

ThinSight: Versatile Multi-touch Sensing for Thin Form-factor Displays

Steve Hodges, Shahram Izadi,
Alex Butler, Alban Rrustemi & Bill Buxton

Microsoft Research Cambridge, UK

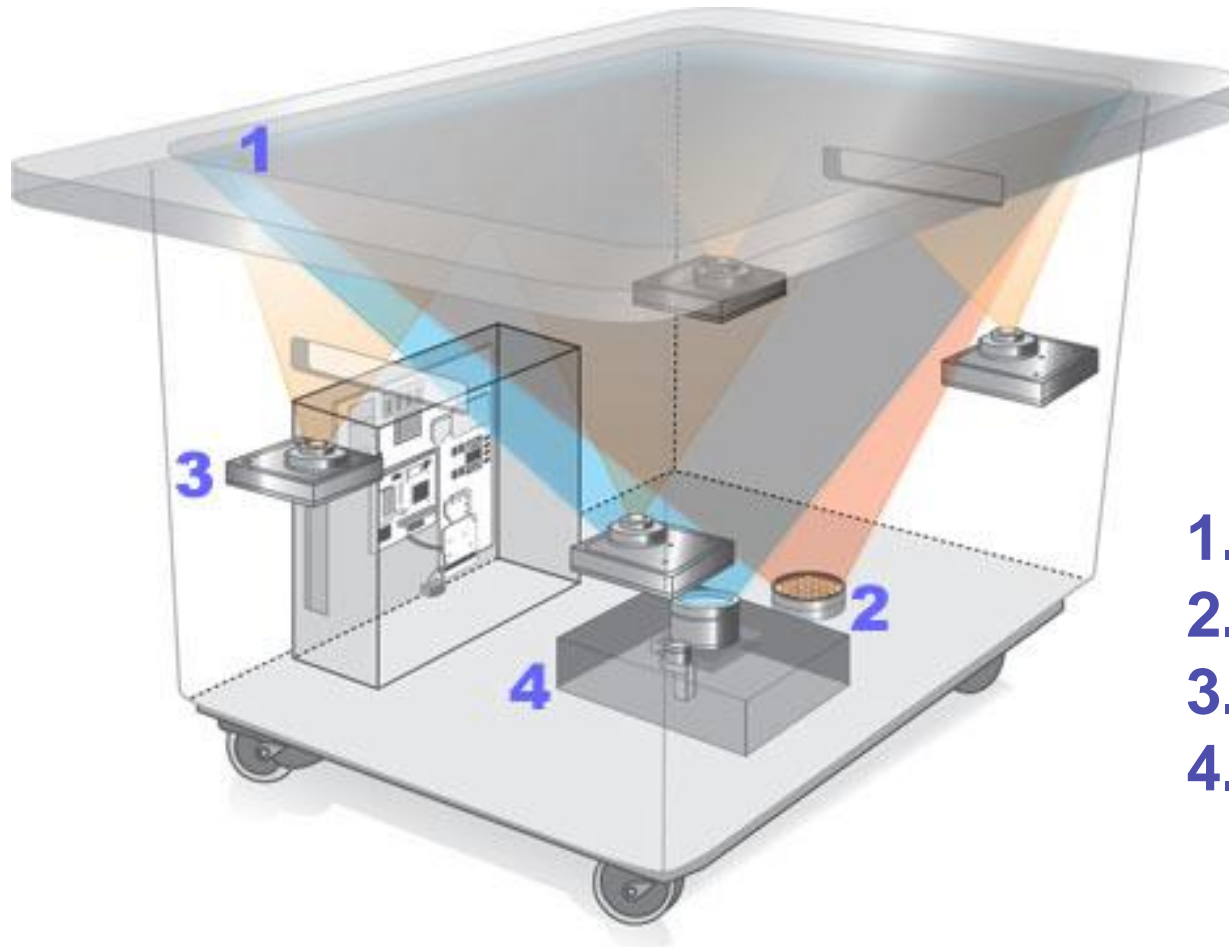
Best paper, UIST 2007



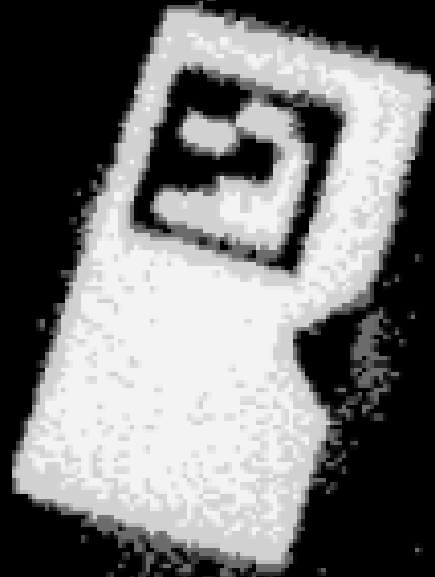




How does Surface work?



