Let's Ski!

(Human Shell)

Edouard Brooks, Jeremy Archer
Motivation

Cardboard is fairly limited as an input device (only one button, plus tilt)
Overview

Using Kinect, detect where the hands and feet are.
Pair users using Unity NetworkManager service.
Overview (3)

Ski down Mt Mobile!
Controls

Lean left, right: turn left, right

Lean forward, back: go faster, slower

Cardboard button: pair with next Kinect
Recorded Demo
Physical Demo
Tricky Bits

Mecanim not really designed for raw input sources

Tried to pair based on clapper, but data often fairly messy
i.e. "If the user clicks the button, look for the skeleton with a hand next to the head."
Extensions / Future Projects

1. Portable (RealSense / Leap Motion) sensors with wireless USB

2. Networking lobby / voice communication

3. Build custom avatar based on skeleton and skin