Written by Marco Attard 30. 04. 2013

Remember IllumiRoom, the "peripheral projected illusion" system Microsoft presented at the Samsung CES 2013 keynote? The company now beams further details with a new demo video and a CHI 2013 paper.



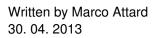
Microsoft Research describes IllumiRoom as "a proof-of-concept system that augments the area surrounding a television with projected visualizations to enhance traditional gaming experiences." As seen at CES 2013 and the latest video linked below (both supposedly involving no post-production or compositing) the system combines a Kinect and a wide field-of-view projector to project different illusions on a living room wall according to video content.

The Kinect captures room geometry and colours before the projector calibrates visuals according to in-room furniture and lighting via "radiometric compensation." The system creates a variety of different illusions, such as content extension, edge highlighting and specific element highlighting, as well as room colour saturation, radial wobble (makes the room "shake") and grid/snow/starfield visuals.

What is truly surprising in the videos is the level of polish, which is fairly high considering the company insists the project is mere "proof-of-concept." The most recent demo even has existing software titles and traditional video content enhanced with panoramic projections.

Will IllumiRoom prove to be the Microsoft secret weapon in the next-gen console war? Perhaps, even if the researchers tell Engadget the technology might not have a public demo until July 2013 at SIGGRAPH 2013. But expect to learn more following either the new Xbox reveal event

## Microsoft Illuminates on IllumiRoom



(21 May 2013) or June's E3 2013.

Watch IllumiRoom: Peripheral Projected Illusions for Interactive Experiences

Go Microsoft IllumiRoom

Go Microsoft Says IllumiRoom Isn't Yet Ready for Next Xbox, but Will Get Public Demo in July (Engadget)

Go Microsoft Projects Illusions