1. Diffuser
2. IR illuminant
3. IR camera
4. Projector



Rear camera



Rich sensing

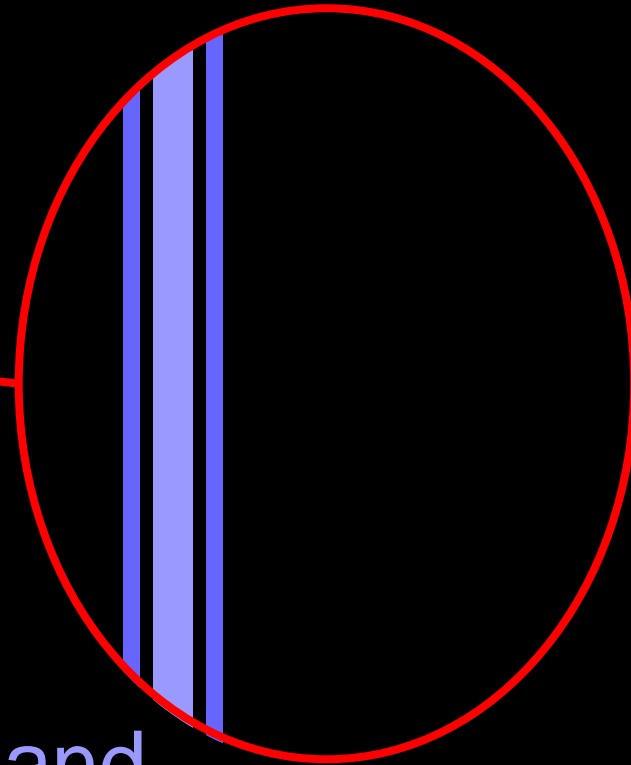
Film overlay



Thin
form-factor

ThinSight: Versatile Multi-touch Sensing for Thin Form-factor Displays

