

# Somantics

## Basic Operating Instructions

Outlining the various functions and interactions available within the application.



In order to use the application you will need to use a standalone Kinect device.

The Kinect device that comes with the Xbox console will not work straight away as it does not have the appropriate usb cable. If you have a Kinect that came with a Xbox console you will need to purchase a separate usb adapter to be able to plug it into your machine.

Before starting the application make sure to have the Kinect plugged in and turned on. Doing this will avoid any errors due to the Kinect not being picked up by the machine.

If for any reason your machine does not pick up the Kinect, make sure to go back through the steps outlined in the installation instructions and correct any issues that arise from this.



When the Somantics application is loaded, you will be presented with the home screen, which shows icons for each activity. From the home screen you can select a Somantic to interact with.



To enter the settings screen click on the settings button located below at the bottom of the home screen.



You can change the colour of your Somantics interactions by choose one from the 'colour picker'. You can choose between the range of colours shown, or click on the rainbow button to have your Somantics change colour while you interact with it.



To alter the brightness of the application use the slider to the right of the 'colour picker'.



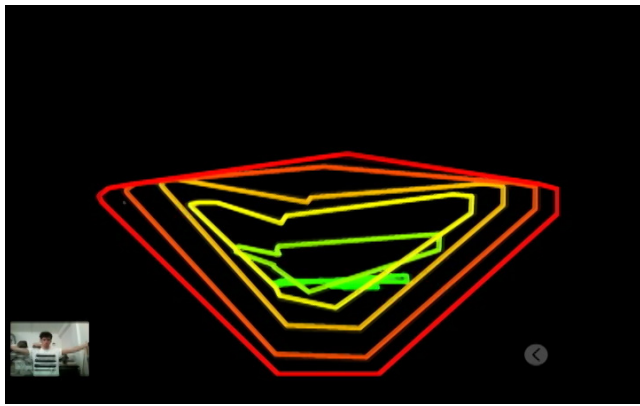
For the Kinect to be able to pick up the outline of your body it may be necessary to enter the application's settings interface. To do this, click on a Somantic of your choice and press the 'SPACE' key on your keyboard.

The top camera on the interface shows what you look like to the camera. The second camera shows what you look like to the Kinect whilst the third camera shows what you look like to the application itself.

To have the best possible interaction experience with the application you may need to alter the threshold setting so that your body is shown completely white in the third camera.

To do this use the slider located underneath the second camera and slide it to around 137. This setting may depend on what the Kinect picks up in the background, so you may need to slightly adjust it above or below the 137 mark.

Holding the backwards arrow '<' in the application for 3 seconds will return you to the previous screen.



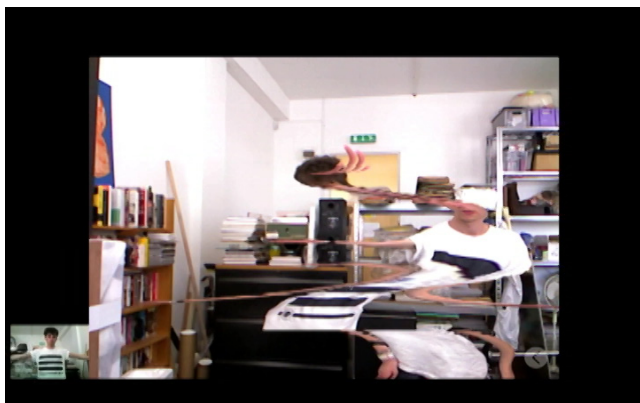
## Tunnel

Tunnel responds and reacts to your movements over time by layering previous actions on top of each other. Use your fingers on the iPad or your whole body on the PC/ Mac to create a never-ending Tunnel of colour. Try working with a friend to see how big or small a tunnel you can create!



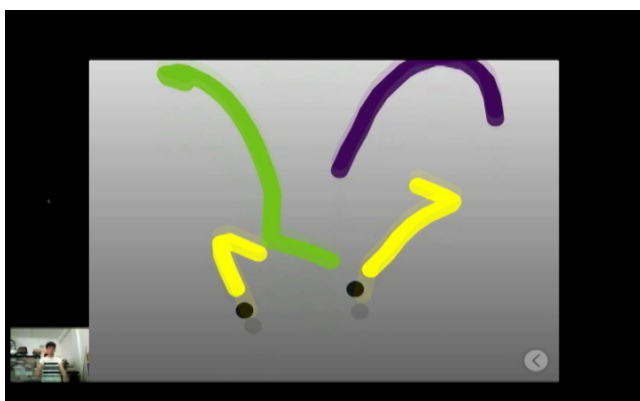
## Sparkles

Create a shower of Sparkles that attach themselves to your face, body or favourite toy. Move around and watch as they stick to you. What happens if you stop moving? Can you cover the whole screen in Sparkles?



## Slitscan

Slitscan creates a live picture that only updates portions of itself at a time. What happens if you move from side to side in front of the camera? What happens if you twist and hold hands with a friend?



