

[INTERPOSING VOICES]

KYLE KEANE: All right. So this movement happening above the screen.

[INTERPOSING VOICES]

STUDENT: So the original inspiration was from Minecraft. And we were kind of constructing this cubes freely with different textures. And we made this with Kinect. So basically with one hand you can control the position of your character, which is a ball. And with the other hand, you can decide whether to create, which is going up, and eat, which is going down.

So because now we are deleting this cubes.

STUDENT: Also you can assign the [INAUDIBLE] to the existing cube. Will you please? But when you use--

[LAUGHTER]

STUDENT: Always gauge. But when you use the hand out, it will delete.

[LAUGHTER]

STUDENT: So it's a little bit hard to select.

[LAUGHTER]

STUDENT: Sometimes you [INAUDIBLE] confuse--

[INTERPOSING VOICES]

STUDENT: And actually we also plan to create some examples so that the user can plan what they want to construct and follow the instruction. Maybe some can.

[INTERPOSING VOICES]

STUDENT: It looks like you've made it so the cubes are on a grid, right? Is that correct? They're not just randomly located--

STUDENT: Oh yes. At first we had the problem that, when the cube is created, it overlapped each other. So then we do make it at the position that is in tangent because the cube has side, a unique cube. So it will not overlap anymore.

And in the future, we may consider group the object. So we either go to move the whole one object together. For example, if you have a house or anything, then you can move it at one time.

KYLE KEANE: Anybody have any questions?

STUDENT: And there's a palette that you use to recolor the objects?

STUDENT: Oh yes. There's on the other side if you can.

STUDENT: Only five colors but we can add more?

STUDENT: If you just demo, you could actually pick different colors--

[LAUGHTER]

STUDENT: It's literally hard to think.

MARC VRABLIC: [INAUDIBLE]. Because it's kind of awkward to draw with. That's one of the best things about Pictionary, when people can't draw.

[INTERPOSING VOICES]

STUDENT: Also we think that it may be intuitive to use two hands to create an object instead of one hand and use the other [INAUDIBLE]

[LAUGHTER]