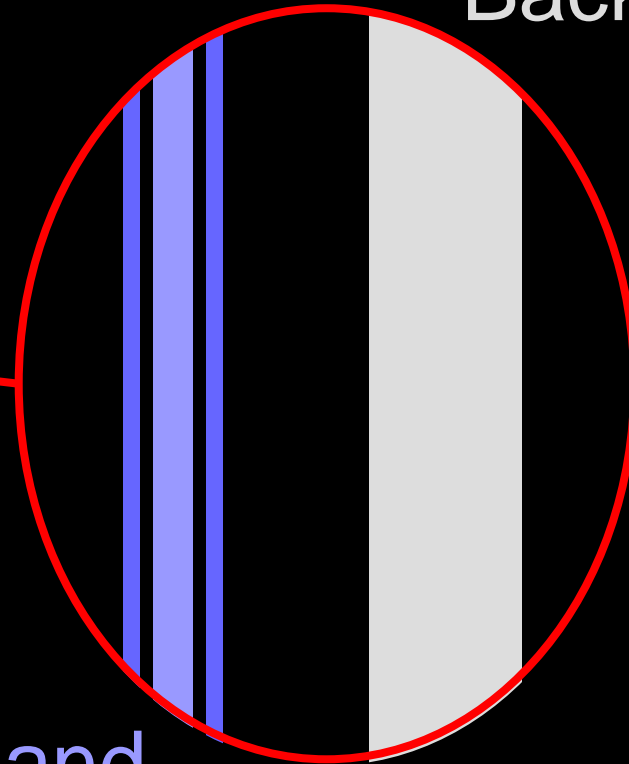




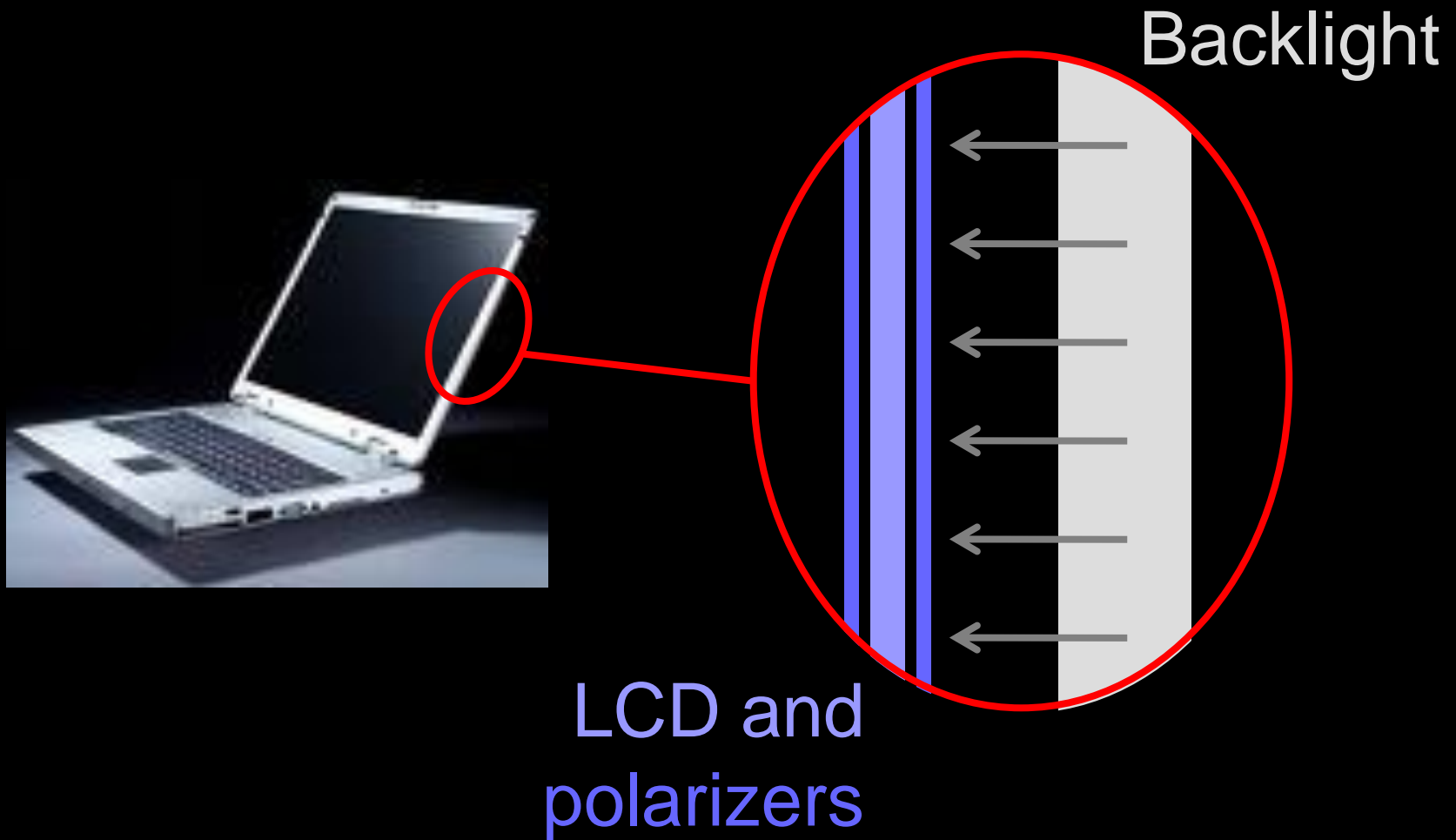
LCD and polarizers



Backlight

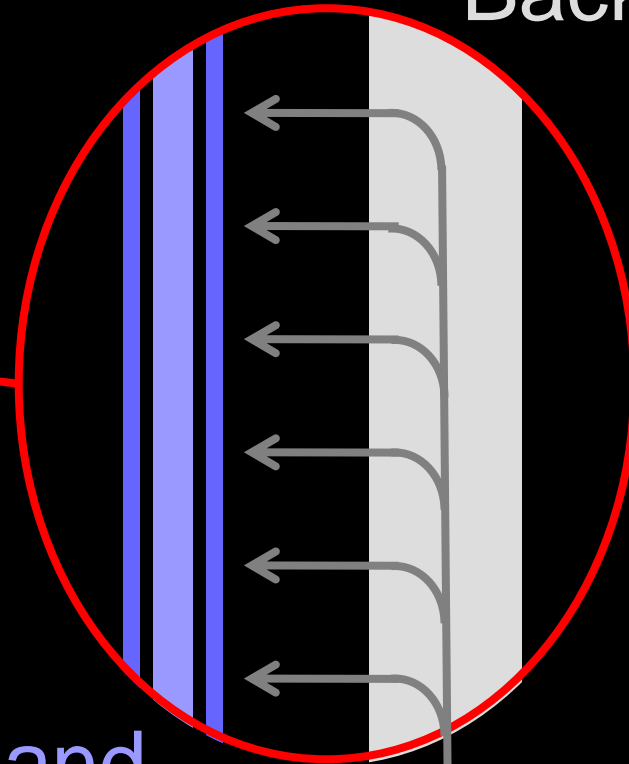


LCD and
polarizers





Backlight

