

Design Complexity in Interaction, Perception and Motion

Dr Shengfeng Qin

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Designing for the 21st Century

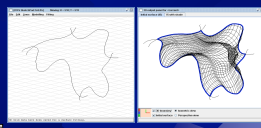
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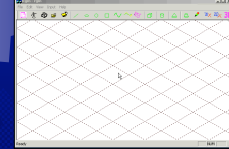
Design - Interaction

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Sketch-based



Gesture-based



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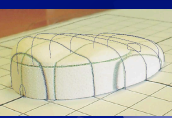
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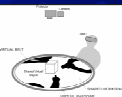
Design - Interaction

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Sculpting

Collaboration

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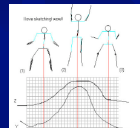
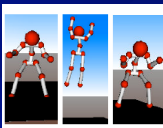
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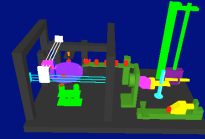
Design - Simulation

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Character Animation

Simulation



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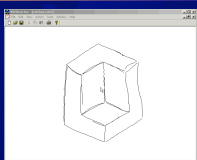
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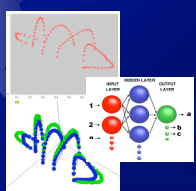
Design - Perception

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Perception



Intelligence



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Design - Motion


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Recognition





1. Environment Modelling
2. Motion Detection
3. Tracking
4. Behaviour Understanding

Hazardous Behaviour Recognition



Motion

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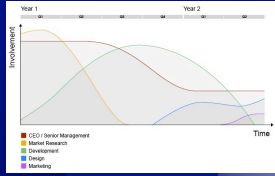
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Design - Management

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Strategy



Innovation

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