Description
In this project, the wireless Wii controller should be used to steer our 3D applications (e.g. particle simulation, terrain rendering). The Wii Remote has the ability to sense acceleration along three axes and to determine where it is pointing. This motion sensing data has to be read (source code available) and fed into our applications to adjust for example the camera position or the movement of objects which are interacting with the particles. (Please visit the following webpage to explore other projects using the Wii controller: www.cs.cmu.edu/~johnny/projects/wii/)

Requirements
Knowledge in C/C++

Work Load
10% literature, 70% implementation, 20% testing

Project Types
This project can be done as Master/Diploma thesis, Bachelor/Semester thesis, internship (Praktikum), or as SIROP-Project. Goals can be adjusted depending on project type.

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