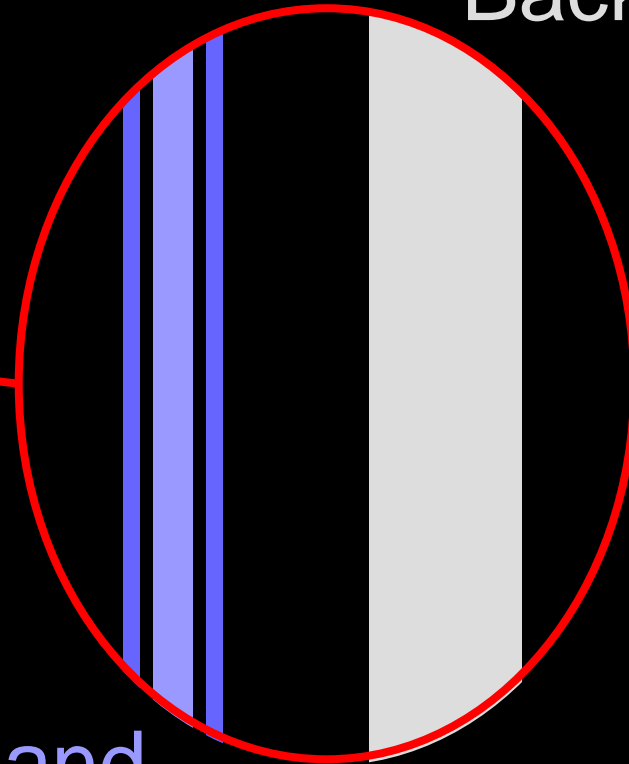


LCD and polarizers

Edgelight



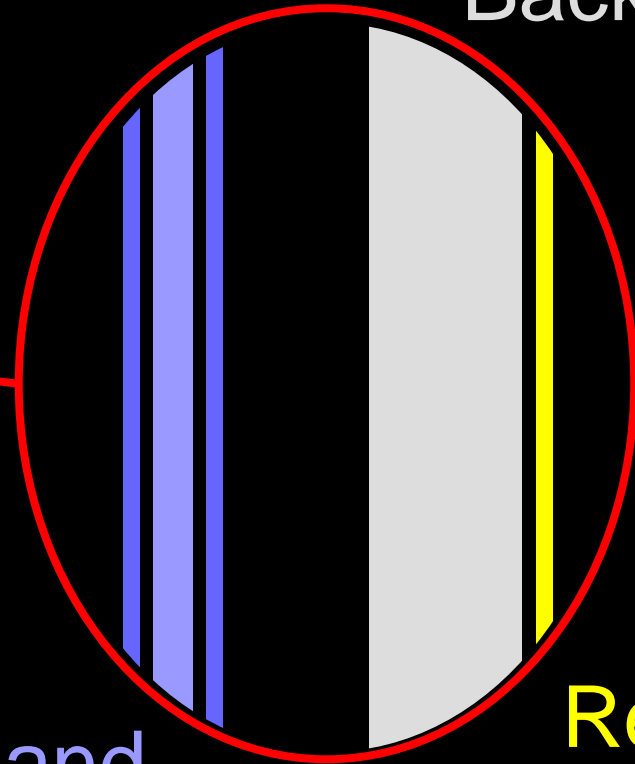
Backlight



LCD and
polarizers

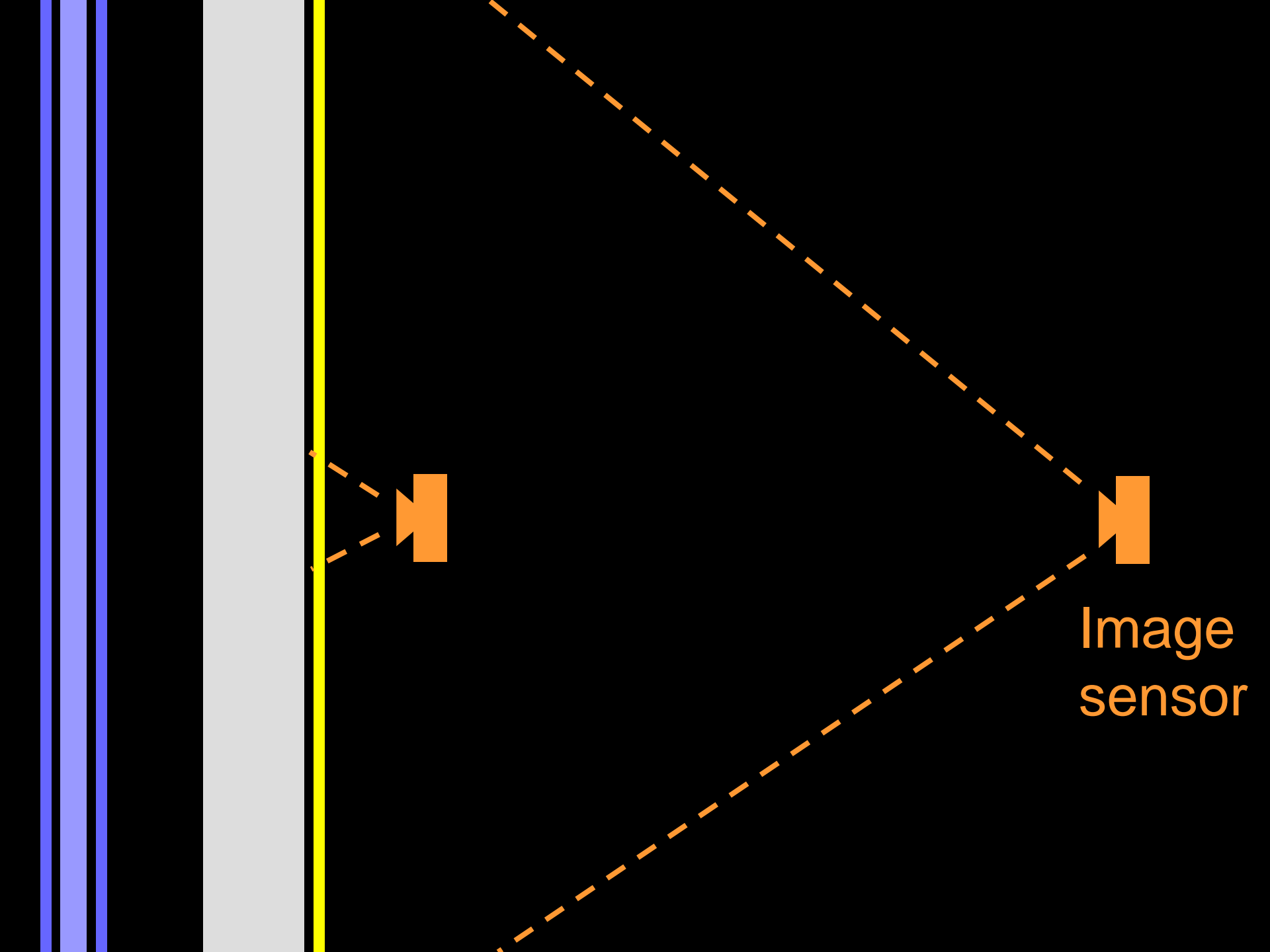


