

**Figure 1:** Application examples of Gushed Light Field.

**Ippei Suzuki** University of Tsukuba 1heisuzuki@gmail.com

Shuntarou Yoshimitsu Waseda University gogoyoshimy@gmail.com

Keisuke Kawahara University of Tsukuba kawahara@ai.iit.tsukuba.ac.jp

Nobutaka Ito The University of Tokyo earth.nobu.light@gmail.com **Yoichi Ochiai** University of Tsukuba

wizard@slis.tsukuba.ac.jp

Atsushi Shinoda

Akira Ishii

tokyo.ac.jp

University of Tsukuba

University of Tsukuba ishii@iplab.cs.tsukuba.ac.jp

Takatoshi Yoshida

The University of Tokyo

takatoshi yoshida@ipc.i.u-

thinkdifferent1984.5.16@gmail.com

Permission to make digital or hard copies of part or all of this work for personal or classroom use is granted without fee provided that copies are not made or distributed for profit or commercial advantage and that copies bear this notice and the full citation on the first page. Copyrights for third-party components of this work must be honored. For all other uses, contact the owner/author(s).

Copyright held by the owner/author(s). *CHI'17 Extended Abstracts*, May 06-11, 2017, Denver, CO, USA ACM 978-1-4503-4656-6/17/05. http://dx.doi.org/10.1145/3027063.3049774

## Abstract

**Gushed Light Field: Video Showcase** 

of Aerosol-Based Fog Display

We present a video showcase of our aerosol-based fog display [1]. Our system employs aerosol distribution from off-the-shelf sprays as a fog screen that can resist the wind and has high portability. We present some application examples; wearable applications, multi-viewpoint display, a display embedded in the environment, and aerial imaging with a drone or radio-controlled model car (Figure 1). This study will contribute to the exploration of new application areas for fog displays, and expand expressions of entertainments and interactivity.

## Author Keywords

Display; aerial imaging; multi-copter; entertainment.

## **ACM Classification Keywords**

H.5.m. [Information Interfaces and Presentation (e.g. HCI)]: Display

## References

[1] Ippei Suzuki, Shuntarou Yoshimitsu, Keisuke Kawahara, Nobutaka Ito, Atsushi Shinoda, Akira Ishii, Takatoshi Yoshida, and Yoichi Ochiai. 2017. Design Method for Gushed Light Field: Aerosol-Based Aerial and Instant Display. In *Proceedings of the 8th Augmented Human International Conference 2017 (AH '17)*. DOI: http://dx.doi.org/10.1145/3041164.3041170