Fingerbox

Last edited May 17, 2008
More by Michael DC Bowen »

Microsoft's Touch gets p0wned
www.b-eye-network.com/blogs/ploshin/archives/2008/...

Did you see Minority Report? Tom Cruise uses that incredibly cool GUI that works just by pointing and manipulating objects on screen with his hands. Well, Microsoft rolled out Surface, their version of that Tomorrowland technology, last year. According to this article at MIT's Technology Review, Tabletop Multitouch Display, the pricetag for a Microsoft Touch runs "$5000 to $10,000, depending on volume and service contract". The biggest public implementer of Touch is AT&T, for selling cell phones. But of course, it's sci-fi tech, so it's got to be expensive, right? Maybe not. Technology Review reported this month on a much less expensive Open-Source, Multitouch Display. According to that article, you could put together your own multitouch display for as little as one tenth the price of Microsoft Touch. Just in case you're interested, here are some links to check out:

The Mac in the Gray Flannel Suit
www.businessweek.com/print/magazine/content/08_19/...

What's less obvious is that the enthusiasm is starting to spill over into the corporate market. It's a people's revolution, of sorts, with workers increasingly pressing their employers to let them use Macs in the office. In a survey of 250 diverse companies that has yet to be released, the market research firm Yankee Group found that 87% now have at least some Apple computers in their offices, up from 48% two years ago. "There's always been this archipelago of Macintosh use" among graphic artists and advertising managers, says Scott Teissler, chief information officer of Turner Broadcasting System (TWX). "My sense is that CIOs are more willing to see that expand without putting up as much resistance as in the past."

Mac fanboys have been singing Apple's praises for years, of course. But now the call is coming from mainstream users, people who may have started off with an iPod, then bought a Mac at home and no longer want a "Windows-by-day, Mac-by-night" existence. At Sunnyvale (Calif.)-based Juniper, CEO Scott Kriens is one of the people with a new MacBook laptop. "Everybody told me I should get one," he says. "It's not anything to do with negative perceptions about Microsoft. It's just that Macs are cool." IBM (IBM) and Cisco Systems (CSCO) are running similar tests on whether to let Macs into the office. Google (GOOG) has allowed employees pick their machine of choice for years.

Others are sure to follow suit. Mark Slaga, chief information officer of Dimension Data , a large computer services firm based in suburban Johannesburg, says he has received 25 e-mails recently from employees who want permission to use Macs at work. So far he has refused, because he doesn't want to hire people to provide Mac tech support, but "it'll happen someday," he concedes. "Steve Jobs doesn't need a sales force because he already has one: employees like the ones in my company."

2008 the Touch Screen Year: Inexpensive Multitouch Display
touchscreenyear.blogspot.com/2008/05/inexpensive-m...

Interesting article from "Technology Review"The iPhone popularized the idea of multitouch displays, and just last month, Microsoft brought the concept to a larger screen by releasing Surface, a multitouch table with a hefty $10,000 price tag. But now engineers at Eyebeam, an engineering and design firm based in New York, have created a scaled-down open-source version of Surface, called Cubit. By sharing the Cubit's hardware schematics and software source code, the engineers are significantly reducing the cost of owning a multitouch table. But they're also fostering innovation by giving engineers an open platform on which to develop novel multitouch applications--something that they've previously lacked.

Cubit | E Y E B E A M
eyebeam.org/project/cubit

For the connection between hands and digital data, a software/hardware-based modular user interface was created. The interactive surface senses touch, multiple contact points, allowing for multi-finger dual-hand forms of interaction. The software visualizes and represents the data emulating physical characteristics that align with tactile expectations of the user.

more information can be found: http://nortd.com/cubit/

Technology Review: Open-Source, Multitouch Display
www.technologyreview.com/Infotech/20703/page1/

The iPhone popularized the idea of multitouch displays, and just last month, Microsoft brought the concept to a larger

screen by releasing Surface, a multitouch table with a hefty $10,000 price tag. But now engineers at Eyebeam, an art and technology center based in New York, have created a scaled-down open-source version of Surface, called Cubit. By sharing the Cubit's hardware schematics and software source code, the engineers are significantly reducing the cost of owning a multitouch table. But they're also fostering innovation by giving engineers an open platform on which to develop novel multitouch applications--something that they've previously lacked.

Addie Wagenknecht, a fellow at Eyebeam, designed Cubit in an attempt to "demystify multitouch." She and her collaborator Stefan Hechenberger "wanted to prove that anyone could build [a multitouch table] if they had a few simple things," she says. In addition to making Cubit software available online, Wagenknecht is selling various do-it-yourself kits that include parts and instructions, aimed at people with a range of engineering skills. Putting together a personal multitouch table could cost anywhere from $500 to $1,000, depending on the type of hardware used, Wagenknecht says.

First Look: The Phantom Lapboard - willsmith - Maximum PC
www.maximumpc.com/article/first_look_the_phantom_l...

If you've followed the PC gaming scene for a while, you'll no doubt remember the vaporous Phantom console. It promised to bring PC gaming to the living room, but the only thing we were excited about was the killer lap-friendly keyboard-and-mouse controller that they'd rigged up--the Lapboard.

:: Perceptive Pixel ::
www.perceptivepixel.com/

Perceptive Pixel, Inc. was founded by Jeff Han in 2006
as a spinoff of the NYU Courant Institute of Mathematical Sciences
to develop and market the most advanced multi-touch system in the world.

del.icio.us search for "multitouch"
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1. **stevenberlinjohnson.com: Multitouch Everywhere!**
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tinker.it » Blog Archive » multitouch table experiment
tinker.it/now/2007/02/28/multitouch-table-experime...

This is an experiment based on "frustrated total internal reflection" aka FTIR.

This is a very basic demo and we did it just to see how it work and it took us just 4 days!

The most difficult part is seting-up the hardware, in the following list you can see what we used:

- 1 panel of plexiglass 8mm thickness
- 2 strips of IR LEDs (18 LED per strip)
- 2 sheets of tracing paper
- 1 projector
- 1 mirror
- 1 analog camera sensitive to IR light

- 1 IR filter for the camera
- 1 computer

The traking was done using vvv.

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vvvv: a multipurpose toolkit : vvvv : a multipurpose toolkit
vvvv.org/tiki-index.php

vvvv is a toolkit for real time video synthesis. It is designed to facilitate the handling of large media environments with physical interfaces, real-time motion graphics, audio and video that can interact with many users simultaneously.

vvvv uses a visual programming interface. Therefore it provides a graphical programming language for easy prototyping and development.

vvvv is real time. where many other languages have distinct modes for building and running programs, vvvv only has one mode - runtime.

vvvv is free for non-commercial use. Commercial use requires a license. Get the latest version from the Download section.

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