



BA/SA/Group/Lab:

Smart Canvas

Drawing and painting can be a time consuming activity. It can be particularly difficult for an occasional dabbler who may not get the relative proportions of a figure correct even after several tries. Can this process be made faster using modern devices?

The legendary painter Vermeer is known for photorealistic paintings. It has been argued that he achieved this by using optics to project the scene onto the canvas and then paint it.

However, we have smartphones nowadays and we may not need such an elaborate arrangement. The thesis will explore ways in which a smartphone can turn its owner into an artist. Ofcourse, one can start with simple ideas such as scaling a set of geometric shapes onto a large paper, or guiding us on a beach to create a sand art!



There are a bunch of starting ideas. The smartphone can create rough drawing outlines in software, scale them and guide us through. One is also free to use the data from different sensors to measure the distance and direction during the guiding process. Also, the screen could be used to intuitively show the next step to be completed in the art. Any other ideas are welcome too!

Requirements: Creativity and interest in creating smartphone applications. Prior programming experience will be useful for this project. You would meet on a weekly basis with your advisor to discuss new ideas and implementation approaches.

Interested? Just drop us an email and we will fix a time for chat!

Contacts

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