

# Seamless Integration of Mobile Devices into Interactive Surface Environments

## Mobile Phone

## Interactive Surface

Friends want to share and exchange pictures from their mobile phones on a large interaction surface. They simply start the application on their mobile phone to connect to the surface display.

By holding their mobile phone above the surface, it gets registered automatically by the depth camera which is mounted above the interactive surface.

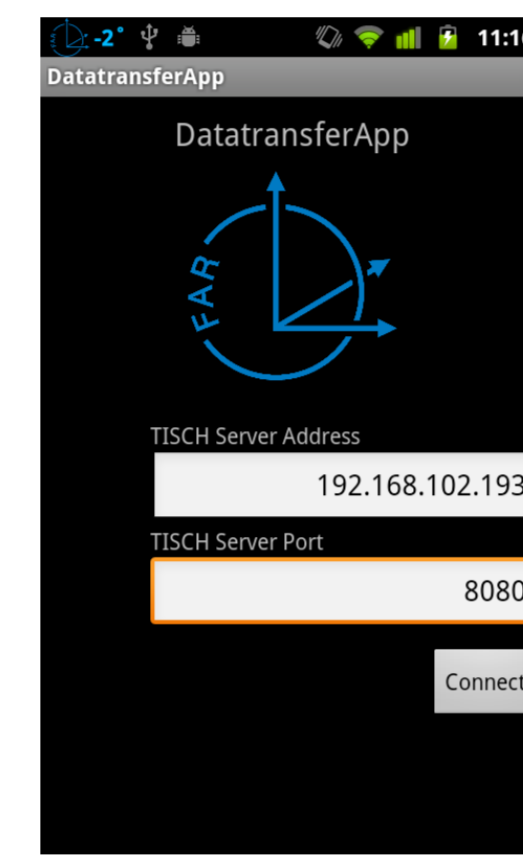


The users can now select pictures on their mobile phones that they want to share with their friends without the requirement to be tracked anymore.

When users want to leave, they can simply quit the application on their mobile phone and all pictures that belong to them are removed from the interactive surface as well as their mobile phone representation.

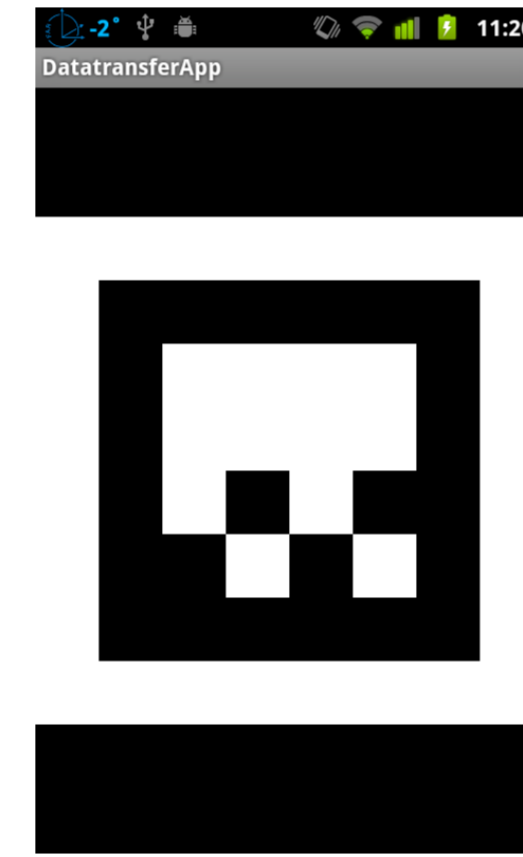


Video: [http://youtu.be/k06wfG\\_cDlc](http://youtu.be/k06wfG_cDlc)

