

Cord UI

Part 2: Nodes

We introduce a physically-grounded node programming environment that allows for multimedia editing with the benefit of physical affordances.

Related work



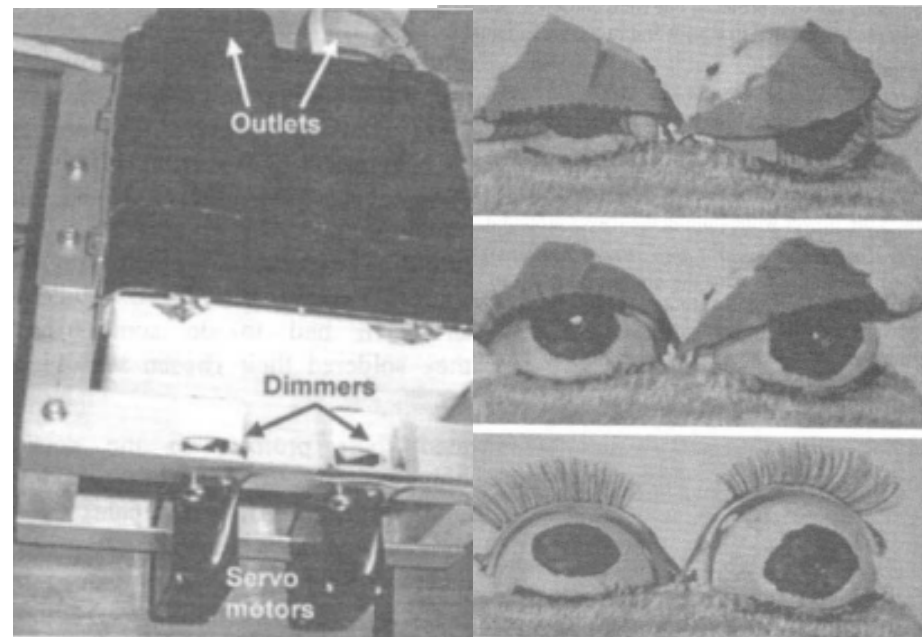
Kinetic Objects

Professor Hiroshi Ishii and Andrew Dahley



Weight Shifting Mobiles

Hemmert, Fabian, Hamann, Susann, Löwe, Matthias, Wohlauf, Anne, Zeipelt, Josefine, and Joost, Gesche 2010.



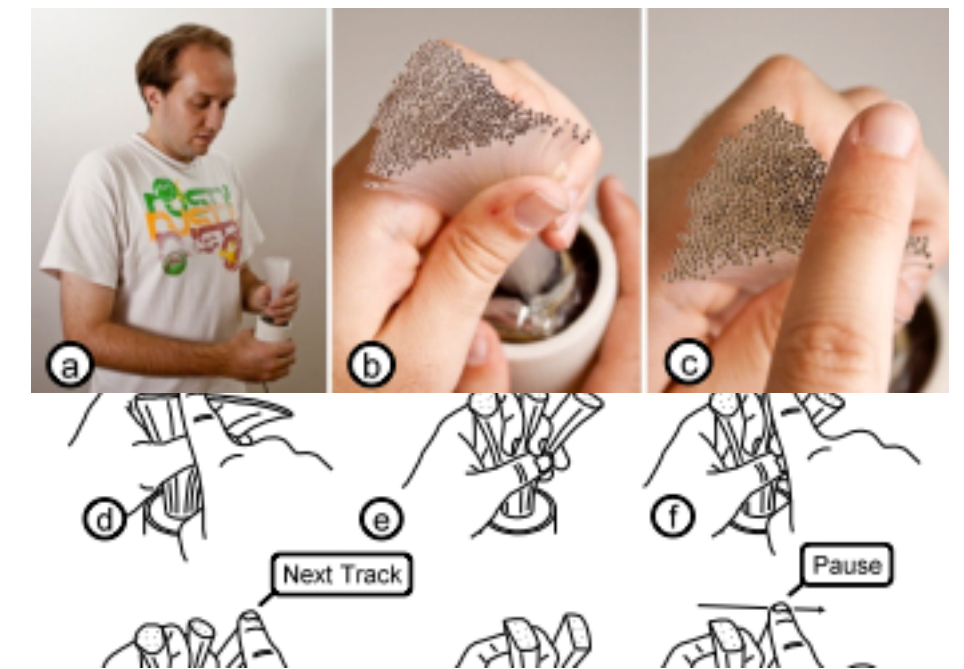
Phidgets

*Saul Greenberg and Chester Fitchett Department of Computer Science
University of Calgary*



