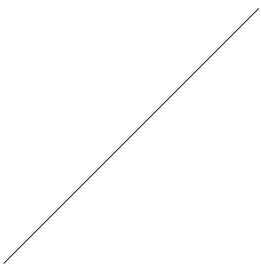

Hold+Fold

michael.cindy.mike.jason
tangible interfaces || project 1

Hold+Fold

What is Hold+Fold?

Paper is an ubiquitous material in our everyday lives, with interactions that are tactile and familiar. Hold and Fold exploits the flexible properties of paper, starting with its ability to fold into defined physical surfaces which manipulate the dimensions of the digital world.



Paper and it's potential

Paper has been a powerful tool with a rich history across many different disciplines. Paper has a long history of communicating the thoughts, feeling, and ideas of its users. Hold+Fold seeks to expand these abilities through the act of folding.



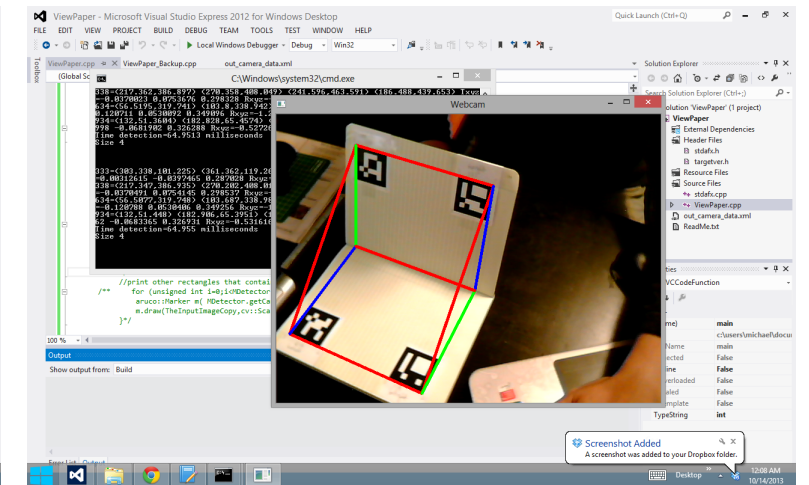
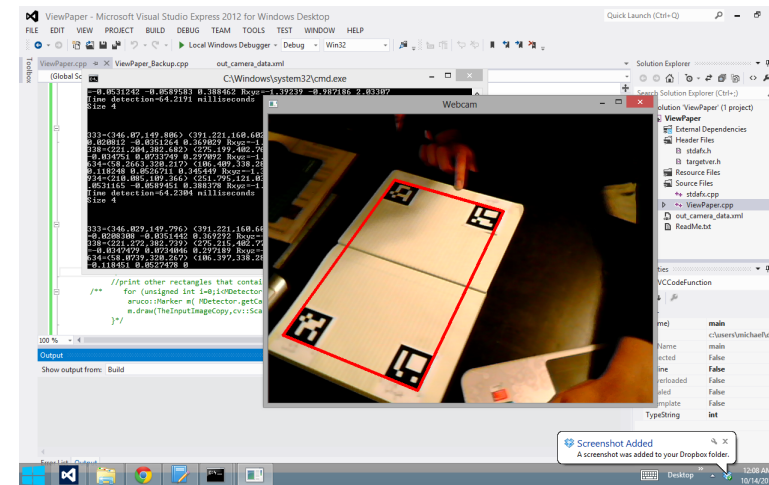
Digital Shadow Scenarios

The digital world and it's influence on disciplines is growing fast. It offers us potentials in design, simulation, learning, and communicating in ways not possible by the limitations of the physical world. Can we take paper and it's flexible 3D capabilities and use it to explore the digital world in new and efficient ways? From designers sketching and analyzing designs, to sectional exploring of anatomy and geology, to viewing and observing live events and performances, to communicating in new ways and adding depth to flat information, Hold+Fold has new and exciting ways to interact with the digital world.