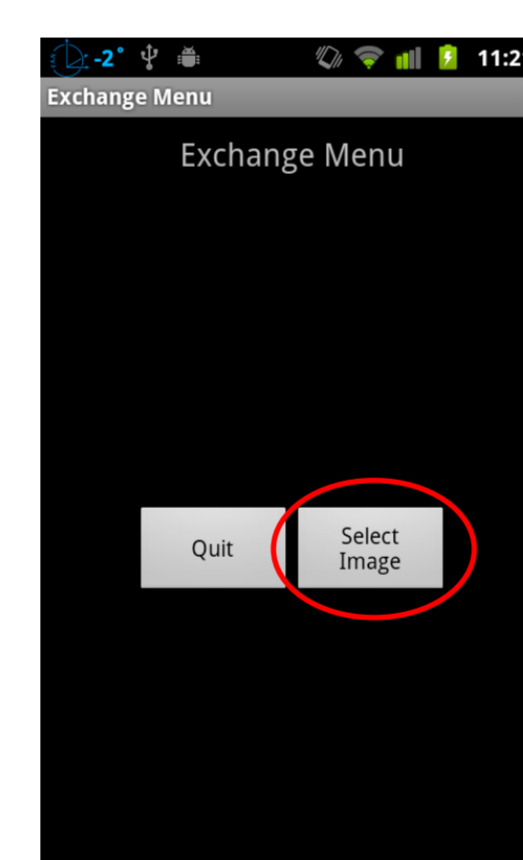


Greeting

Send Identification Number

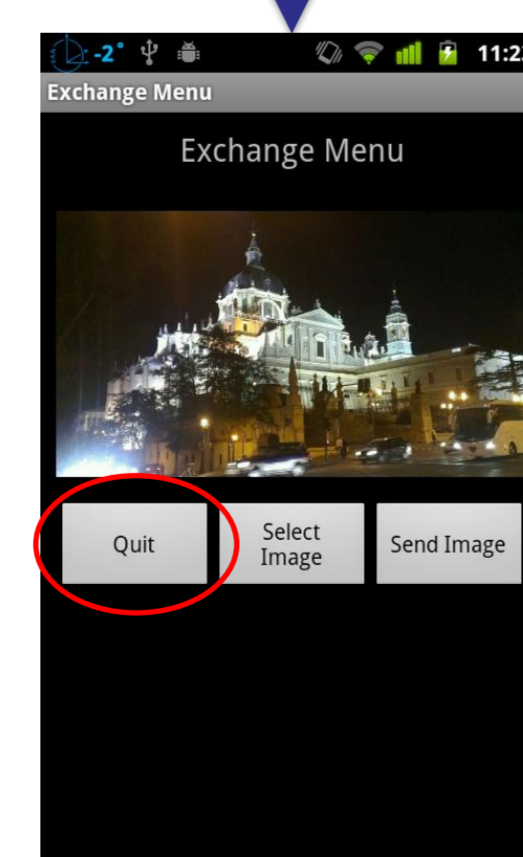


Connected. Ready to use.

