

# TISCH

Tangible Interactive Surfaces for Collaboration between Humans

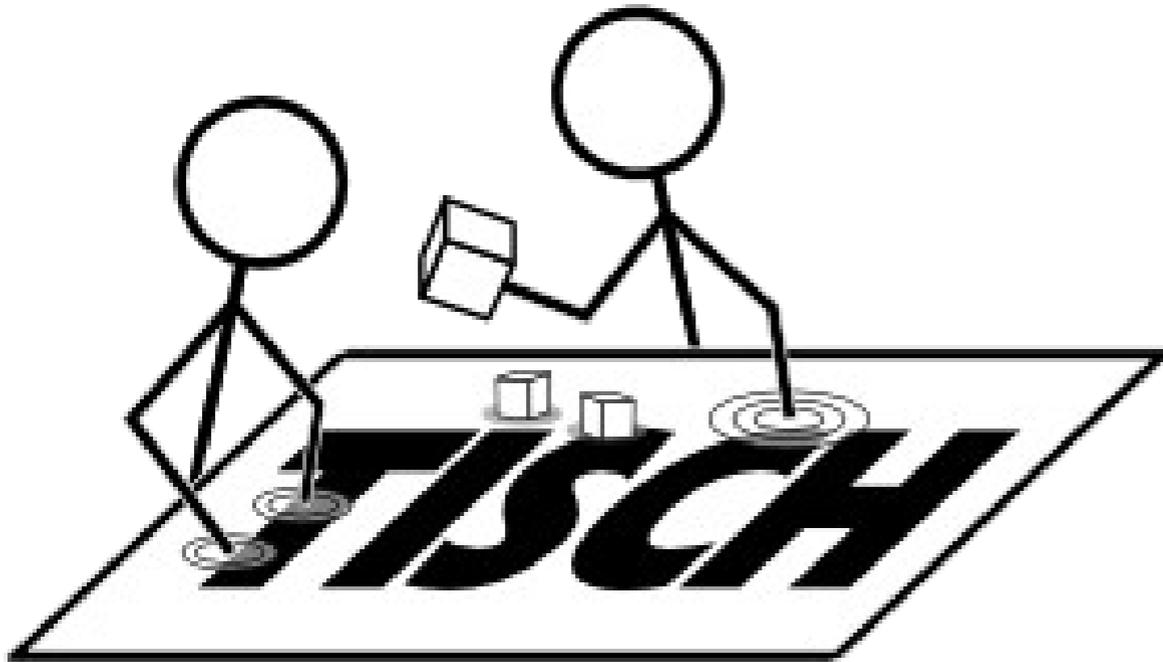
## Videotutorial 04

- Topics

- Keyboard shortcuts

- How to find a working setting for libTISCH with Kinect

- How to configure the filter chain



## TISCH VideoTutorial 04

# Keyboard shortcuts

- Access functions in touchd with Keyboard shortcuts:
  - Switch filter with number keys (0: lowest level: camera, 1: FlipFilter...)
  - Change filter settings with Configurator (**c**)
    - Display a help text with (**h**)
    - Switch between settings (**TAB**)
    - Change setting value (**i** ncrease / **d** ecrease)
    - Open edit mode (**e**), enter value and confirm (**ENTER**)
  - Reset current filter (**r**)
  - Reset all filters (**SPACEBAR**)
  - Show color image (**m**) (when working with a Kinect)

## How to find a working setting for libTISCH with Kinect

- Start touchd with `sample_kinect.xml` from libTISCH repository
- Flip image with `FilpFilter`
- Define area used with `AreaFilter`
- Reset `BGSubFilter`
- Configure `ThresholdFilter` to adjust z-Dimension
- Smooth Finger Blob with `LowpassFilter`
- Detected Finger Blobs are shown in the `BlobList`

## How to find a working setting for libTISCH with Kinect

- Calibrate working surface with `calibtool.exe`
- Apply new calibration with `calibd.exe`
- Start application and interact

## TISCH VideoTutorial 04

### Overview

- various filters are managed in XML config file
- different filters implemented and available, e.g.:
  - FlipFilter: flip image in horizontal / vertical direction
  - AreaFilter: restrict area that is used to work on
  - Background Subtraction Filter (BGSubFilter): save background for depth reference
- Filters are chained, number keys access a filter
- Filter properties can be changed with Configurator