DMG Open House, February 10, 2012

On Feb 10, 2012, the Design Machine Group [DMG] held one of it's periodic open houses to showcase MS student research in the lab. Students, faculty, alumni and staff stopped in to learn about recent work in fabrication, mechatronics, online sketch-sharing, gesture-based interfaces, and tangible interfaces. More information about the DMG can be found online at http://dmg.be.washington.edu. To receive alerts of upcoming events, email (dmachine@uw.edu) and ask to be put on the "DMG-announcements mailing list".

MS student Viswanathan Kumaragurubaran (hands raised) demonstrates how a Microsoft Kinect can be used to provide a gesture-based interface to a table-top Google Earth display.

Department chairman Dave Miller discusses the gesture interface demo with MS student Viswanathan Kumaragurubaran.

MS student Siva Ram Edupuganti (center) demonstrates a tangible-user interface (TUI) application that enables someone holding a Wii Remote to navigate a SketchUp model.

(All Photos by Roark Congdon)