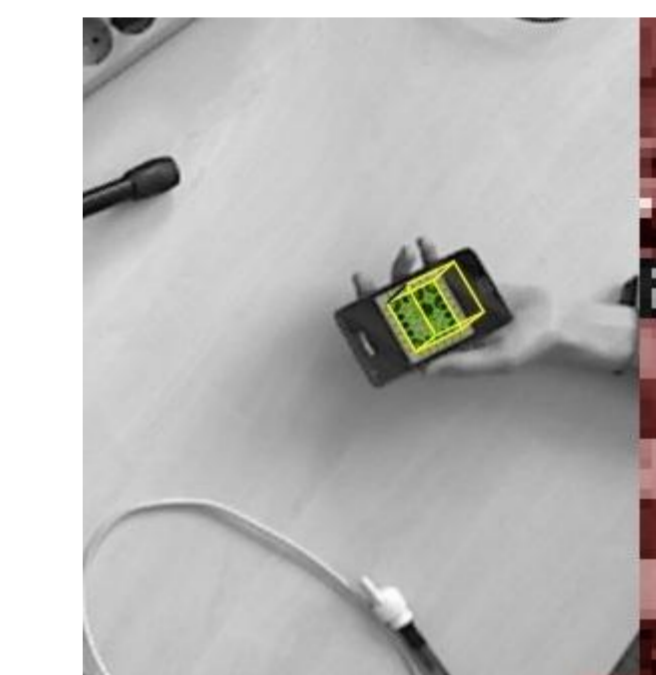
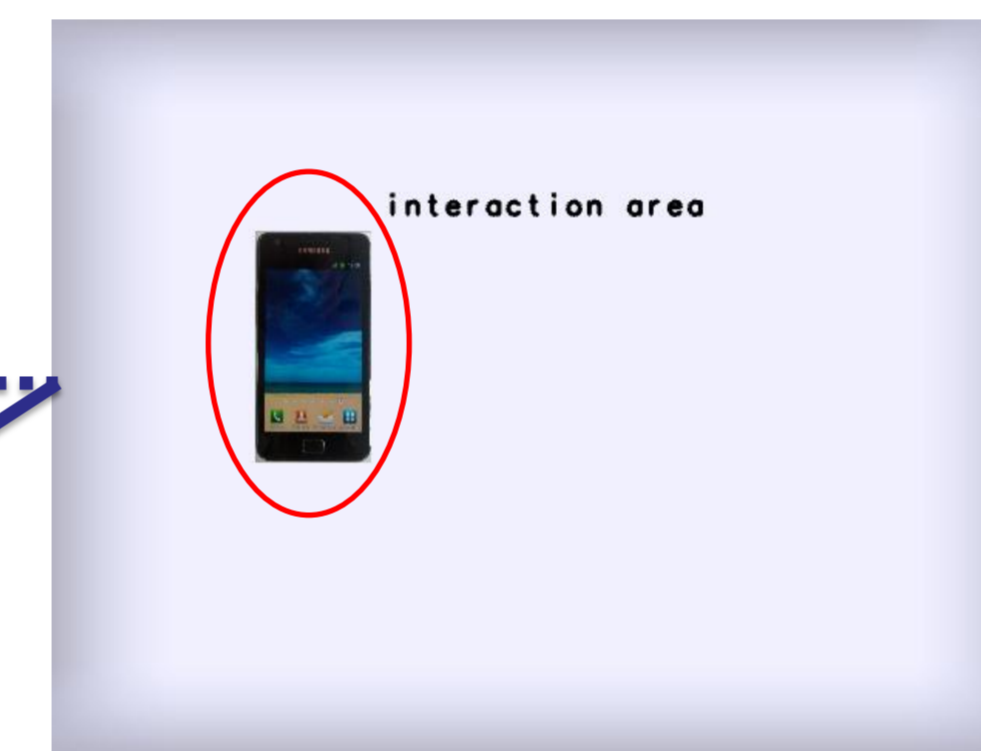
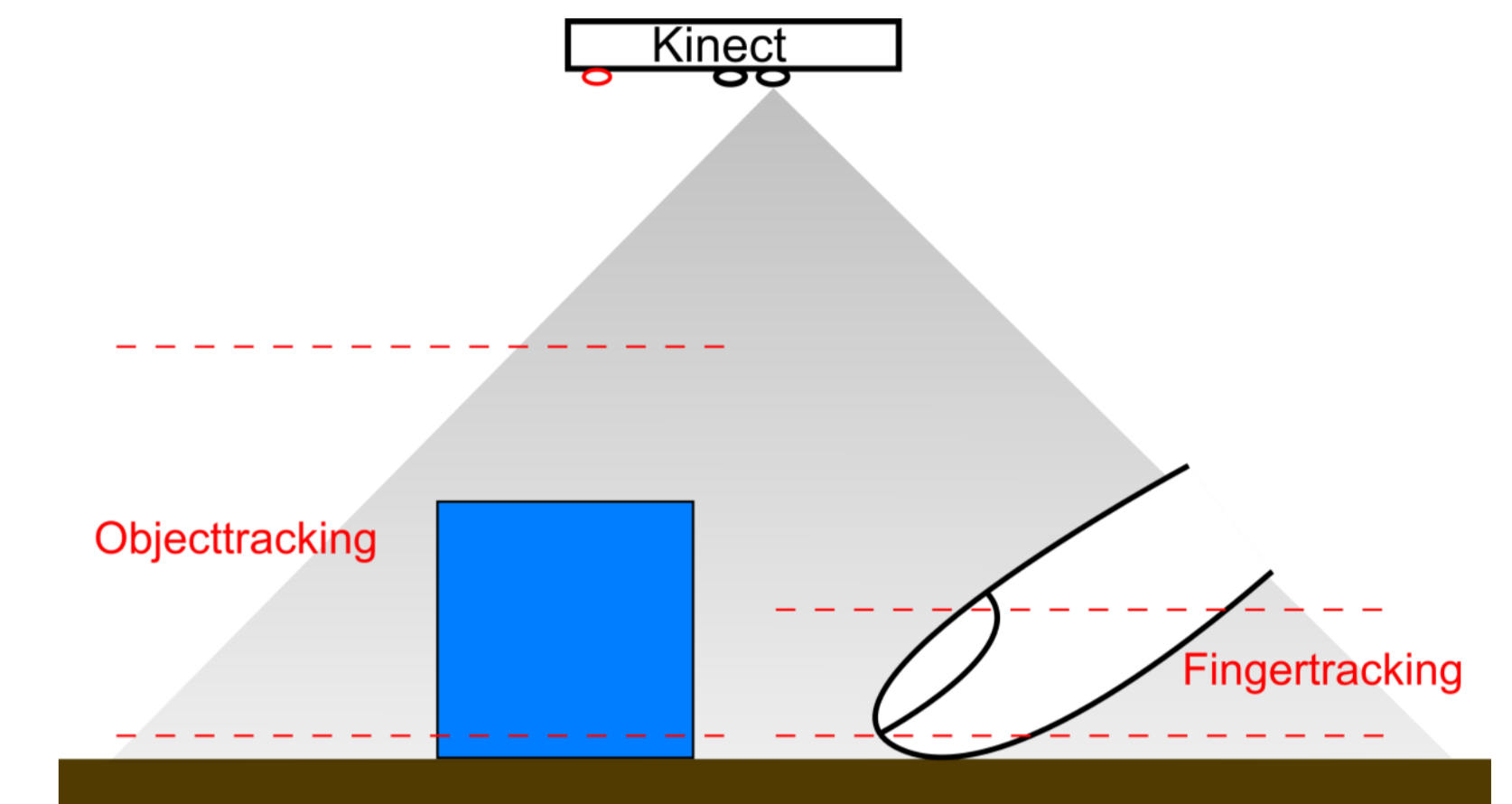