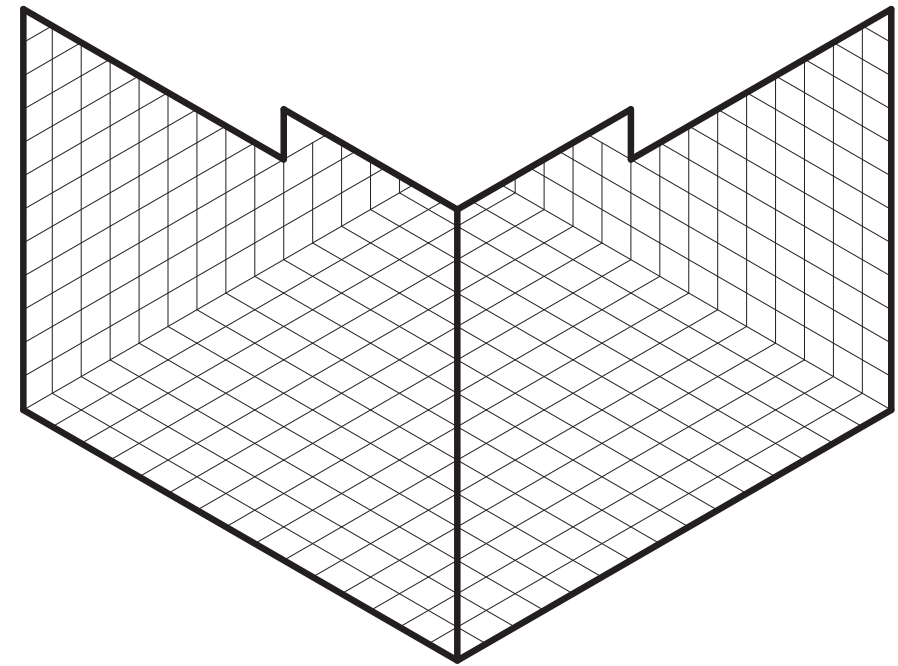
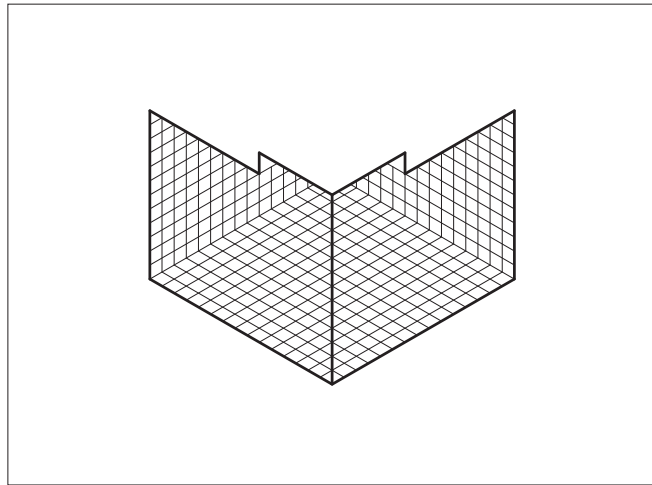
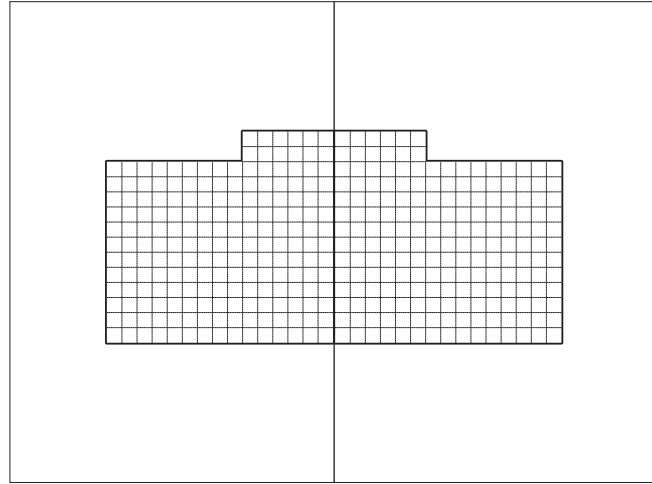
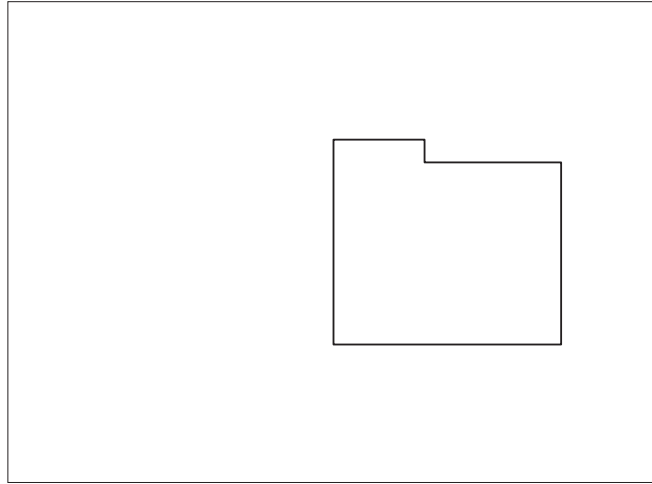
Prototype