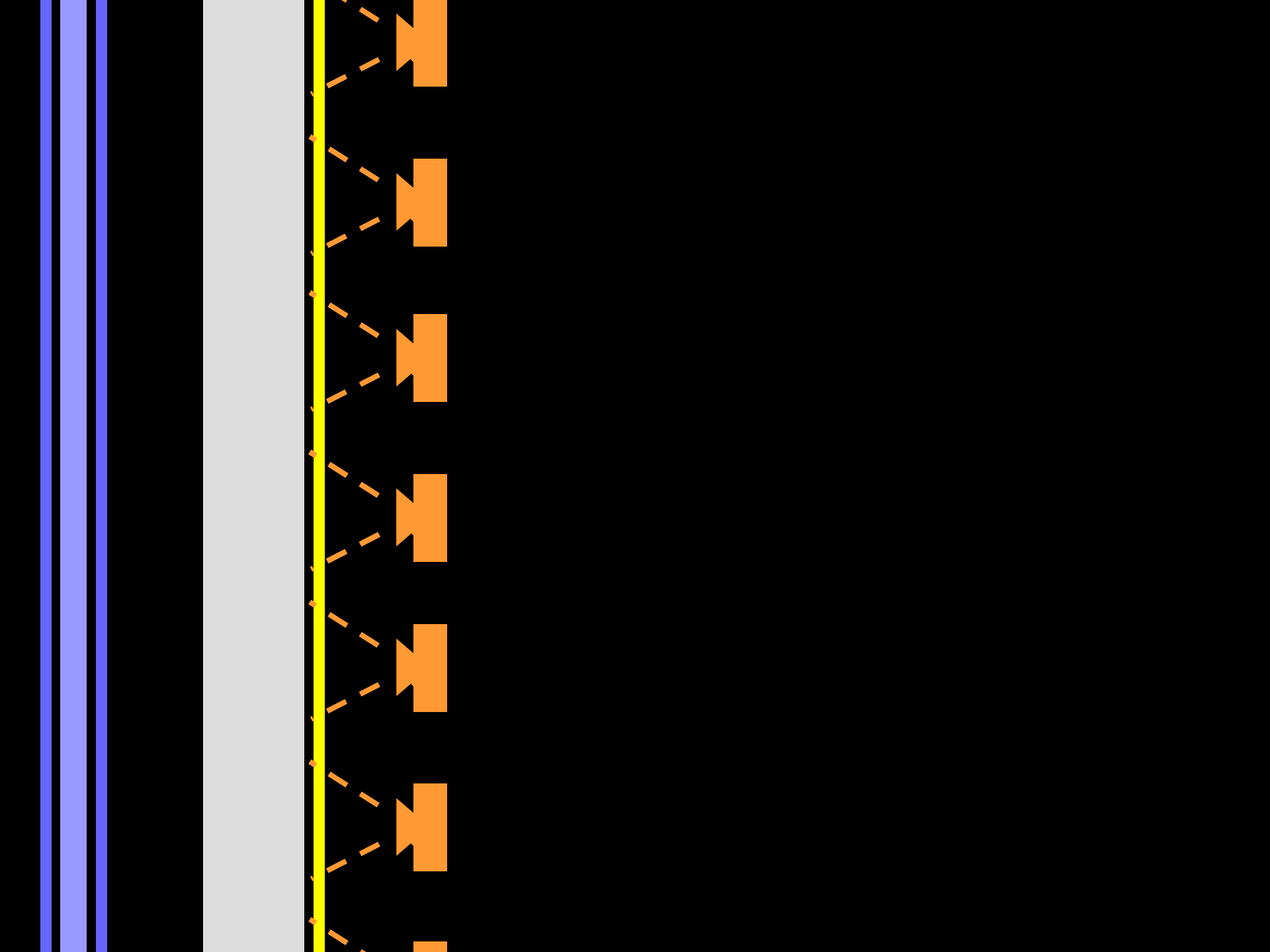
LCD and
polarizers

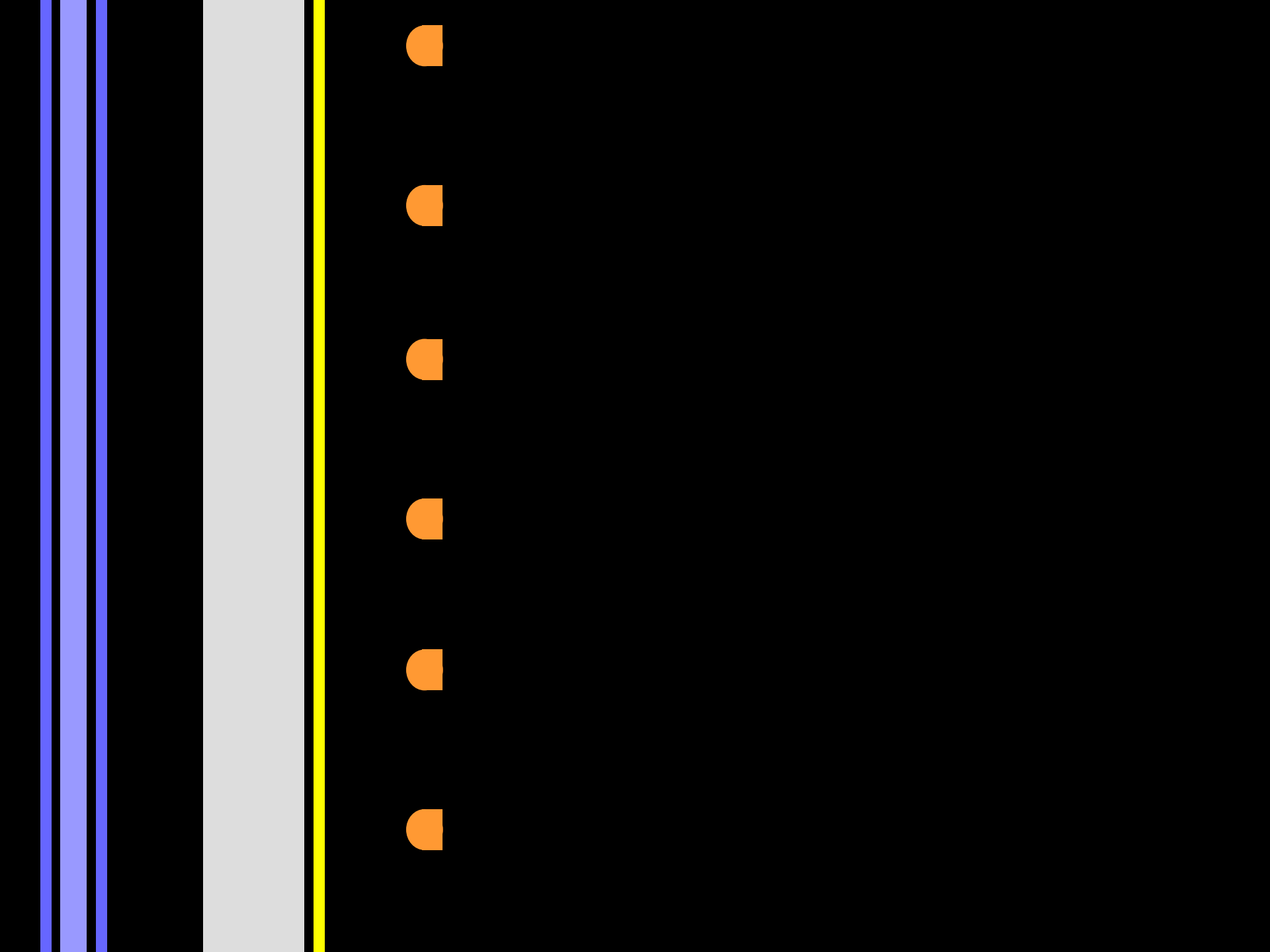


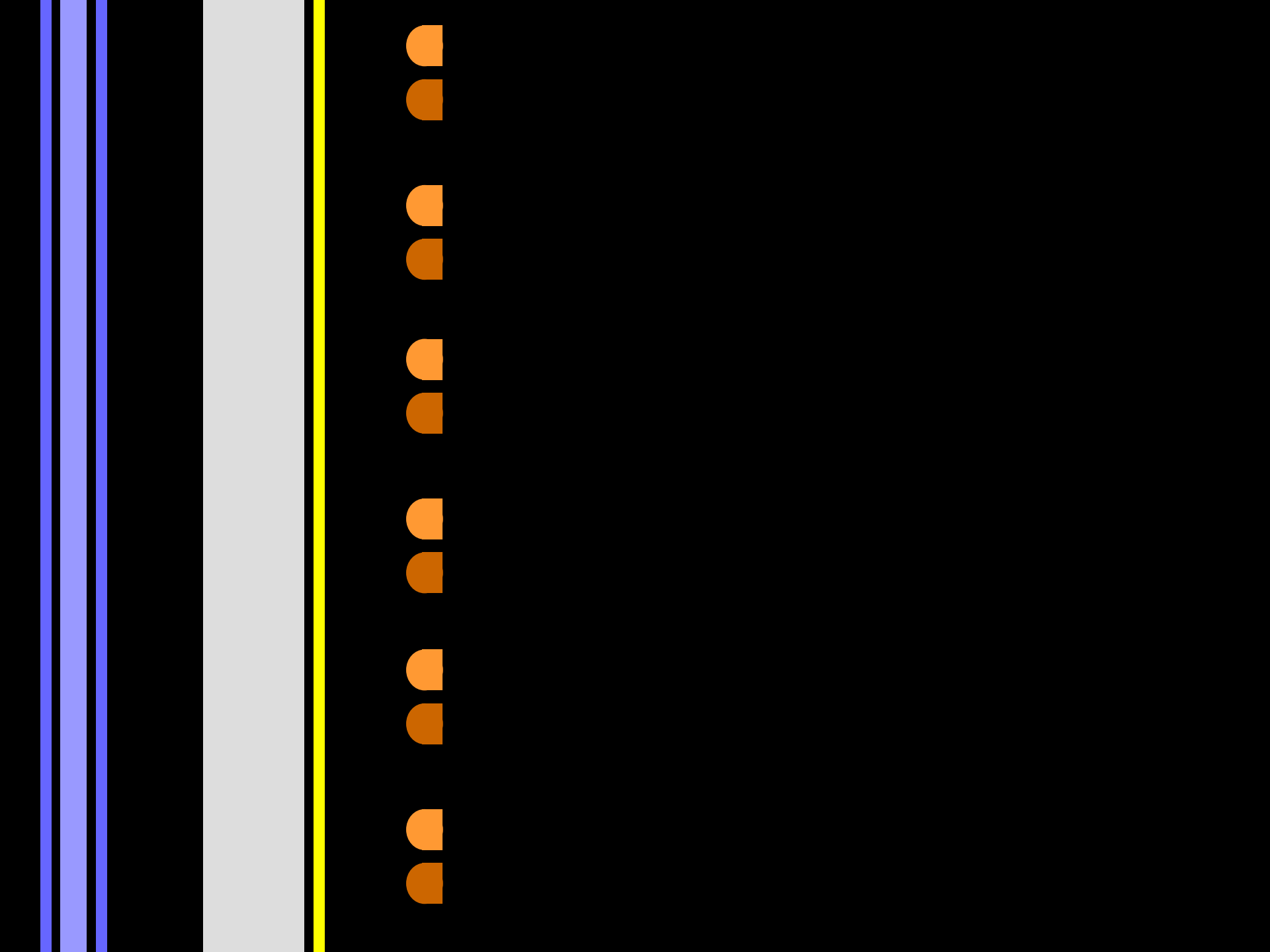
Backlight

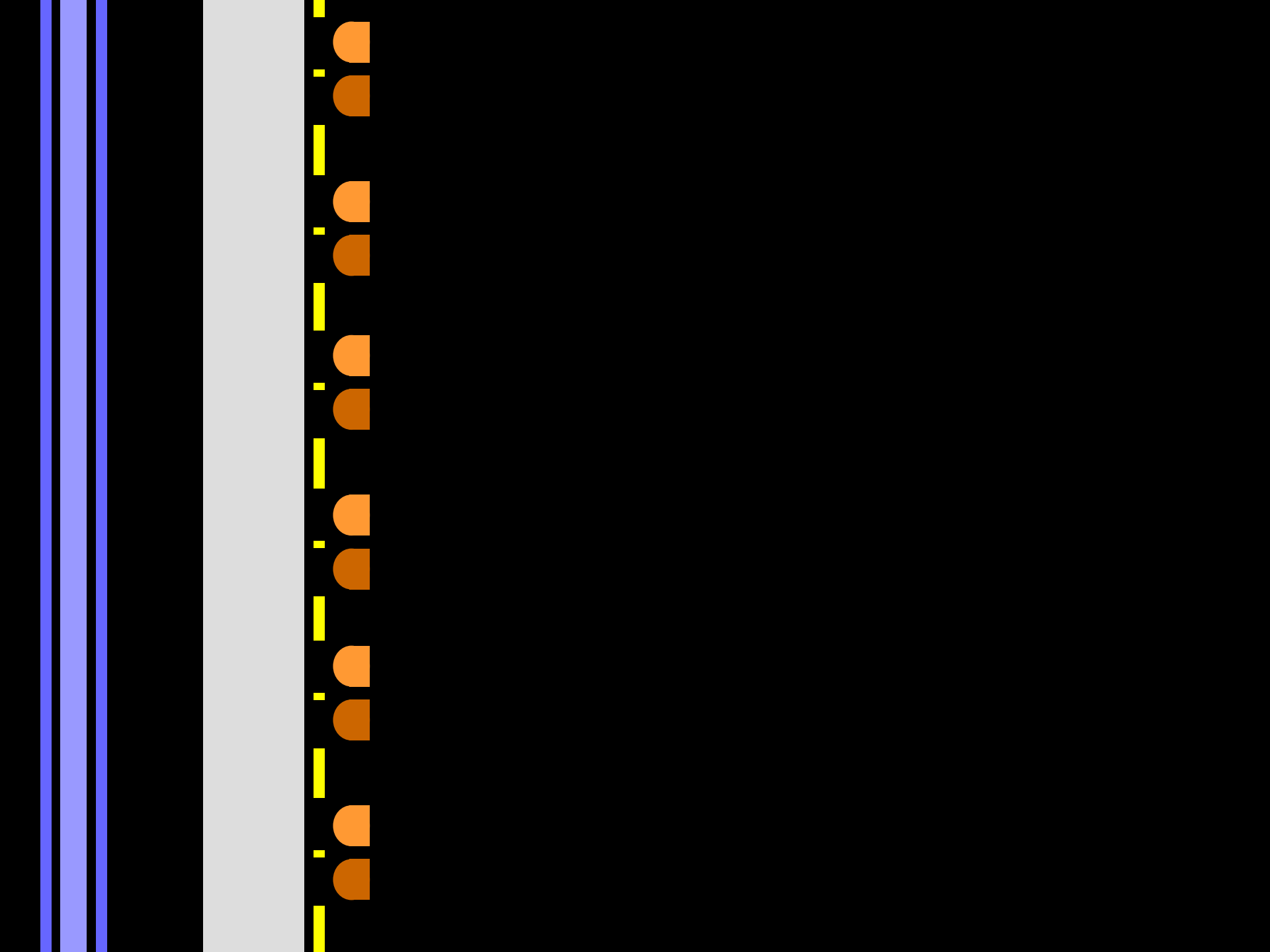
Reflector