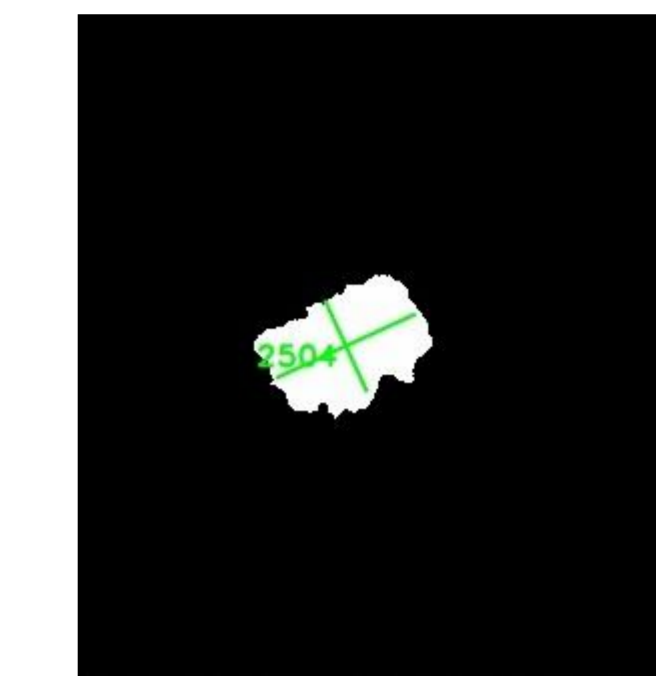
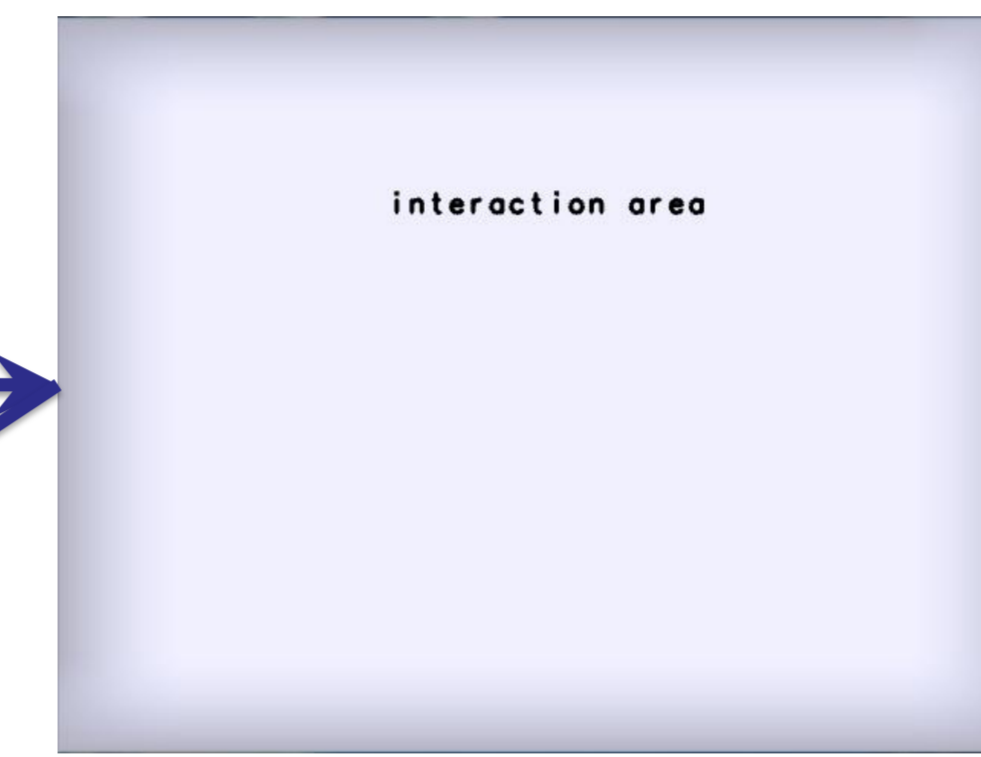


