5-2011

SandCanvas: New Possibilities in Sand Animation

Rubaiat Habib KAZI
National University of Singapore

Kien-Chuan CHUA
National University of Singapore

Shengdong ZHAO
National University of Singapore

Richard Christopher DAVIS
Singapore Management University, rcdavis@smu.edu.sg

Kok-Lim Low
National University of Singapore

DOI: https://doi.org/10.1145/1979742.1979562

SandCanvas: New Expressions in Sand Animation

Rubaiat Habib Kazi
Computer Science, National University of Singapore.
13 Computing Drive.
Singapore 117417
rubaiat@comp.nus.edu.sg

Richard C. Davis
SIS, Singapore Management University.
80 Stamford Road.
Singapore 178902
rcdavis@smu.edu.sg

Kien-Chuan Chua
Computer Science, National University of Singapore.
13 Computing Drive.
Singapore 117417
chkch@comp.nus.edu.sg

Kok-Lim Low
Computer Science, National University of Singapore.
13 Computing Drive.
Singapore 117417
lowkl@comp.nus.edu.sg

Shengdong Zhao
Computer Science, National University of Singapore.
13 Computing Drive.
Singapore 117417
zhaosd@comp.nus.edu.sg

CHI 2011, May 7–12, 2011, Vancouver, BC, Canada.
ACM 978-1-4503-0268-5/11/05.

Abstract
Sand animation is a performance art technique in which an artist tells stories by creating animated images with sand. This video demonstrates the creative possibilities of SandCanvas, a new multi-touch digital artistic medium inspired by sand animation that simplifies the creation of sand animations. SandCanvas's color and texture features enable faster, more dramatic transitions, while its mixed media and gesture recording features make it possible to create entirely new experiences. Session recording and frame capture complement these capabilities by simplifying post-production of sand animation performances.

Keywords
Sand animation, multi-touch, tabletop computing, creativity.

ACM Classification Keywords
H5.m. Information interfaces and presentation (e.g., HCI): Miscellaneous.

General Terms
Design, Experimentation, Human Factors