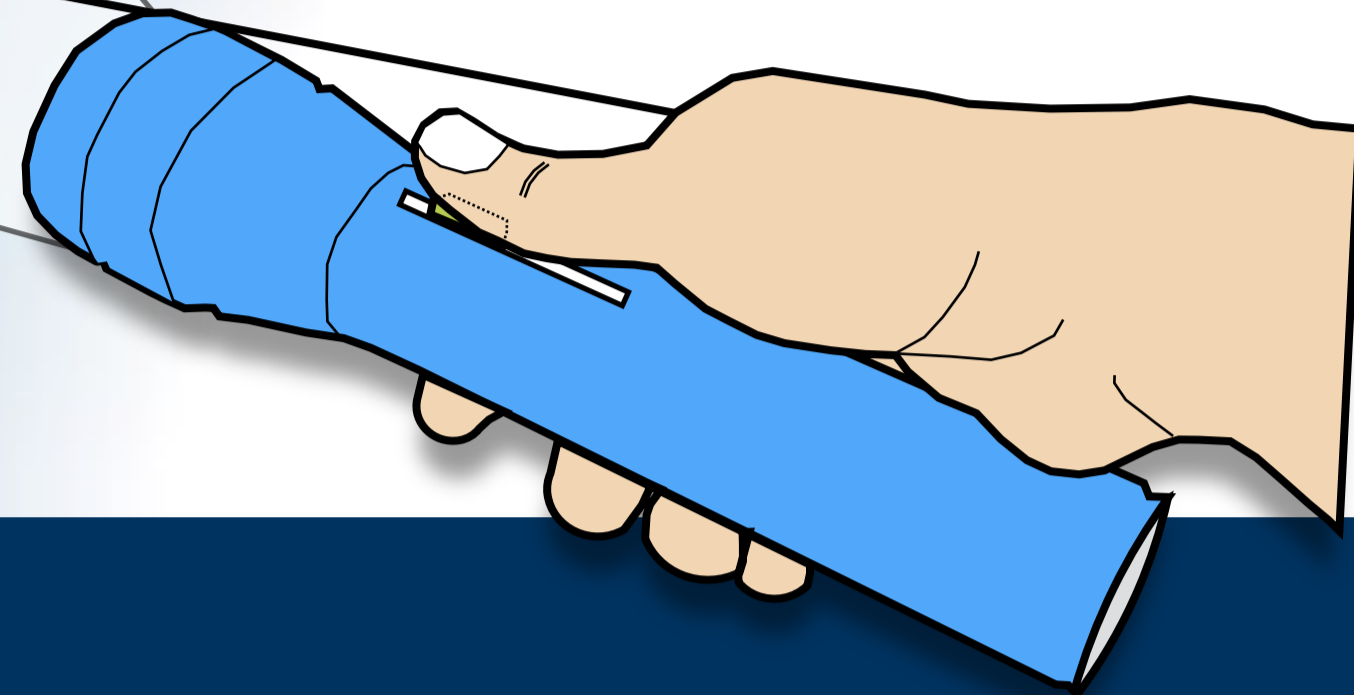


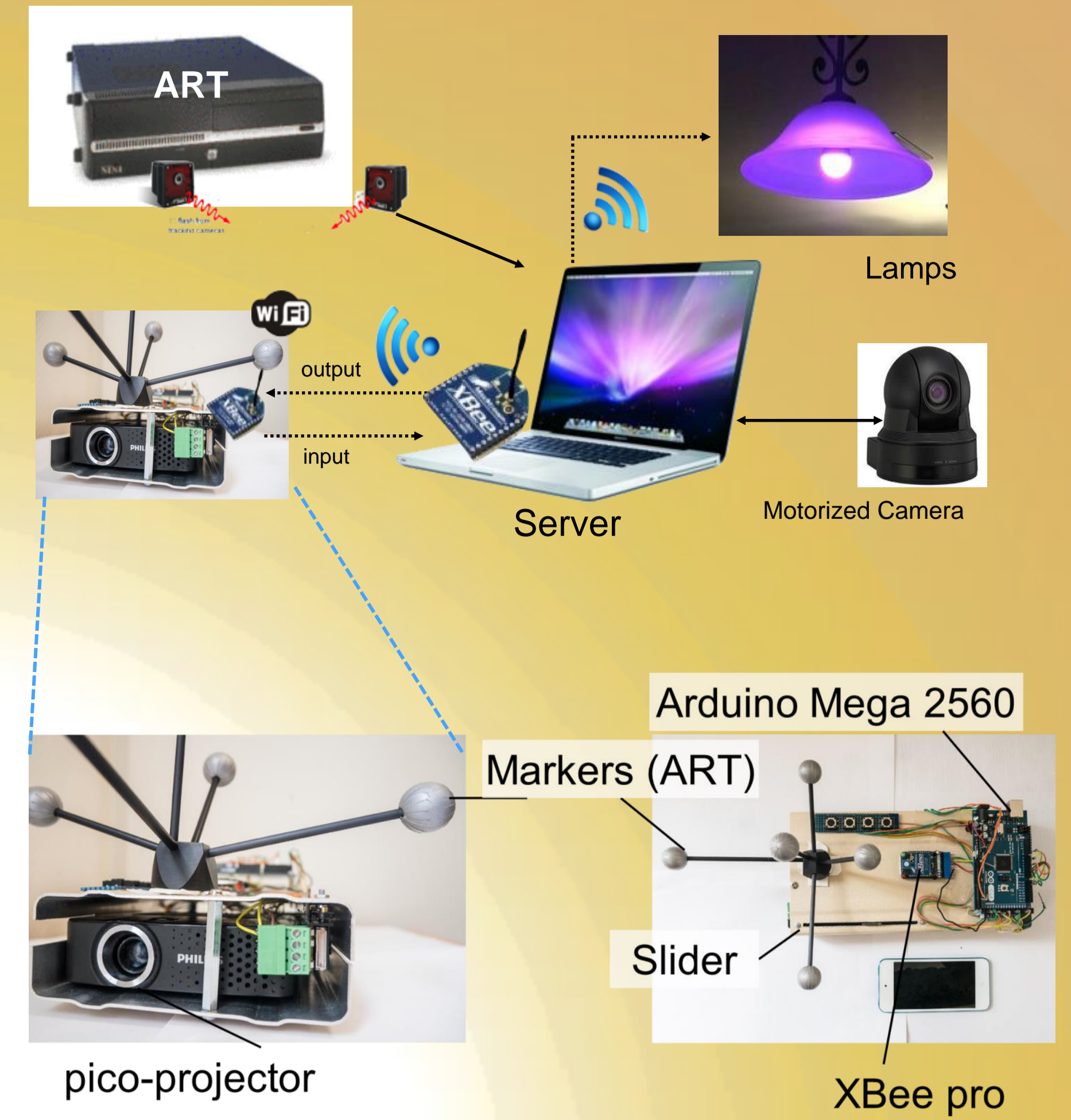
CONCEPT



SuperVision is a novel interaction technique for controlling connected objects in a smart home. Objects can be within the field of view of the user or outside it.



IMPLEMENTATION



FUTURE WORK

- Undertaking user studies to better understand the possibilities offered by this technique
- Understanding and tackling the possible privacy issues that may arise because of the use of the video camera.
- Looking for cheaper alternatives for tracking the position and orientation of the controller
- Miniaturization of controller