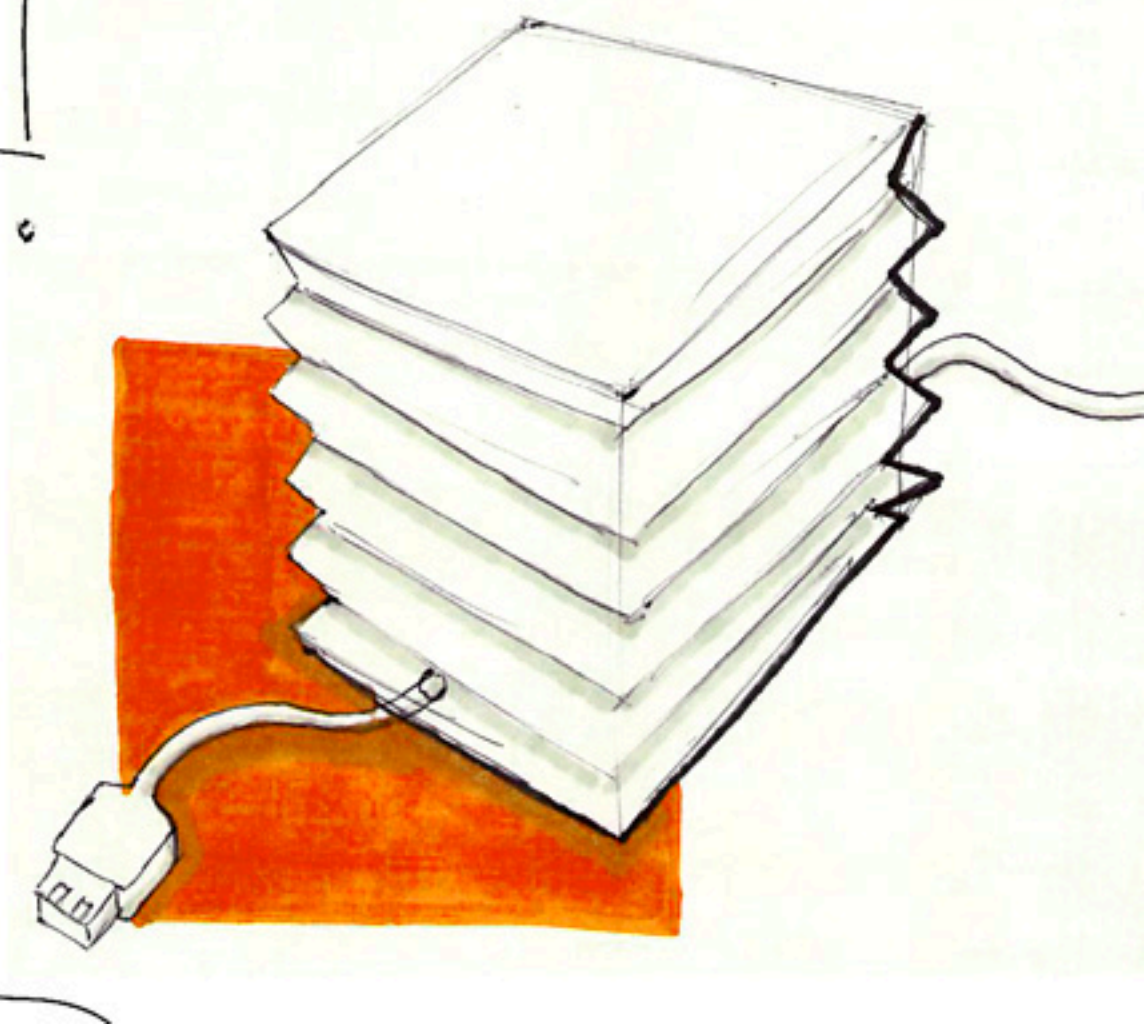
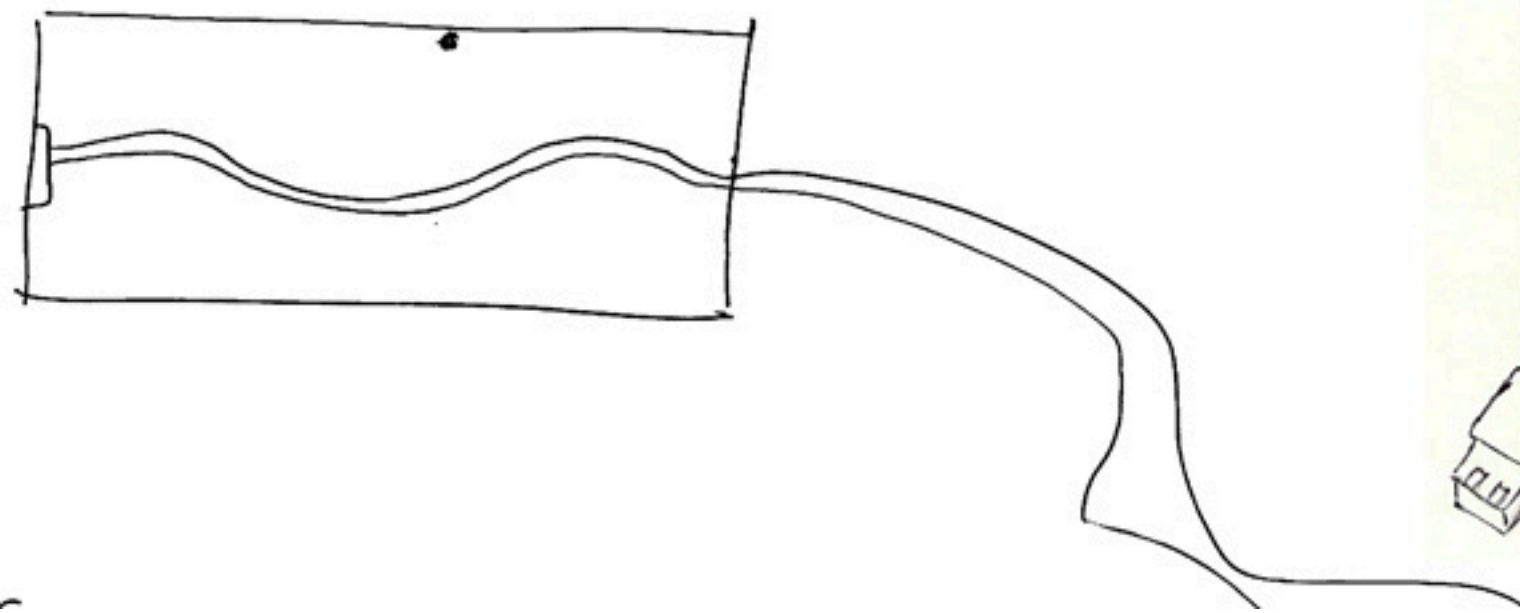
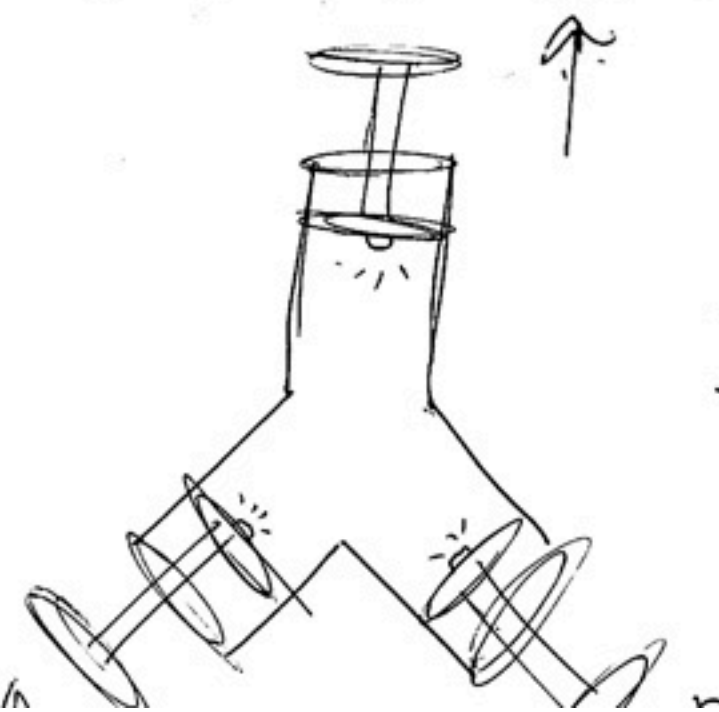
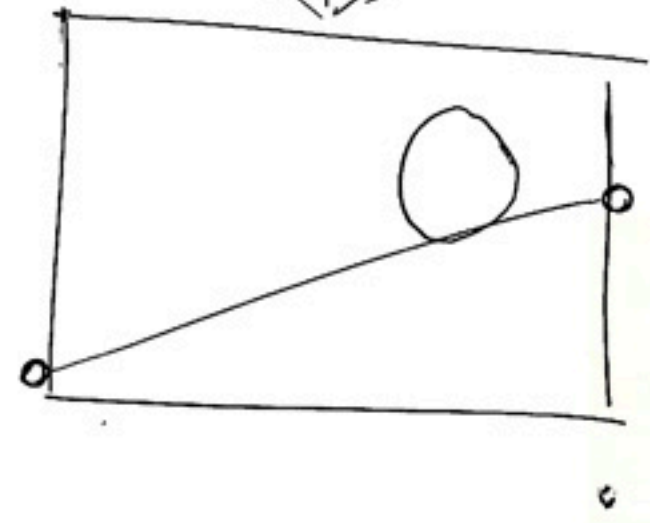
