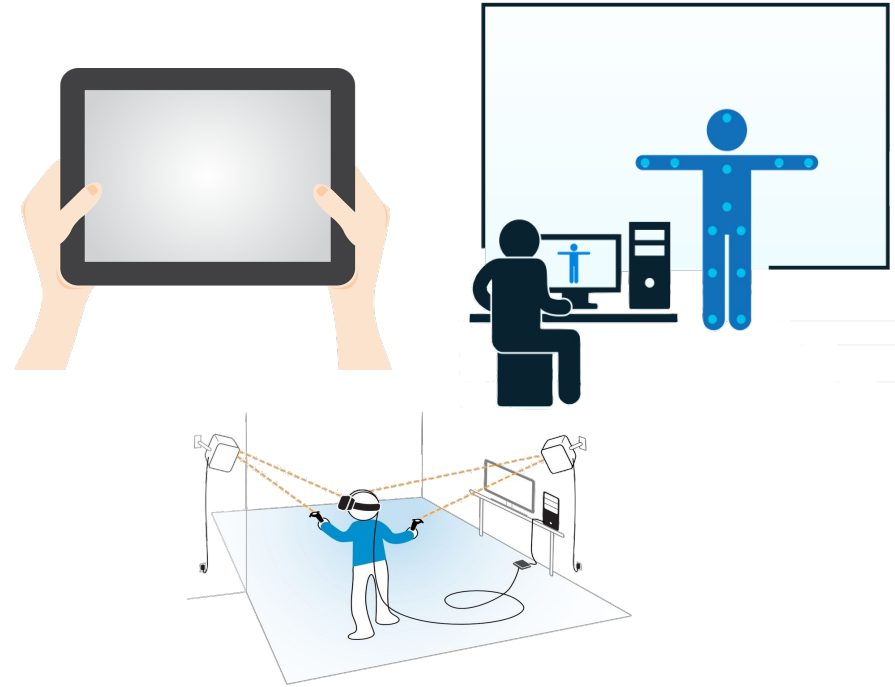


► Natural User Interfaces



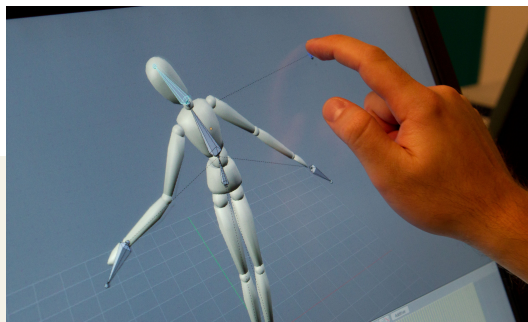
TZi Schnelle einfach nutzbare Prävisualisierung?

- in VR (z.B. mit der VIVE)
- mit AR
- mit Natural User Interfaces
- ...

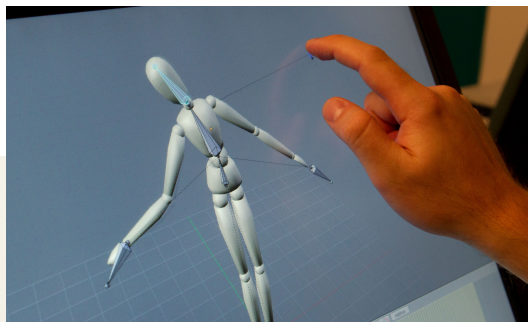
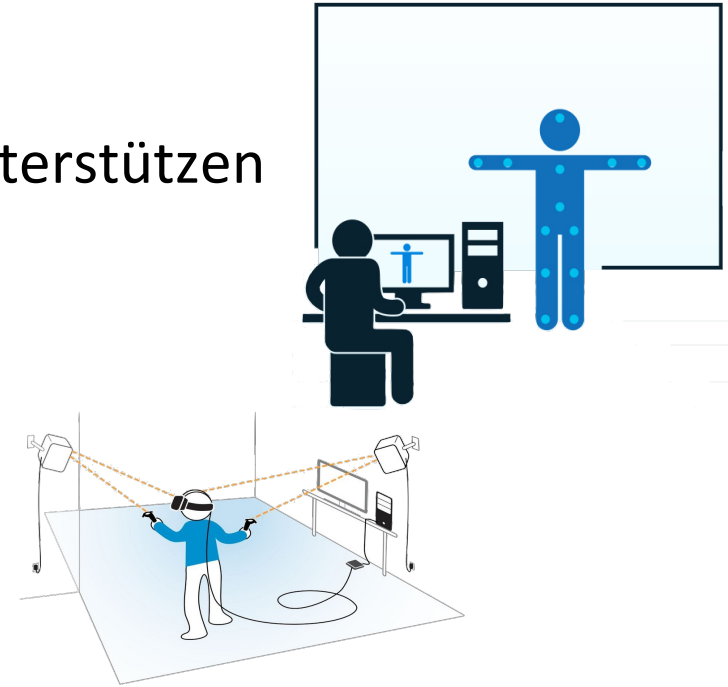


Einsatzgebiete:

- Animation
- Film
- Theater
- ...



- Welche Verfahren eignen sich
- Wie kann man kreative Menschen unterstützen
- Evaluationsmethoden
- „Research in the Wild“
- VR, Gesten, 3D-Modellierung
- ...



- ▶ Achtung: Vollzeitprojekt Projekt im Sommersemester
 - 18 CP -> 540 Stunden
 - 3 Tage-Woche bei 24 Std/Woche, d.h. ca. 22 Wochen
 - Vorschlag: Start Anfang März dafür pünktliches Ende im August
 - Anwesenheit an mindestens 3 Tagen wird erwartet
 - feste Kernzeiten!
- ▶ Schnuppertermin + Vorstellung. Mitte Januar
- ▶ Für Bachelor Informatik + Digitale Medien