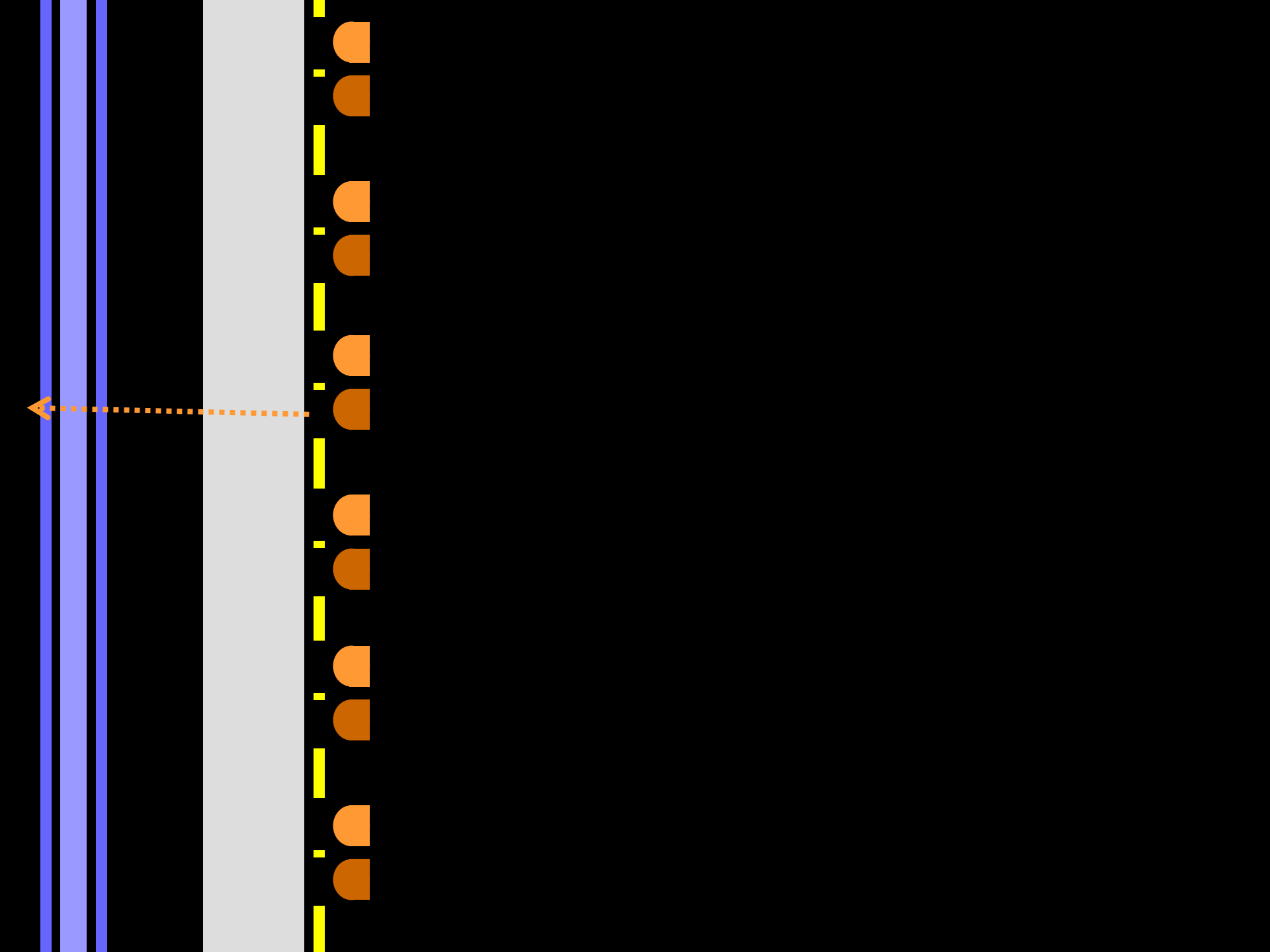


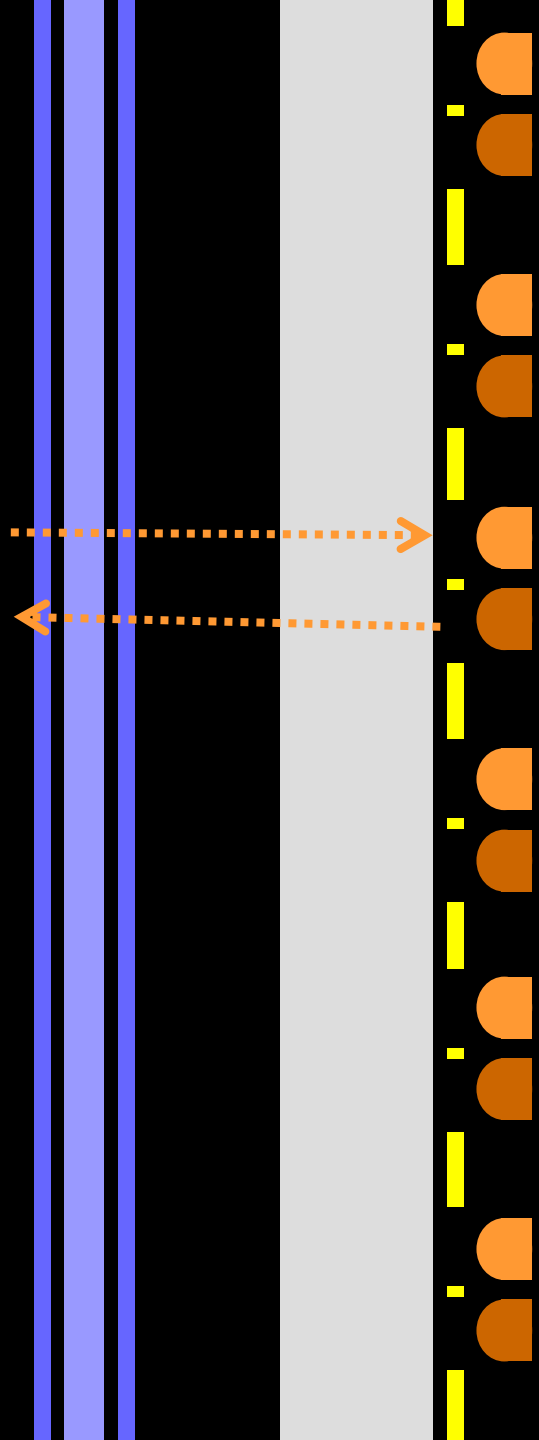




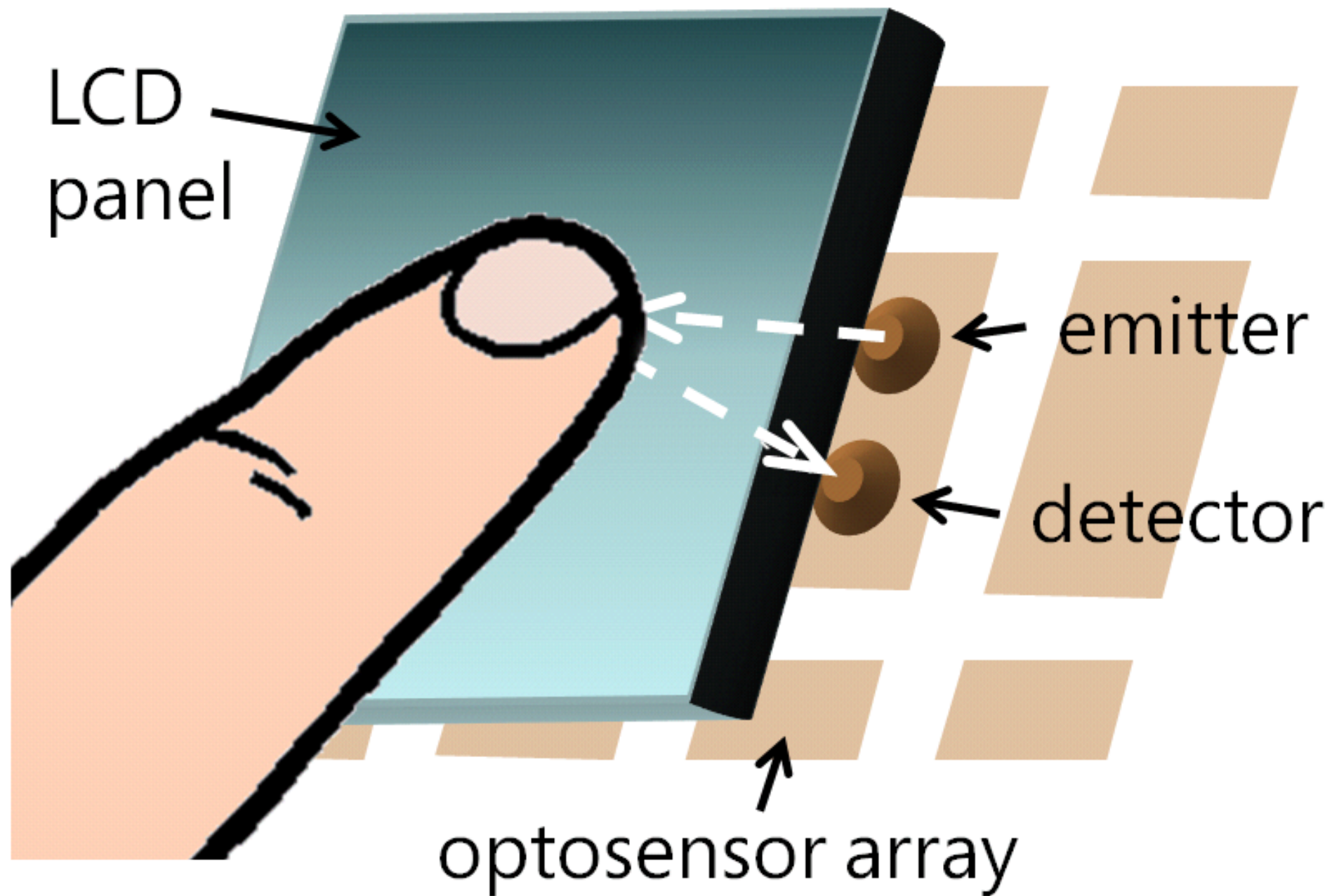








LCD
panel



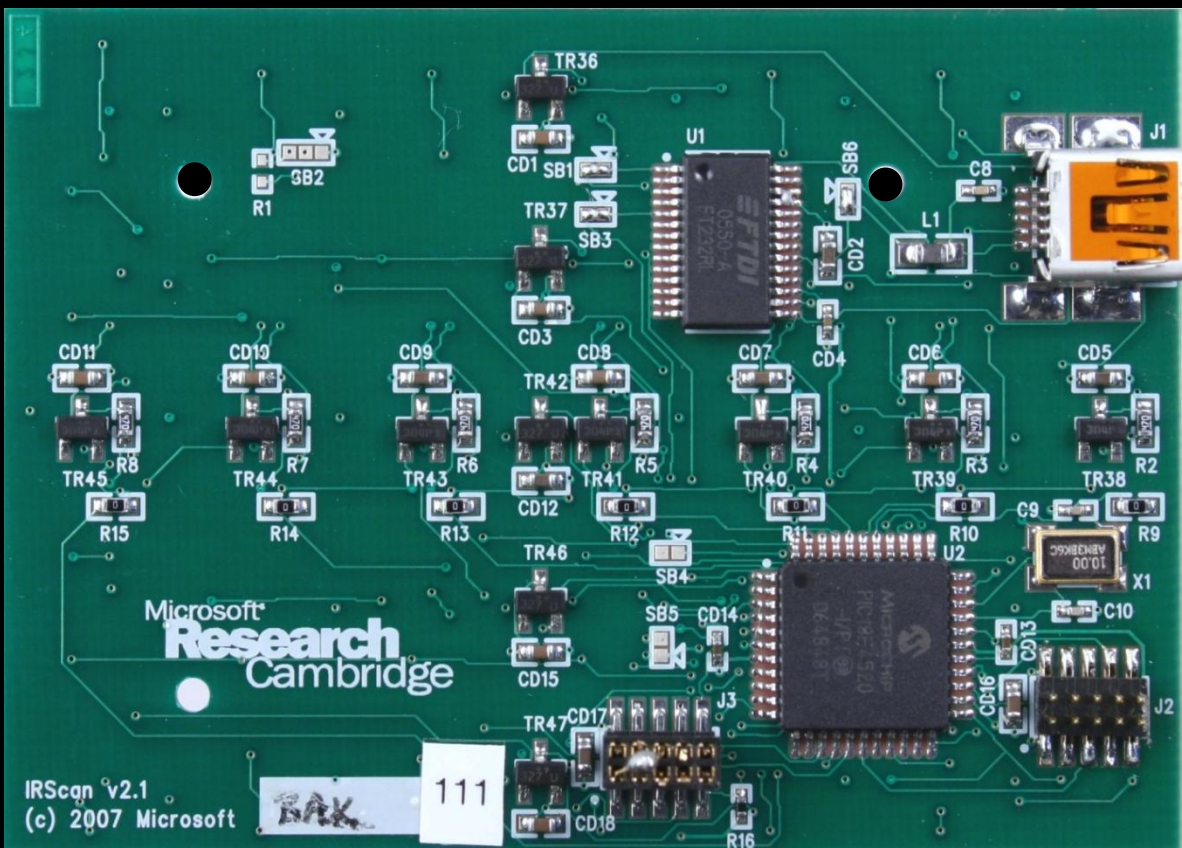
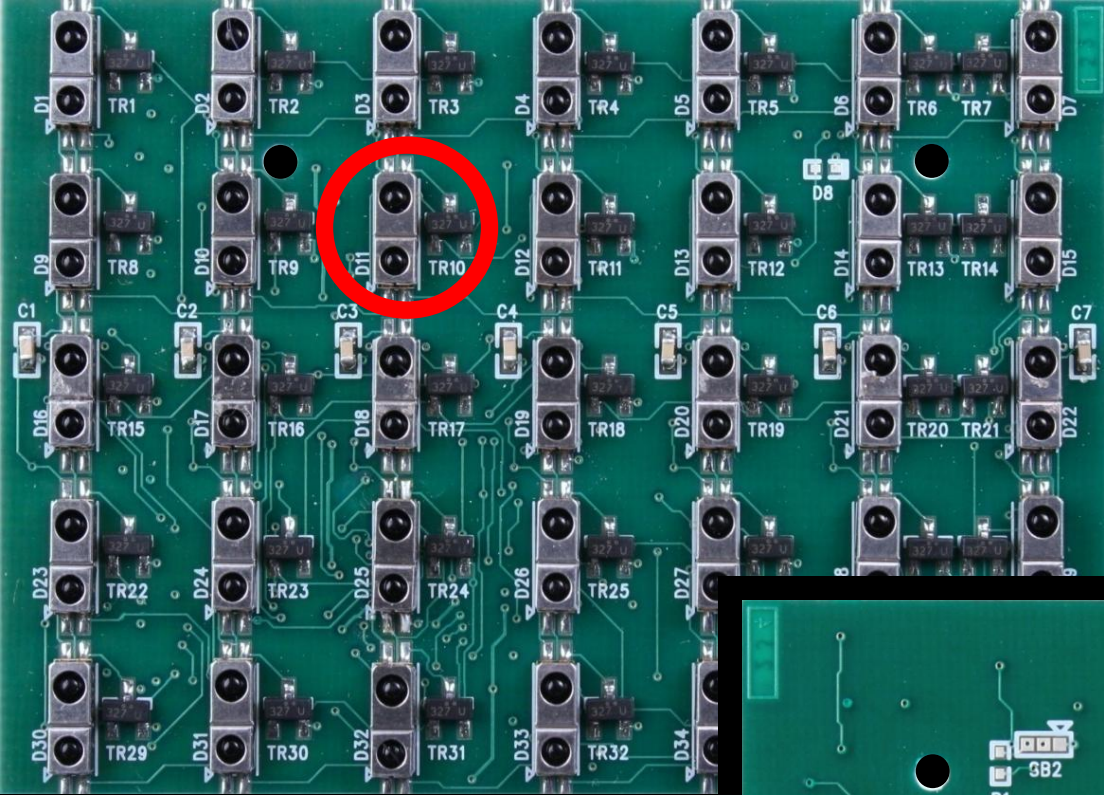