SuperVision

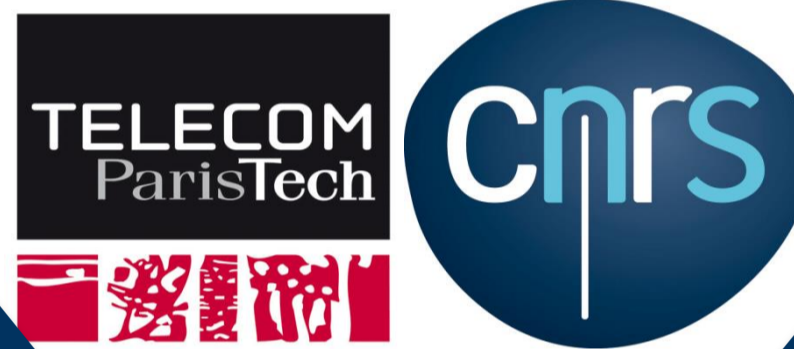
Sarthak Ghosh

Gilles Bailly

Robin Despouys

Eric Lecolinet

Rémi Sharrock



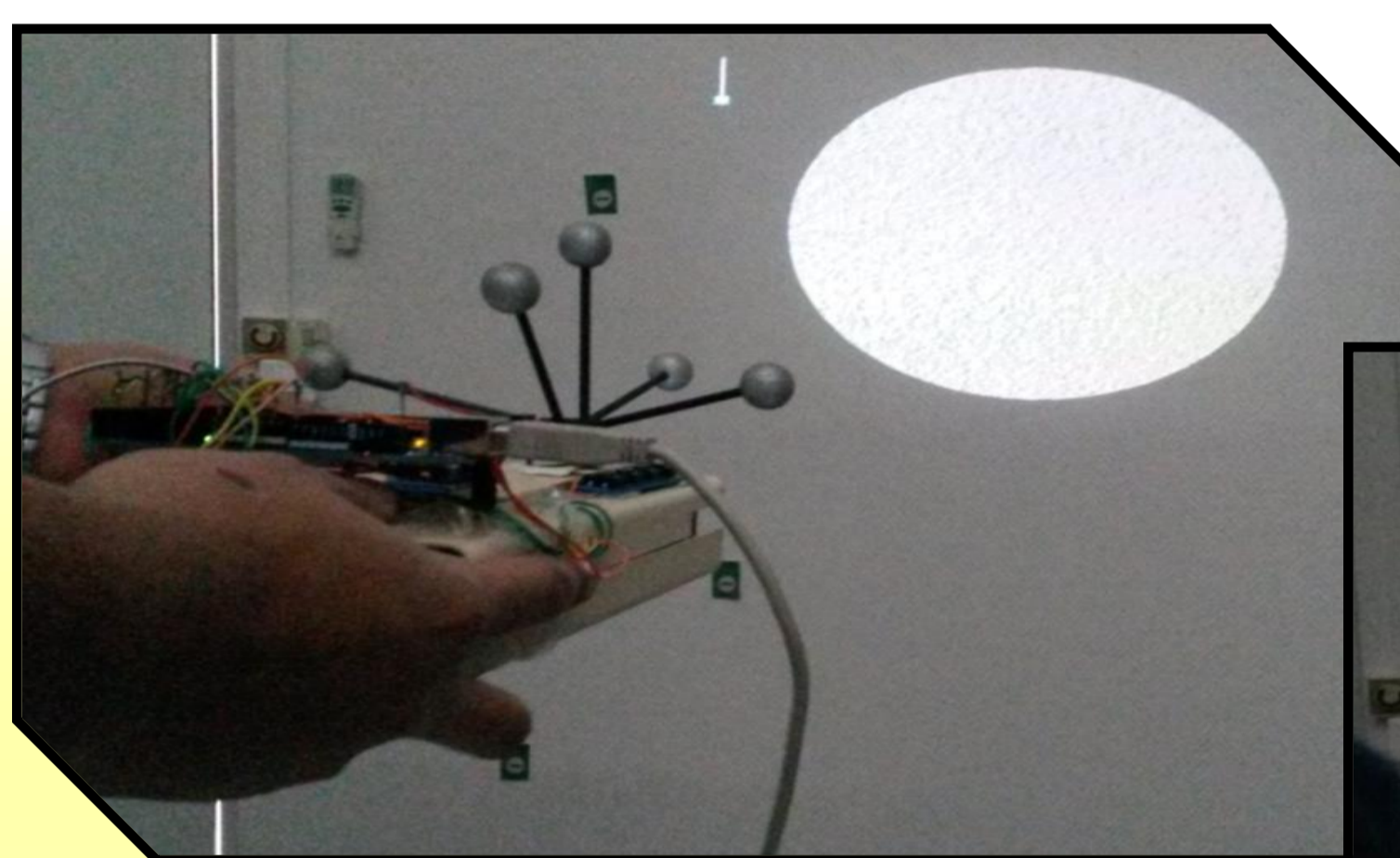
INTERACTION

Users point towards an object and click a button on the controller to visualize the interface.

