

The Linux Users' Group of Davis presents:

# 3D Display, 3D Interaction, 3D Capture and Off-Label Uses of Commodity Hardware or: How to Become an Internet Celebrity in 3 Easy Steps

In the hands of independent innovators ("hackers"), 3D input devices like the Wiimote and PlayStation Move controllers and 3D cameras like the Xbox Kinect enable fundamentally different ways of interacting with computers, ways which had previously been limited to well-funded research labs and well-researched science-fiction movies.

This presentation will show examples of natural user interfaces employed at the UC Davis W.M. Keck Center for Active Visualization in the Earth Sciences (KeckCAVES), explore how they work -- and why they work -- and how the combination of commodity entertainment hardware and free, GNU/Linux-based software can recreate them in an everyday, albeit still somewhat upscale, living room.



Monday, December 20<sup>th</sup>  
7pm-9pm

Explorit Nature Center  
3141 5<sup>th</sup> Street

[www.LUGOD.org](http://www.LUGOD.org)