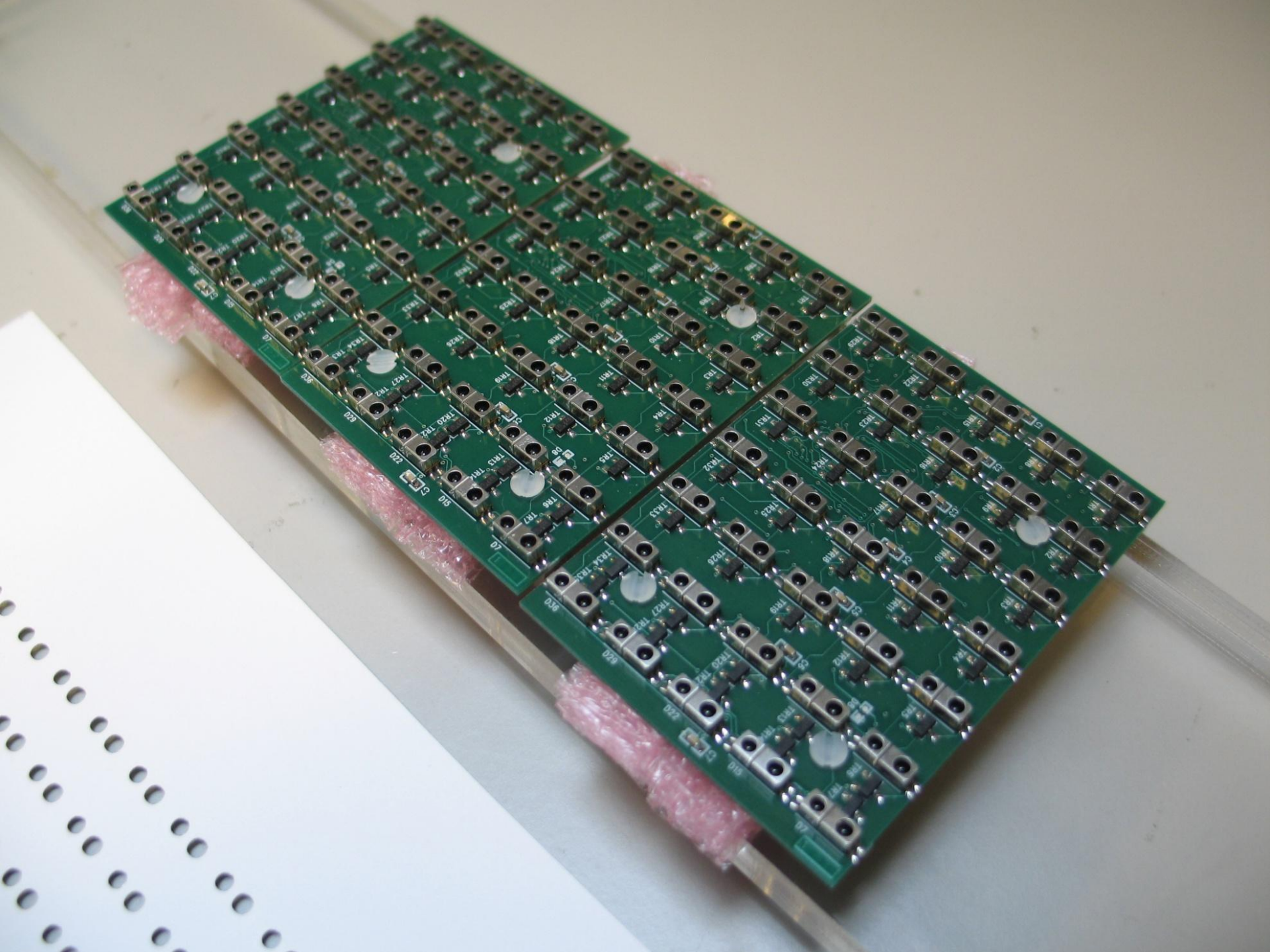


DELL PRECISION

DELL PRECISION



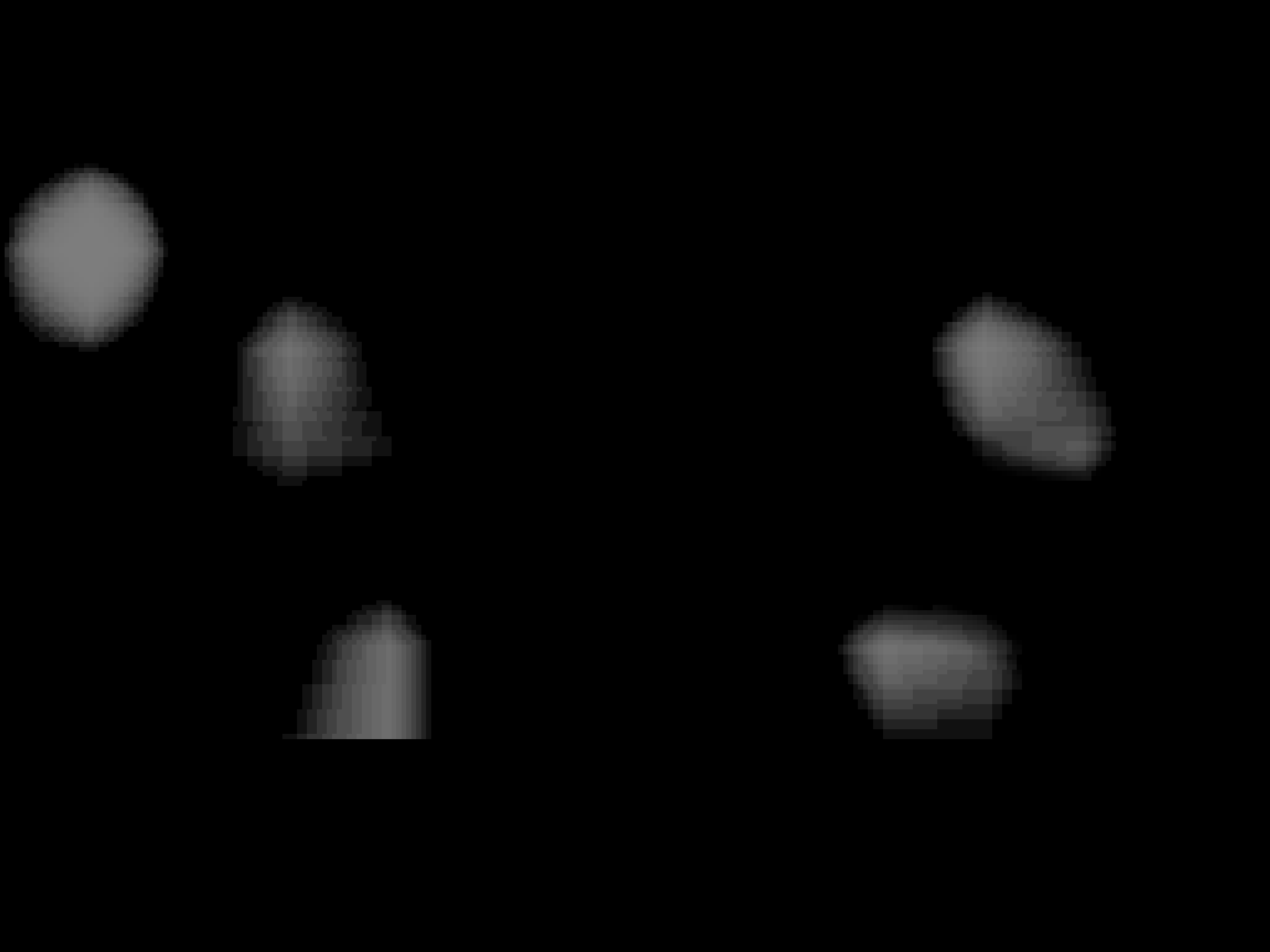


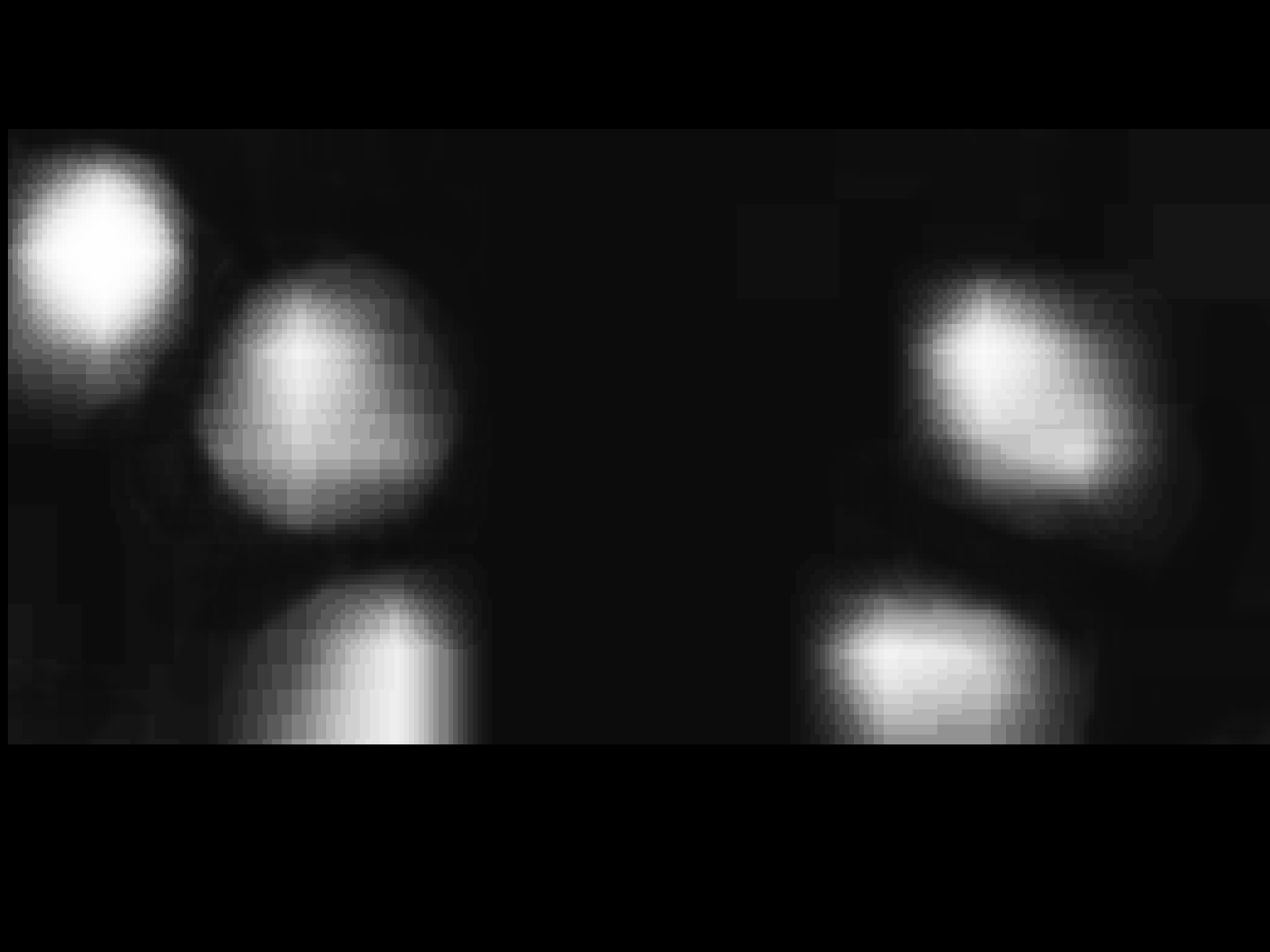


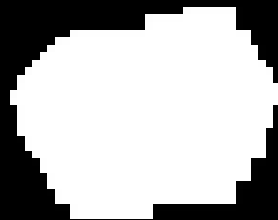
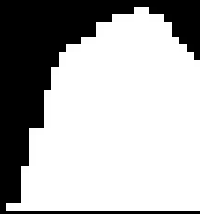
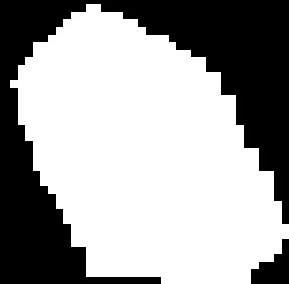
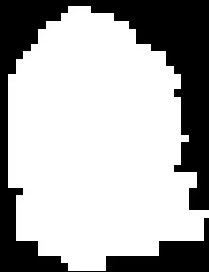
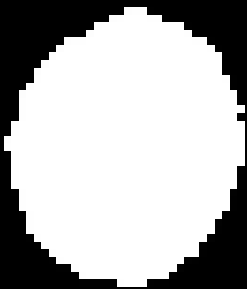