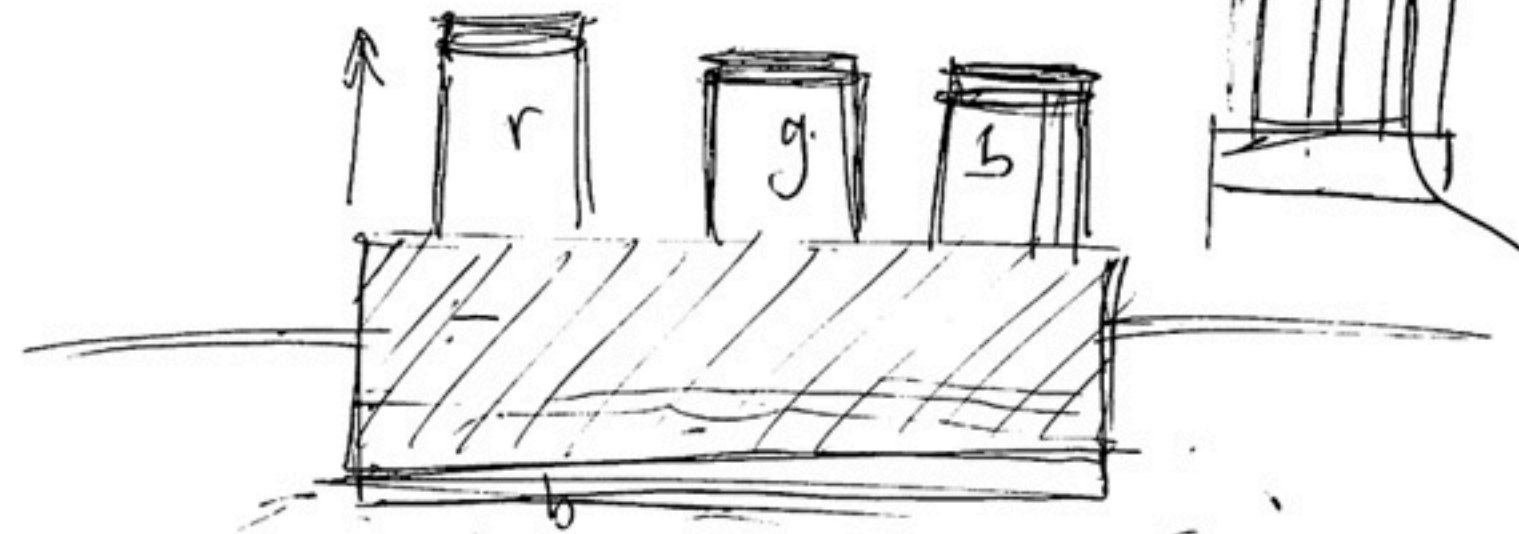
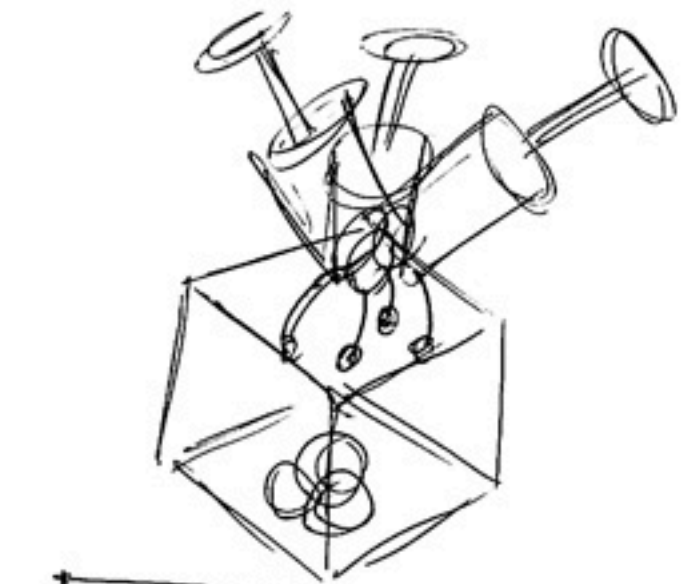
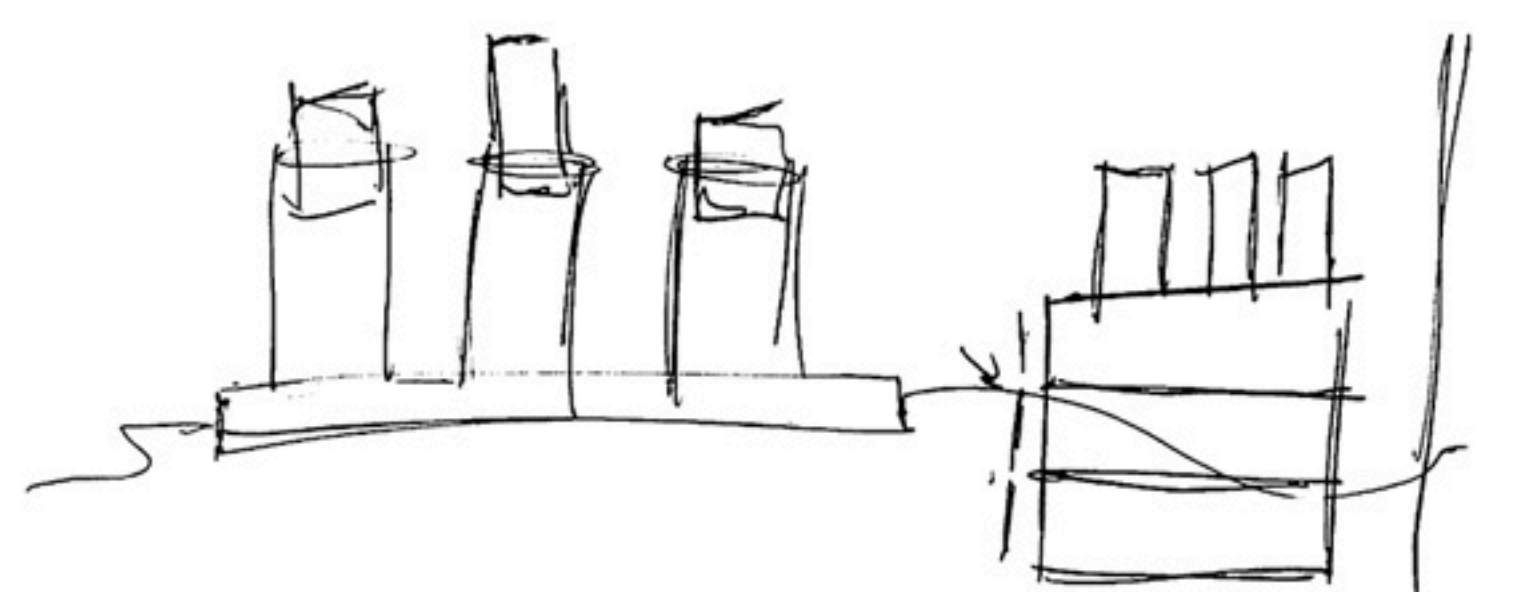
Tangibles for Video Control