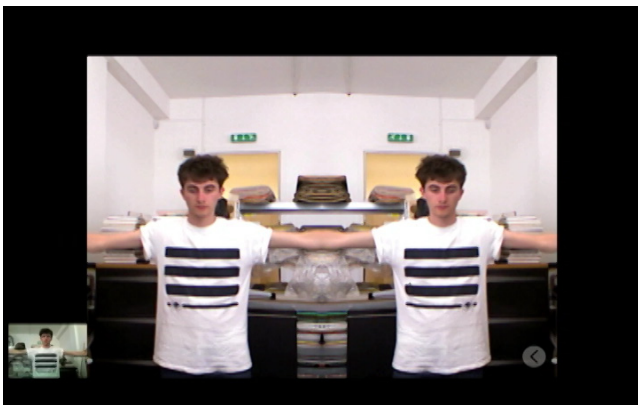
## Paths

Create Paths using touch or gestures to draw in a new way. You don't have to move because the screen moves for you! What happens when you use lots of fingers at once? What happens if a friend joins in too?



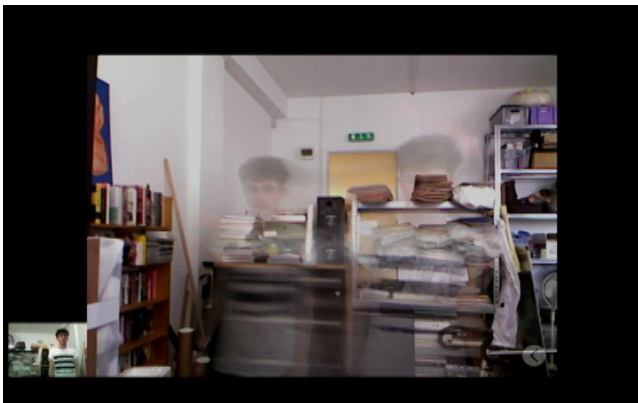
### Painter

Turn your whole body into a paintbrush that never runs out of colour. What happens when you get very close to the camera? Or when you jump up and down?



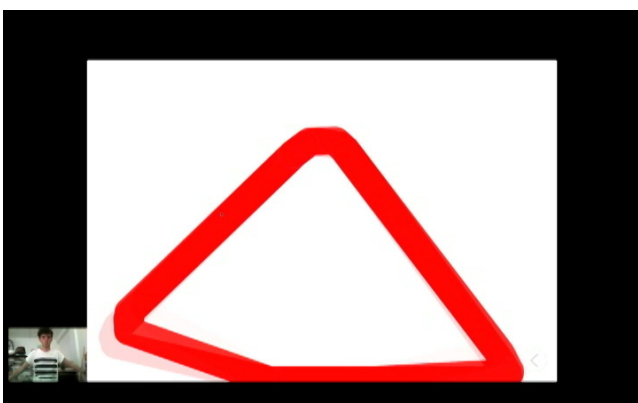
### Kaleidoscope

Kaleidoscope uses the camera to make a magical mirror that reflects many times. What kind of new pictures can you make with your face or hands? What happens when you use a flower or a toy? Can you work with a friend to make a new shape?



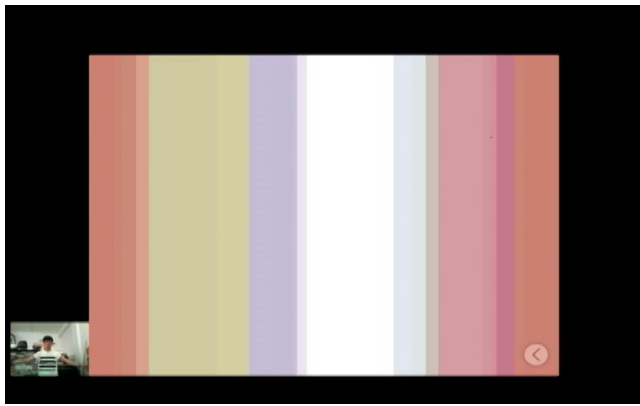
### Ghost

Ghost uses the video camera to only show things that are very still. What happens when you move very fast in front of the camera? What happens when you and a friend freeze in place?



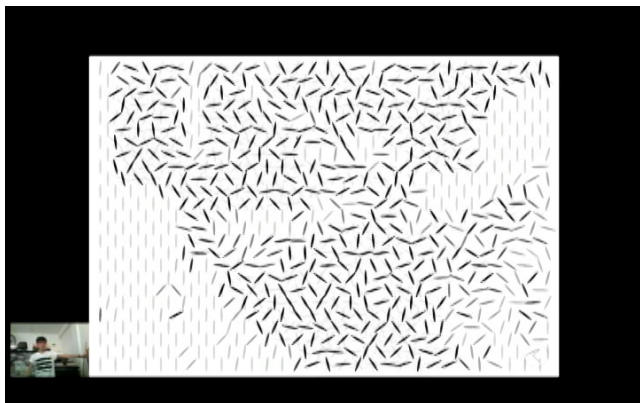
### Silhouette

Silhouette tracks the movement of your body and lets you make shapes. What's the smallest shape you can make? What happens if a friend joins in? Can you work together to make the biggest shape possible?



## Corridor

Make multicoloured corridors with your fingers or hands. How many corridors can you make with just one hand?



## Windmills

Create a field of shapes that you can activate with your touch or movement. Can you make just one move on it's own? Can you make them all move together?