

Make a Face!

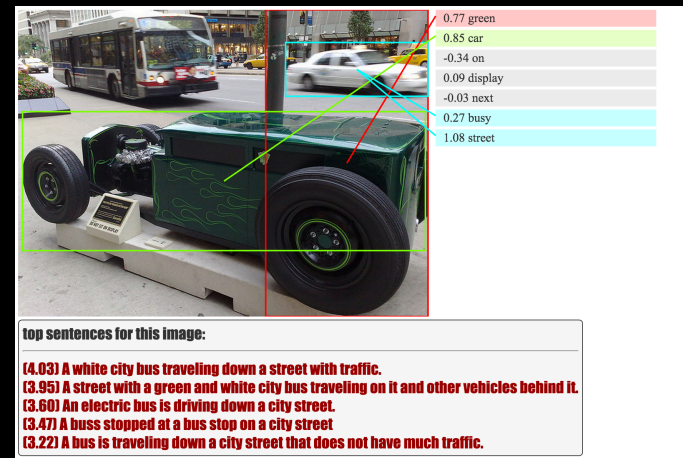
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Concept

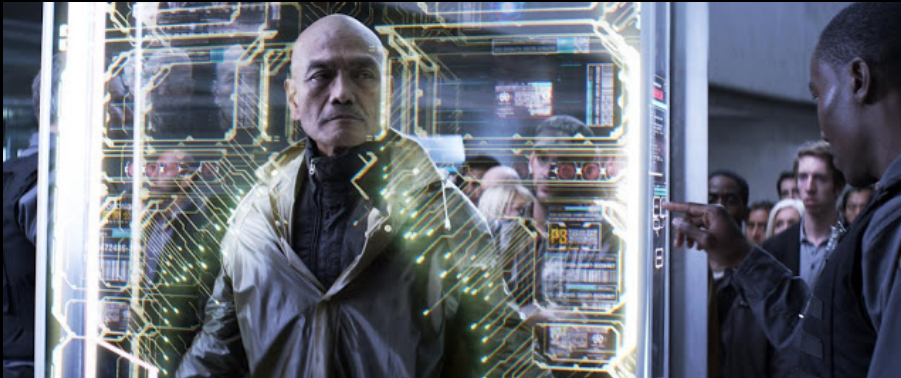
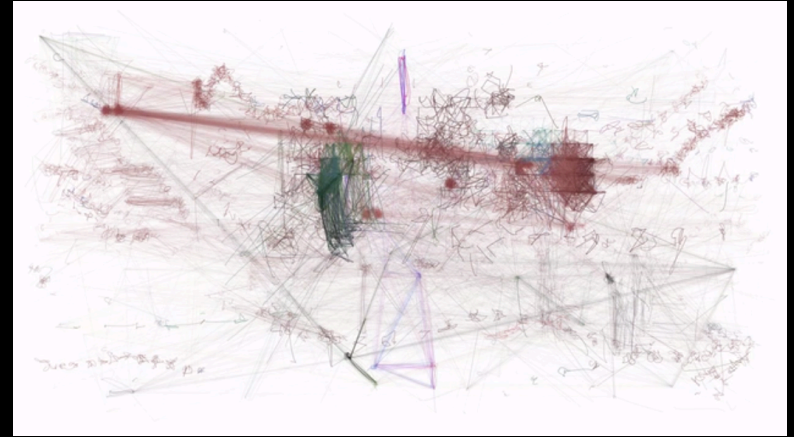
Does a computer think when it sees? Can it develop its subjectivity, or the content that it is interested in seeing is always determined by people? Can human and computers communicate by vision?

Make a Face! is a playful interaction/game reflecting on these questions. In the interaction, the tester will look at the computer for instructions, while the computers will look at the tester to check the answers.