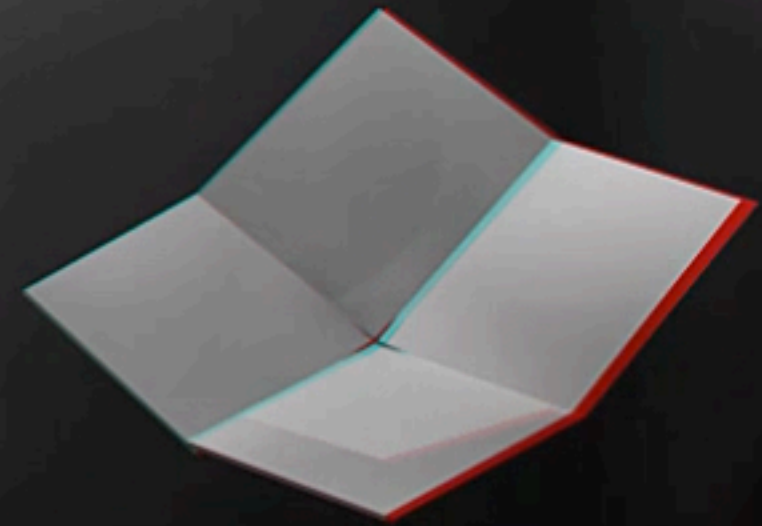
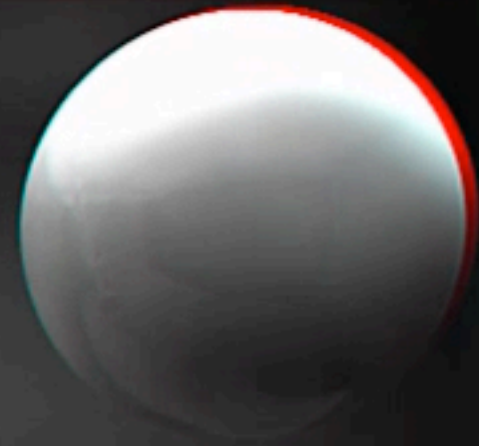
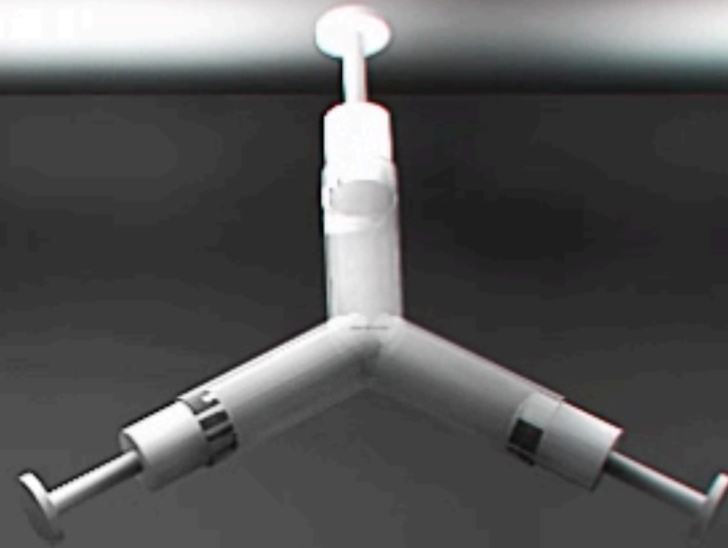
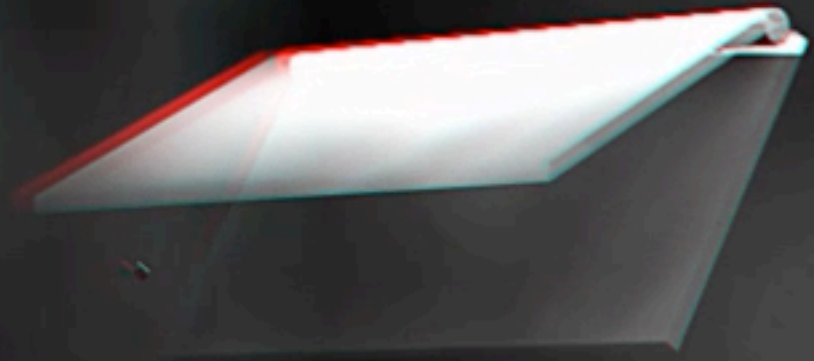
*Stefano Ferretti, Marco Rocchetti, Fabio Strozzi Department of Computer
Science University of Bologna*