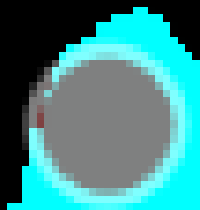
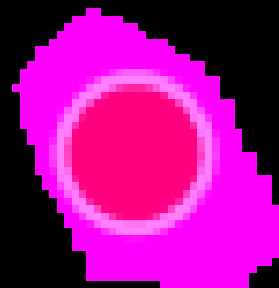
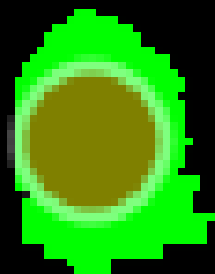
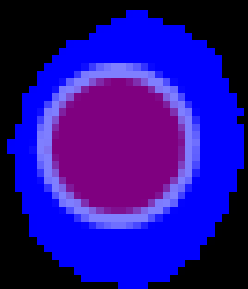










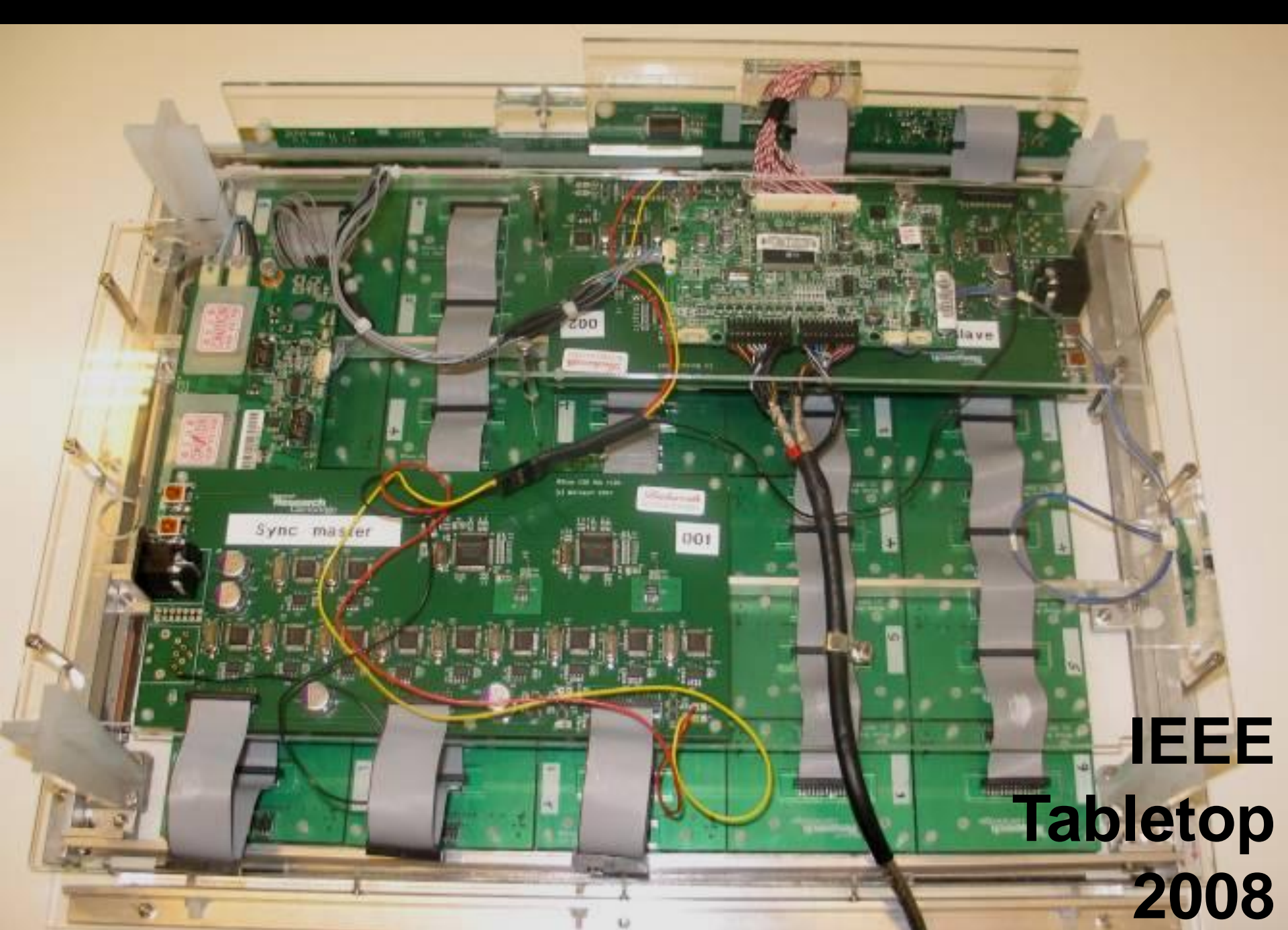


Experiences with Building a Thin Form-factor Touch and Tangible Tabletop

IEEE Tabletop 2008



**IEEE
Tabletop
2008**



**IEEE
Tabletop
2008**

video

IEEE Tabletop 2008

Thank you