Reference



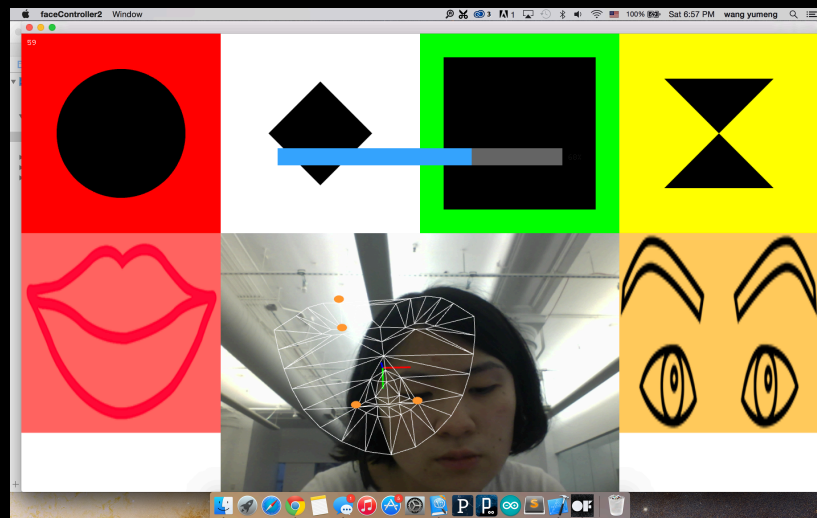
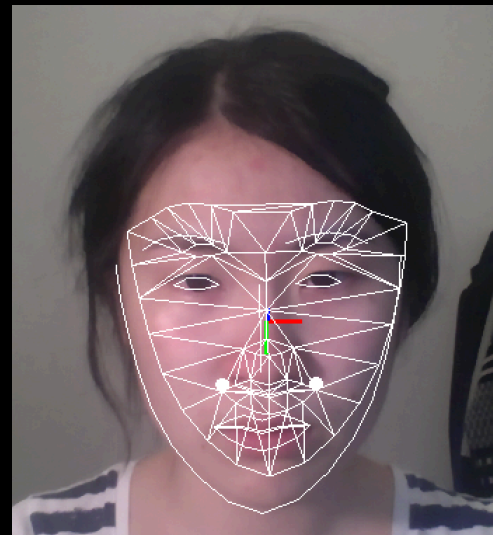
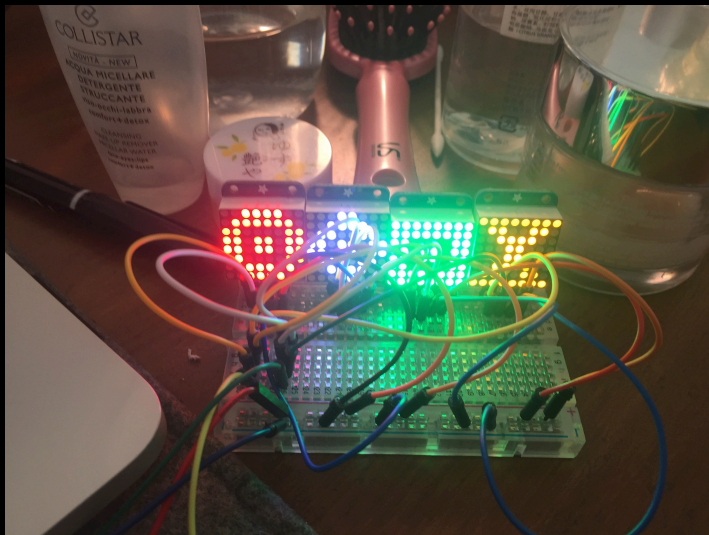
Reference



Materials/Tools

- OpenFrameworks with two libraries – ofxCV and ofxFaceTracker
- Arduino Uno
- Four arcade buttons
- Four LED Matrices

Executing Process



Challenges and Reflections

- Setting timers for different objects
- Frame rate and lighting
- Code efficiency
- More intuitive instruction
- Different eyes and mouth distances for every tester
- Wireless