Rock-Paper-Fibers

Frederik Rudeck and Patrick Baudisch Hasso Plattner Institute





pitch

exposure

rgb mixer

volume

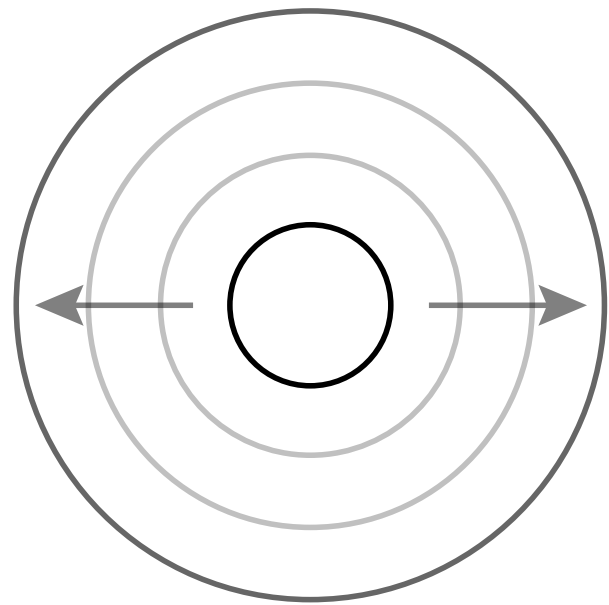
noise

speed

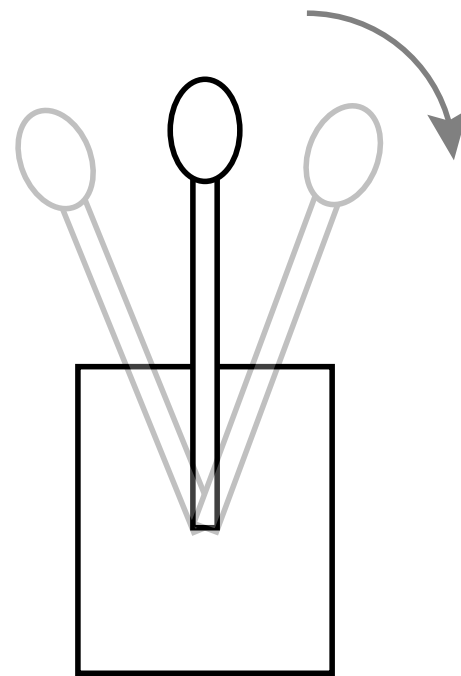
contrast

compression

