

2nd International Conference on **Computer Graphics & Animation**

September 21-22, 2015 San Antonio, USA

Shadow shooter - All-around shooter game with E-Yumi 3D

Masasuke Yasumoto

Kanagawa Institute of Technology, Japan

Shadow Shooter uses a bow interface “e-Yumi 3D” and real physical interactive content that changes a 360-degree all-around view in a room into a virtual game space. The bow interface that we constructed by developing our previous work consists of a real bow’s components and some devices that calculate obtained parameters for fitting the real world direction with the virtual world. Thus, I constructed the unique device for “Shadow Shooter” that easily changes the 360-degree all-around view into a virtual game space.

Biography

Masasuke Yasumoto is an Assistant Professor in Kanagawa Institute of Technology since 2011. He received PhD in Film and New Media from Tokyo University of the Arts in 2010. He is an interactive artist, researcher and engineer working at the intersection of art and science. His work covers a range of disciplines including interactive arts, computer graphics, physical interface, mobile applications and video game.

maya@maya.ac

Notes: