Avant-Garde

Handsfree Canvas

COMP0016: Systems Engineering
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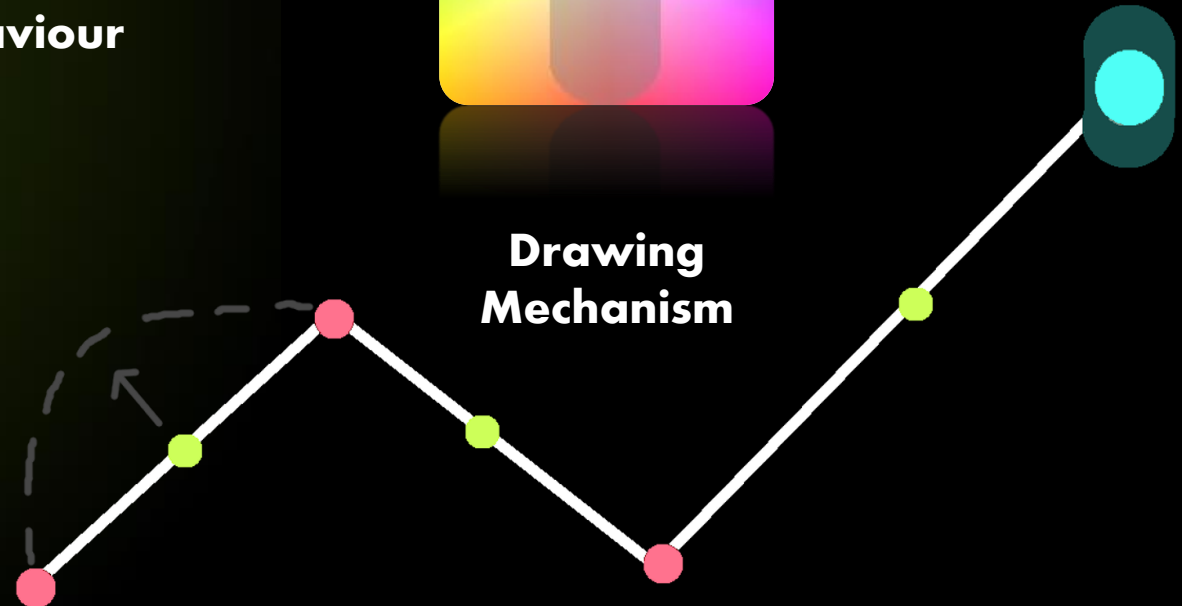Partner Organisation: Microsoft

let's create >>

UCL

Research and Requirements

- **Goals**:
  - **Softening the hindrances of disability**
  - **Inspiring the artistic spirit**
- **An HCI challenge**:
  - **Understanding the eye's instinctive behaviour**
  - **Creating smooth, deliberate strokes**
- **Universal Windows Platform application**:
  - **Developed with C# and XAML**
  - **Integrating Tobii Eye-Tracker**
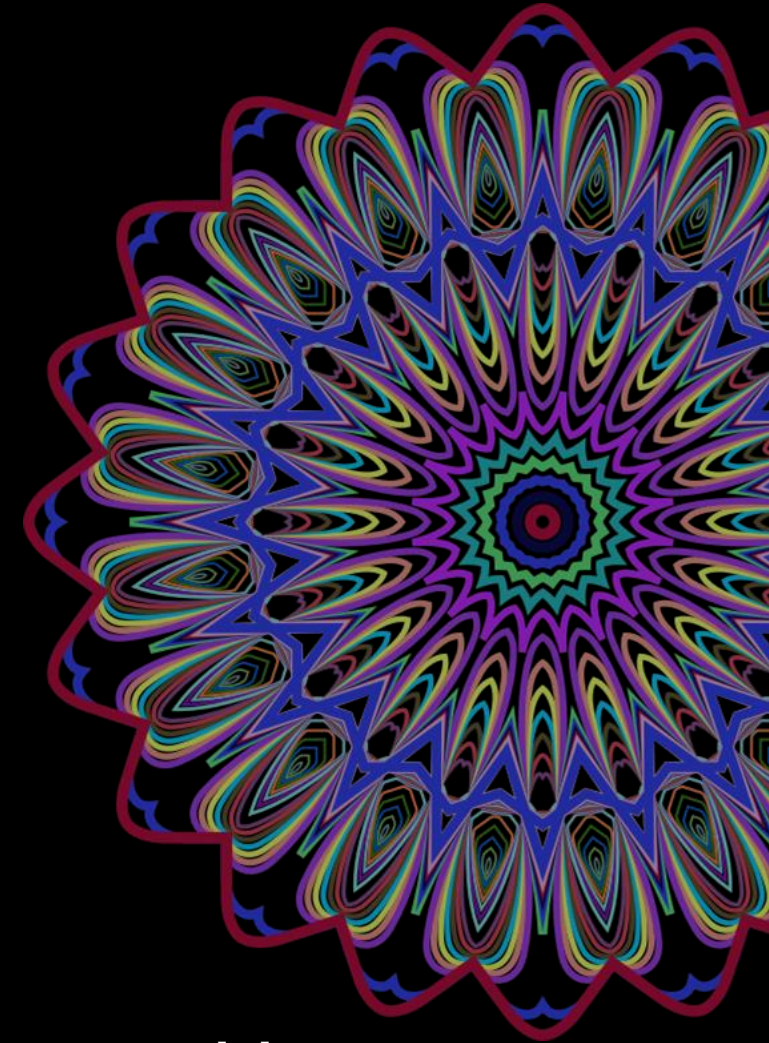
Joystick Mechanism

Drawing Mechanism

Future Plan

- **Libre: a classic paint application with a handsfree UI**
  - **Free expression and creativity**
- **Fleur: create beautiful mandalas - abstract, geometric design**
  - **Visual exploration and pleasure**
- **Intended features:**
  - **Multiple mandala algorithms**
  - **Adding and manipulating shapes in canvas**
  - **Exporting finished designs**

Mandala