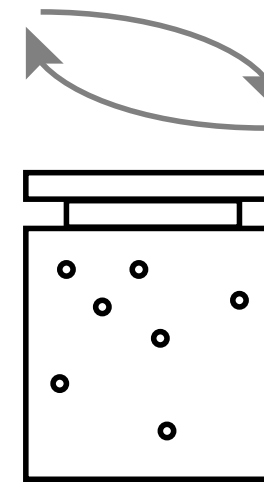
Volume & Size



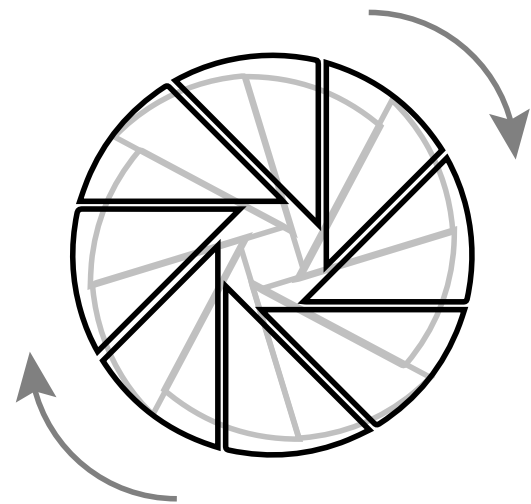
Speed & Blur



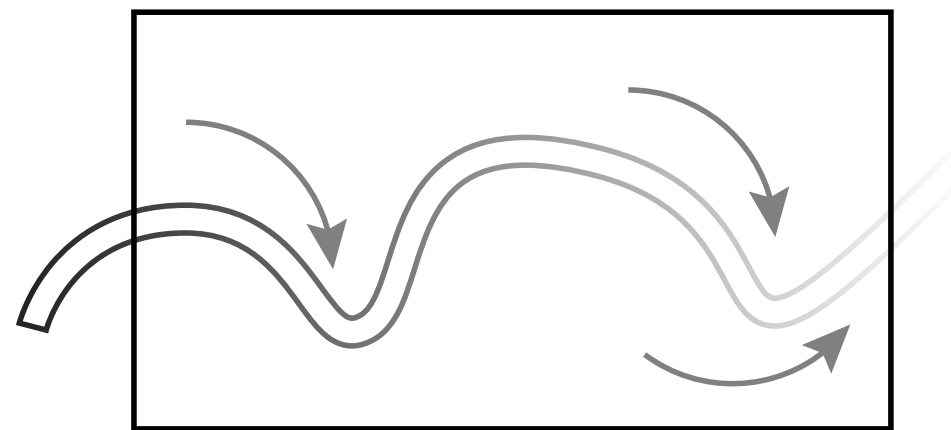
Noise

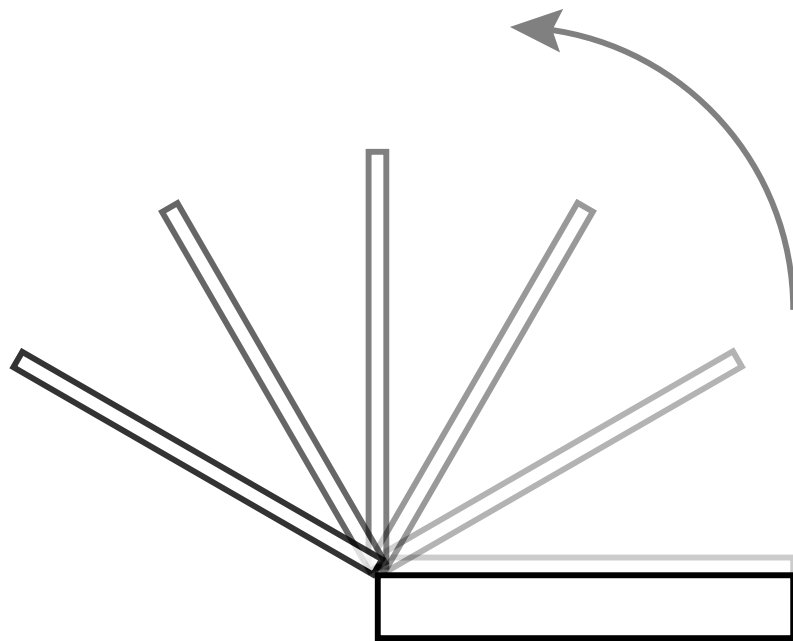


Exposure & Clarity