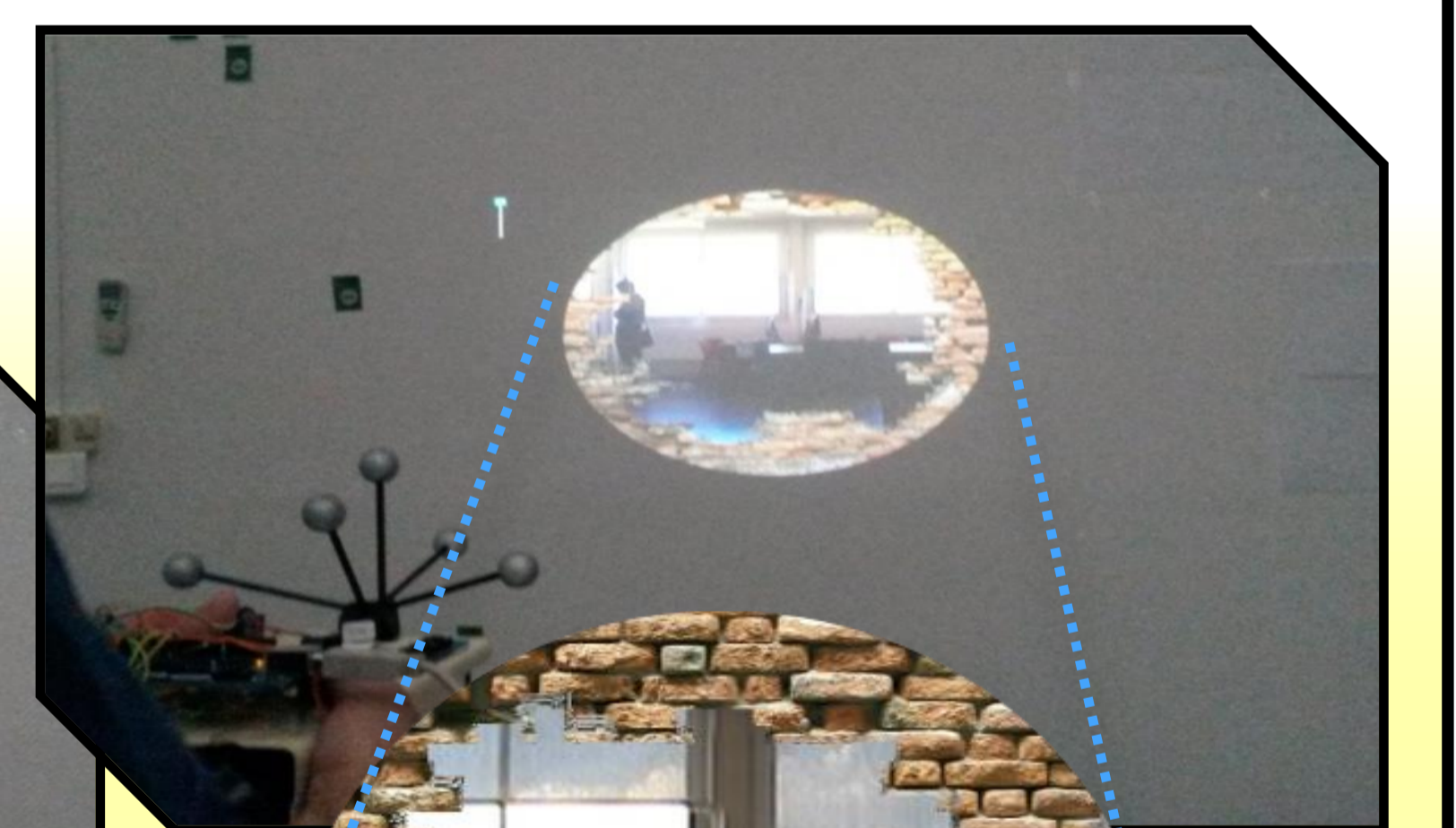
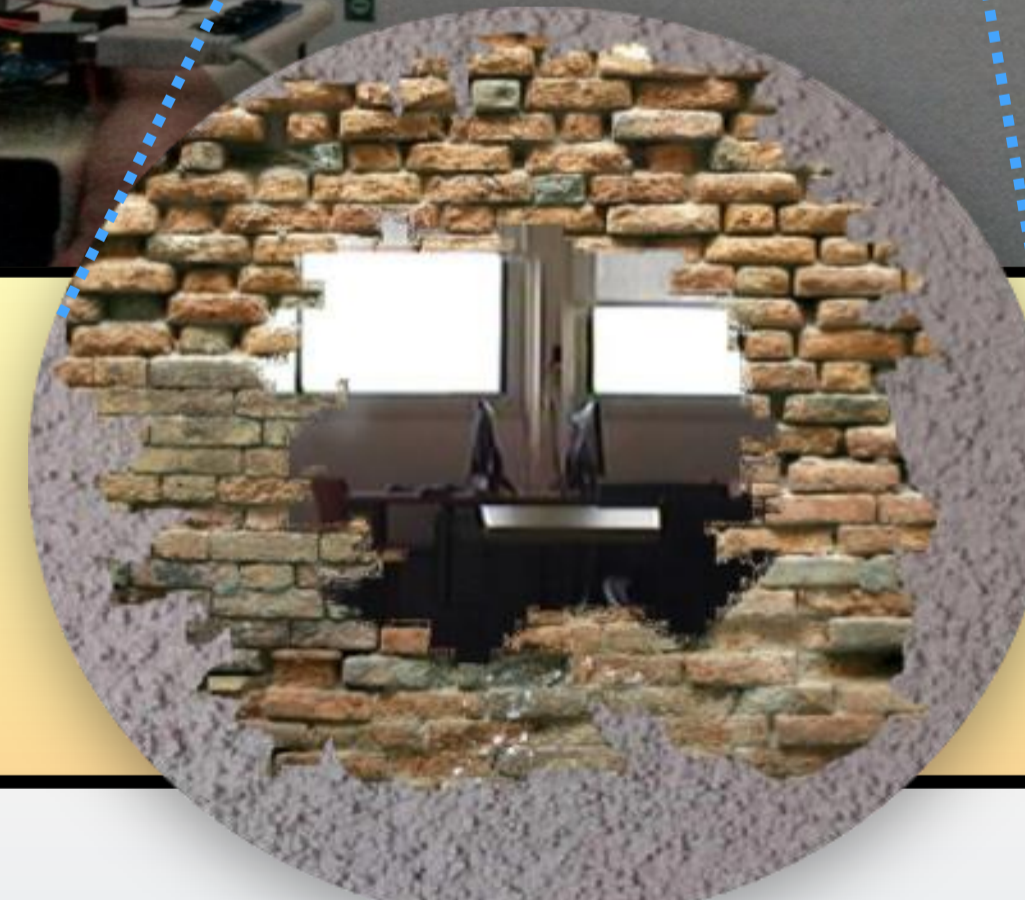