Computer Vision Setup

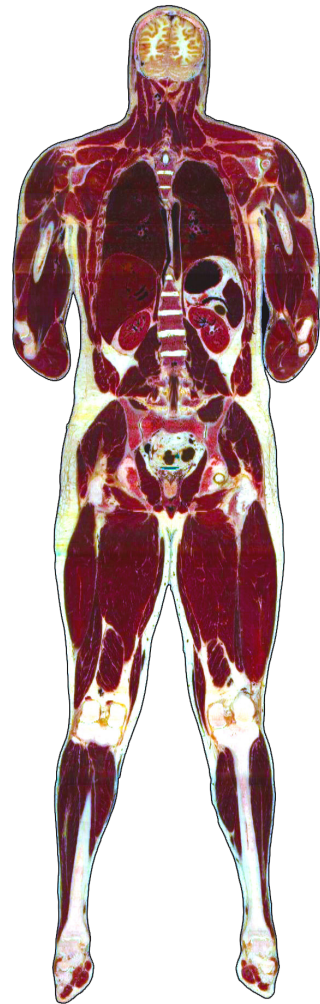
The working prototype has been programmed in OpenFrameworks with OpenCV and ArTech add ons.



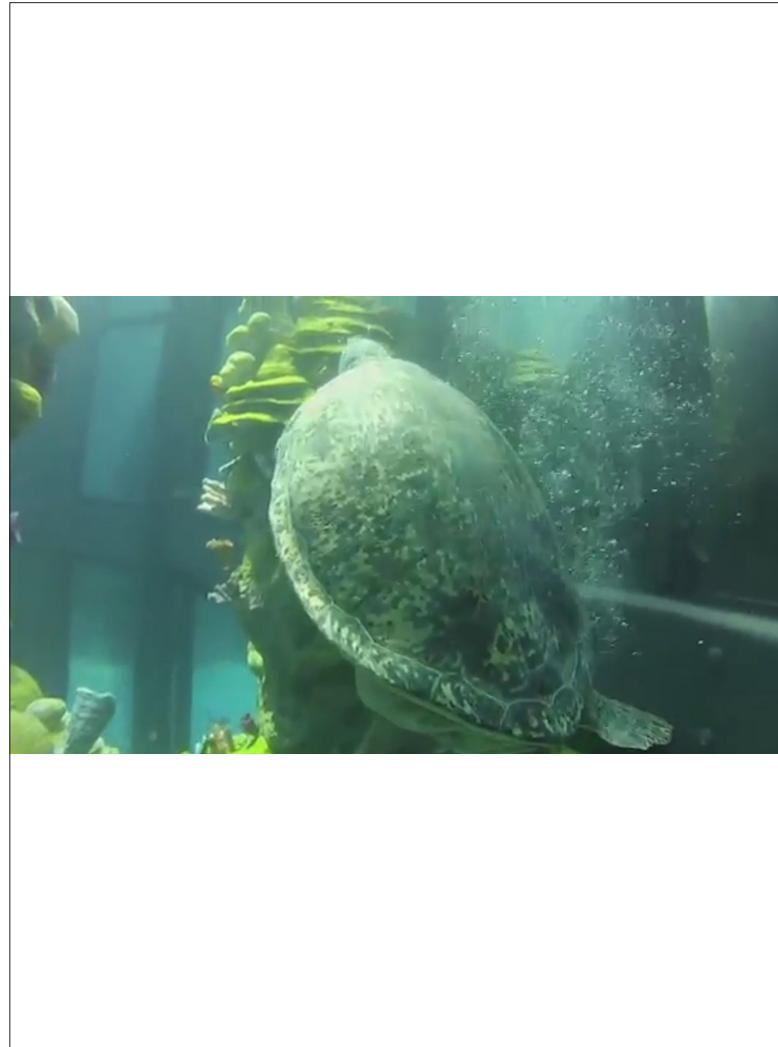
Creating



Exploring



Observing



Communicating