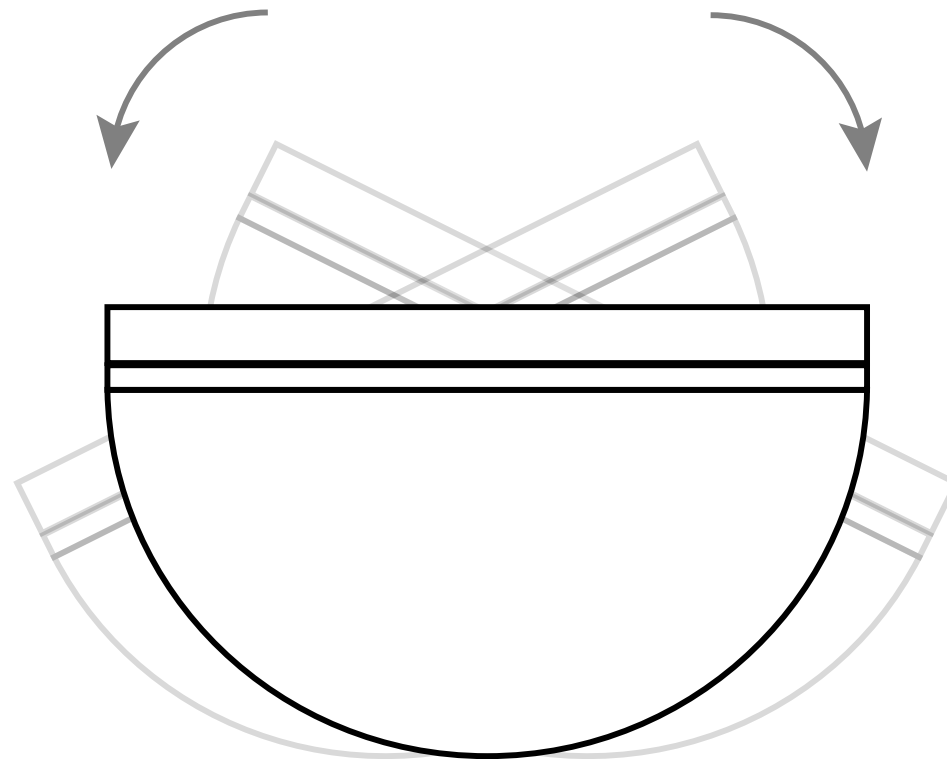


Curves & EQ

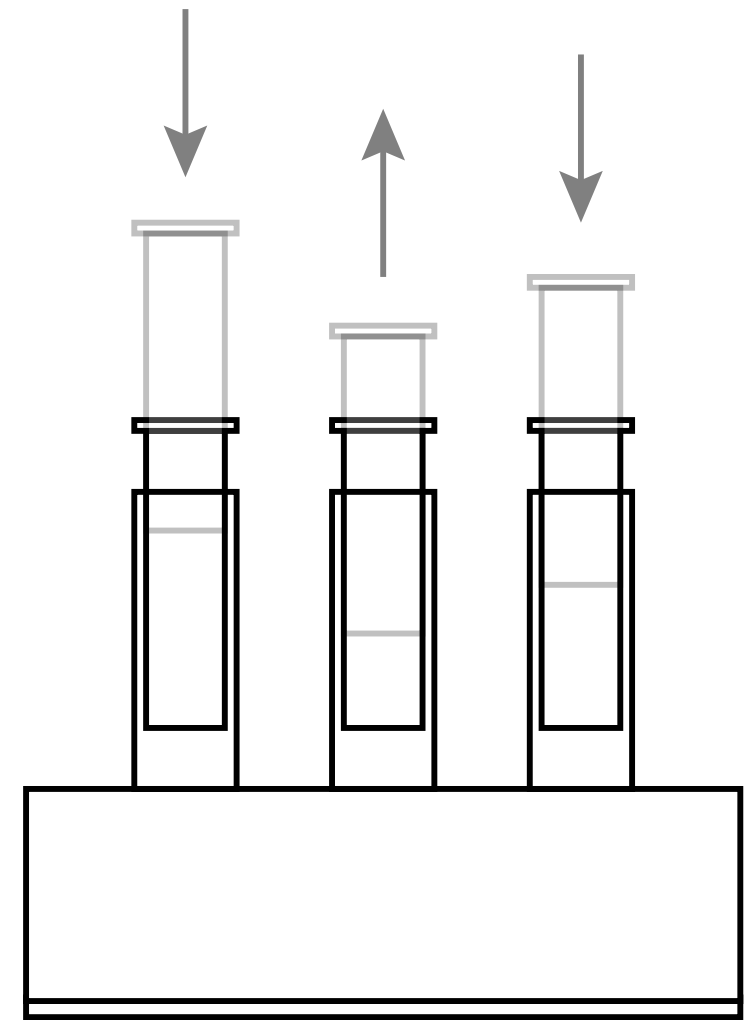




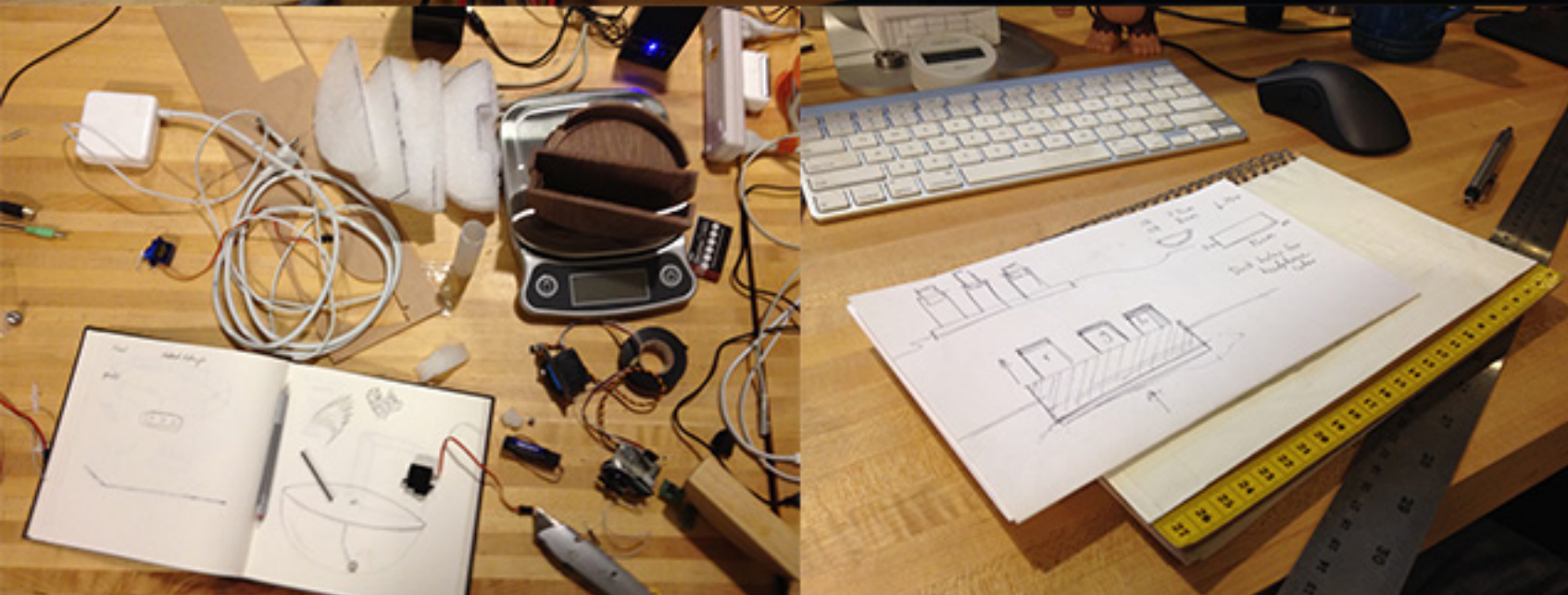
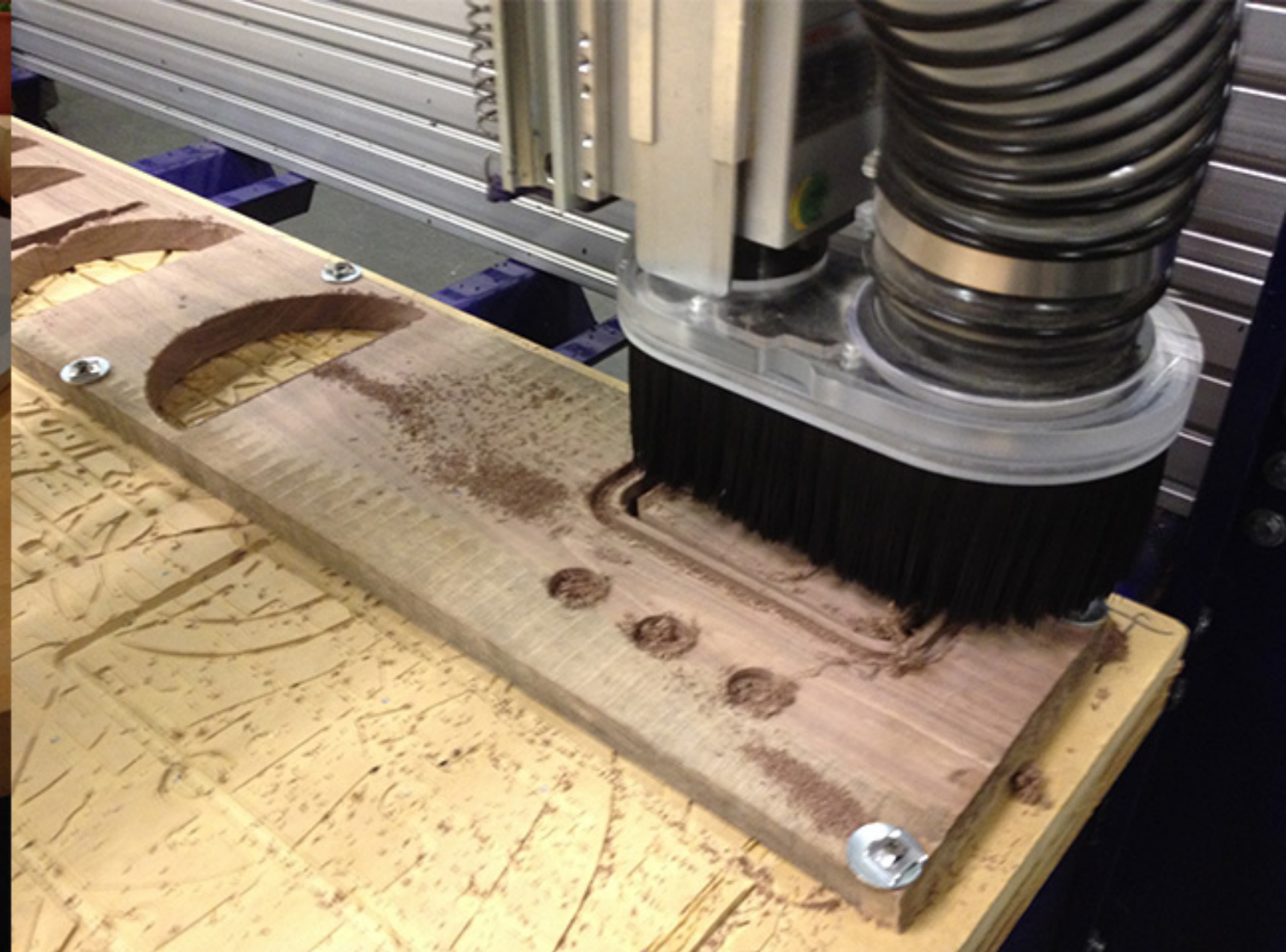
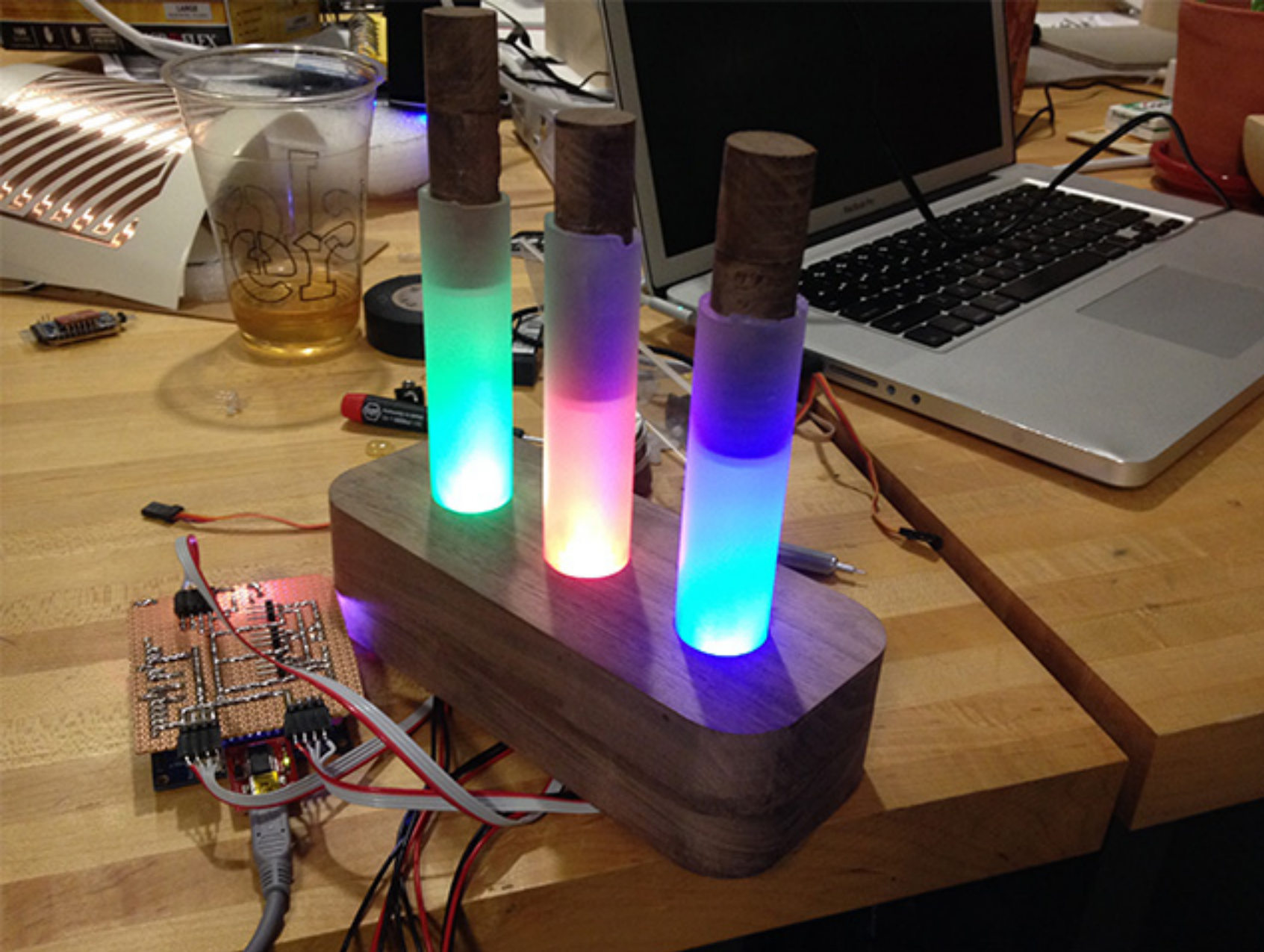
Fold & Unfold