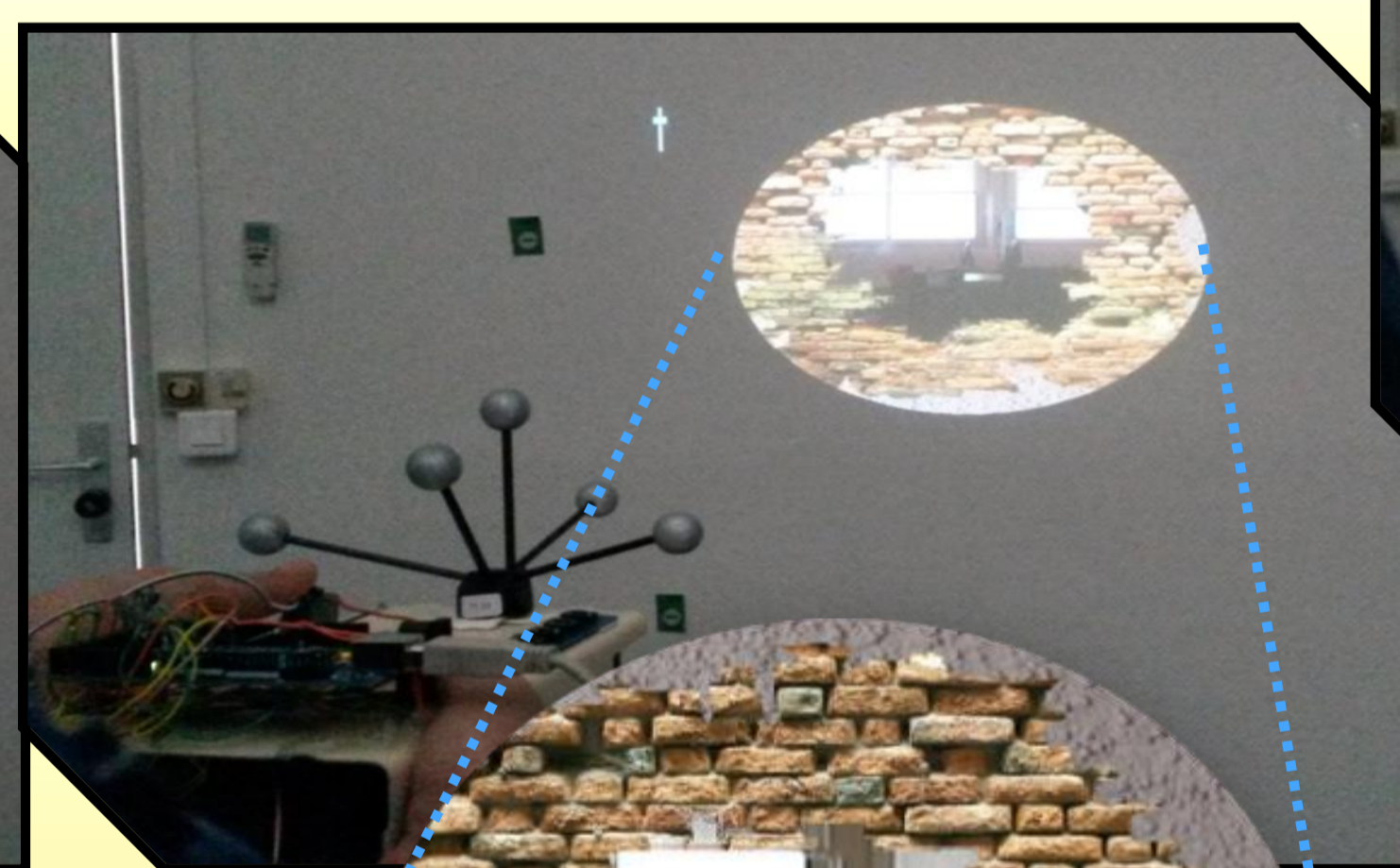