Exchange Pictures

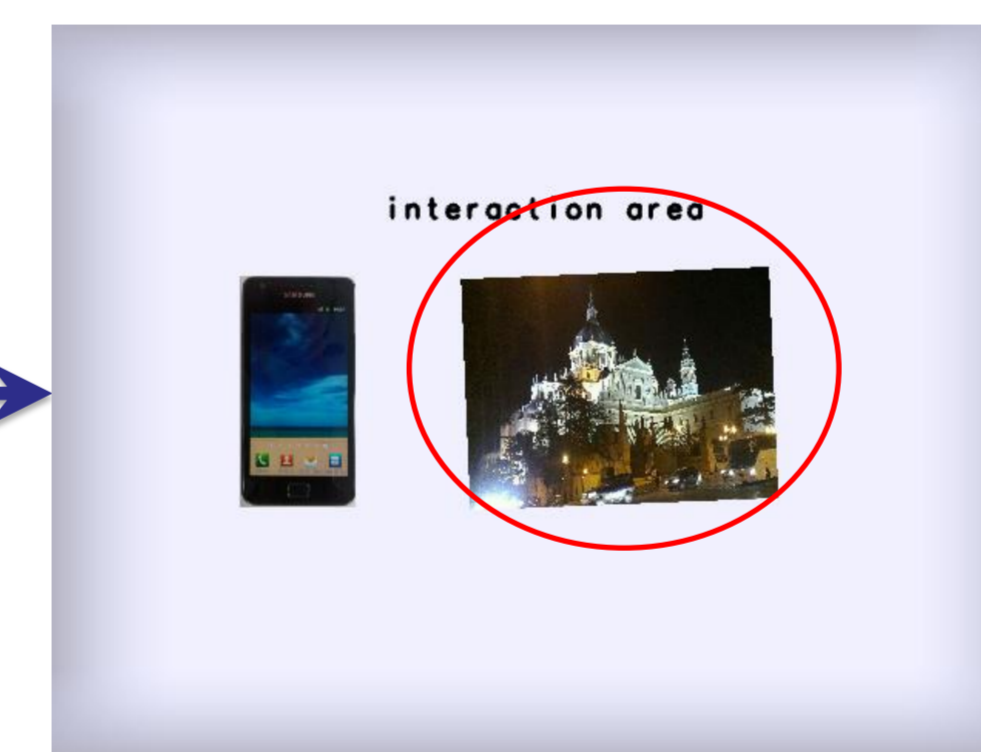
Quit Android Application



Farewell



During the registration of the mobile phones, a visual representation of each phone is generated on the surface at the position of the corresponding phone.



The selected pictures will be shown on the surface next to the users' mobile phone representations. The friends can now look at and interact (zoom, rotate, move) with the pictures on the interactive surface. If they want to copy the picture to their phone, they simply can drag it on their mobile phone representation on the surface.