Tilt & Balance



Push & Pull



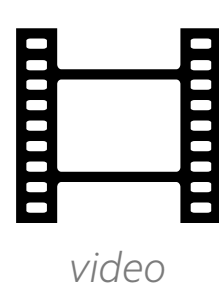


Mixer

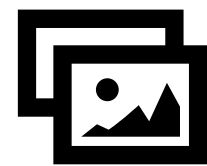
Balance

Compressor

Future work



video

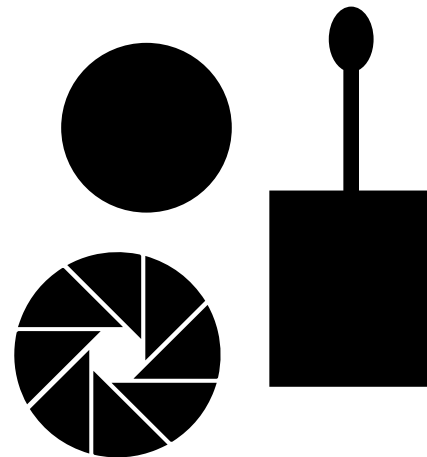


photo

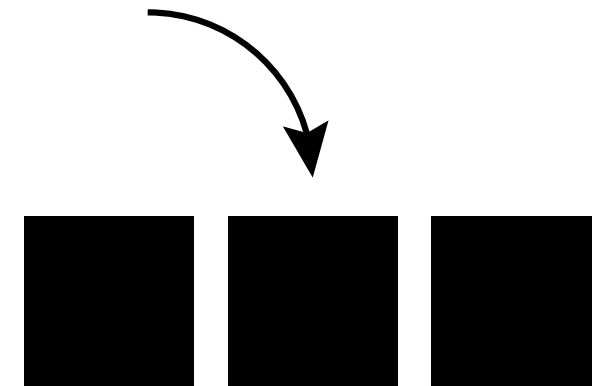


audio

multi-modal



more widgets



easier to reconfigure