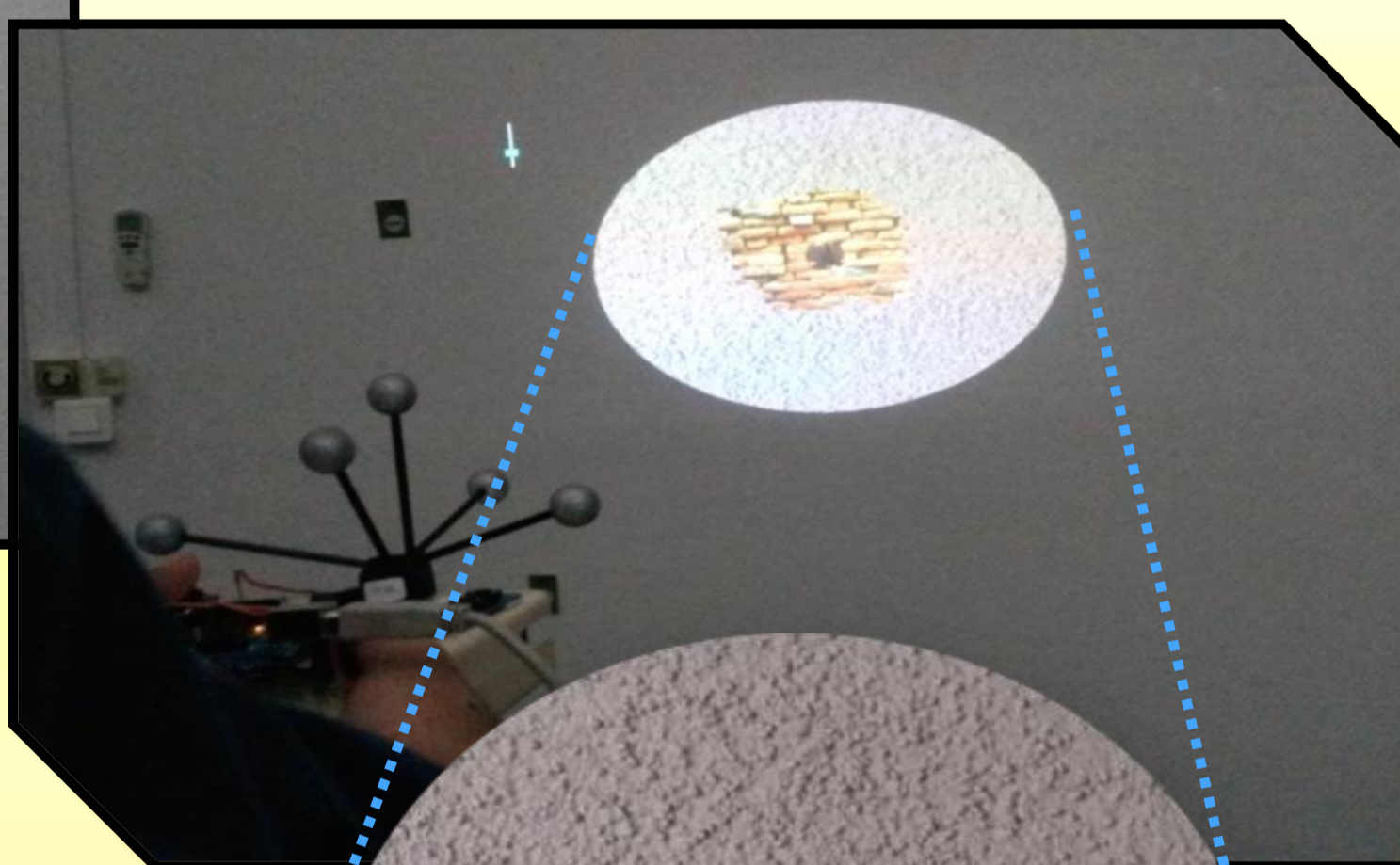
The commands on the interface support both point and click, and crossing gestures as illustrated below.

