

Yumeng Wang Core Studio/Lab

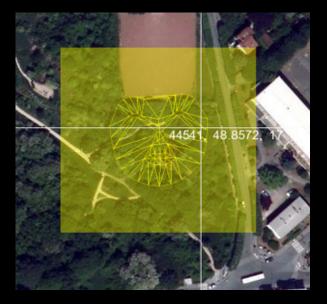


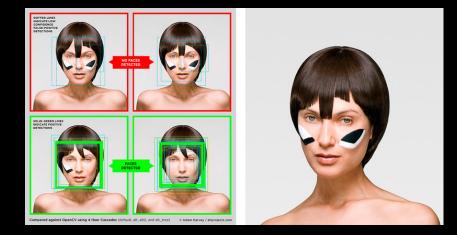
Does a computer think when it sees? Can it develop its subjectivity, or the content that it is interested in seeing is always determined by people? Can human and computers communicate by vision?

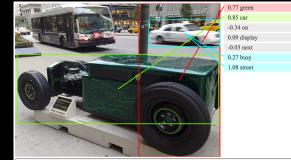
Make a Face! is a playful interaction/game reflecting on these questions. In the interaction, the tester will look at the computer for instructions, while the computers will look at the tester to check the answers.









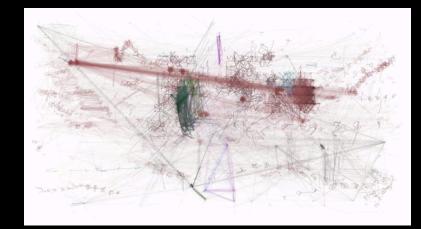


top sentences for this image:

(4.03) A white city bus traveling down a street with traffic. (3.95) A street with a green and white city bus traveling on it and other vehicles behind it. (3.60) An electric bus is driving down a city street. (3.47) A bus stopped at a bus stop on a city street (3.22) A bus is traveling down a city street that does not have much traffic.





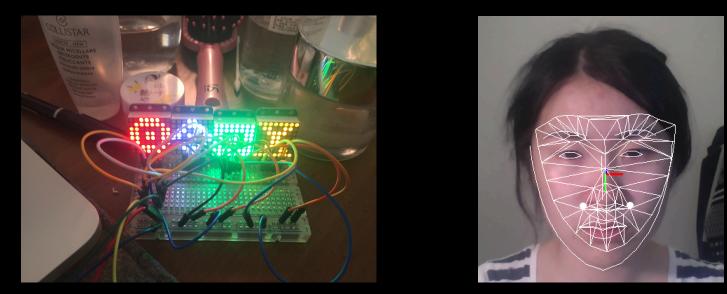




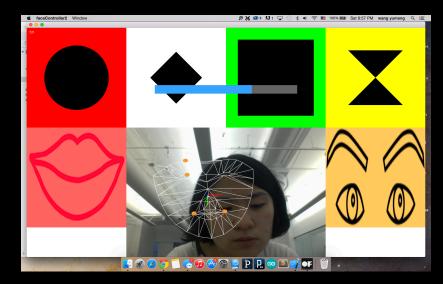


- OpenFrameworks with two libraries ofxCV and ofxFaceTracker
- Arduino Uno
- Four arcade buttons
- Four LED Matrices









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