An animation lets the user "see" through the wall. After that users can locate and control objects as if they were present inside the same room.

TRANSITION ANIMATION



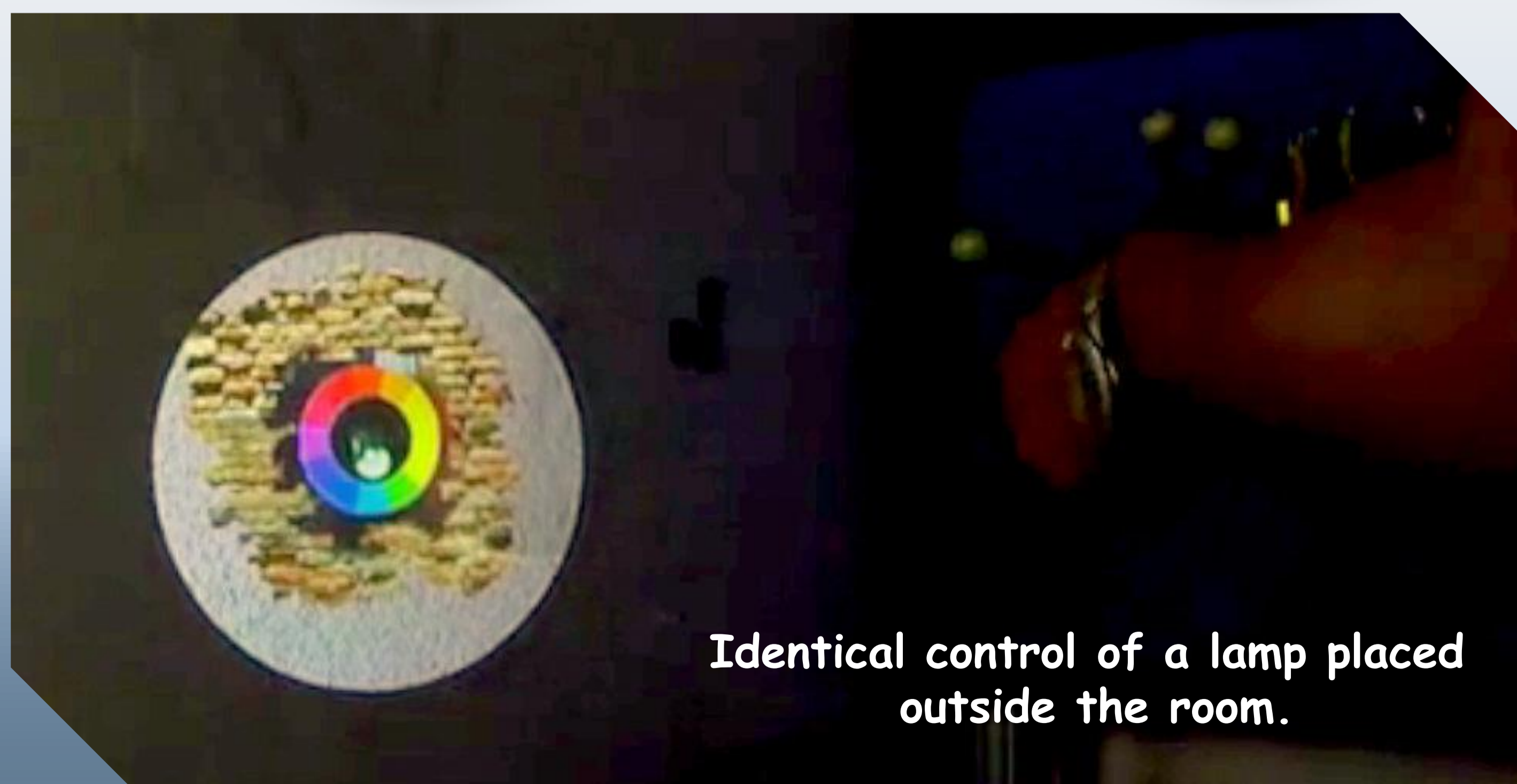
By increasing the slider on the remote controller, the user can gradually make a "hole" in the wall.



APPLICATIONS



Control of RGB Lamp inside the room



Identical control of a lamp placed outside the room.

Control of Television through projected channel logos

