

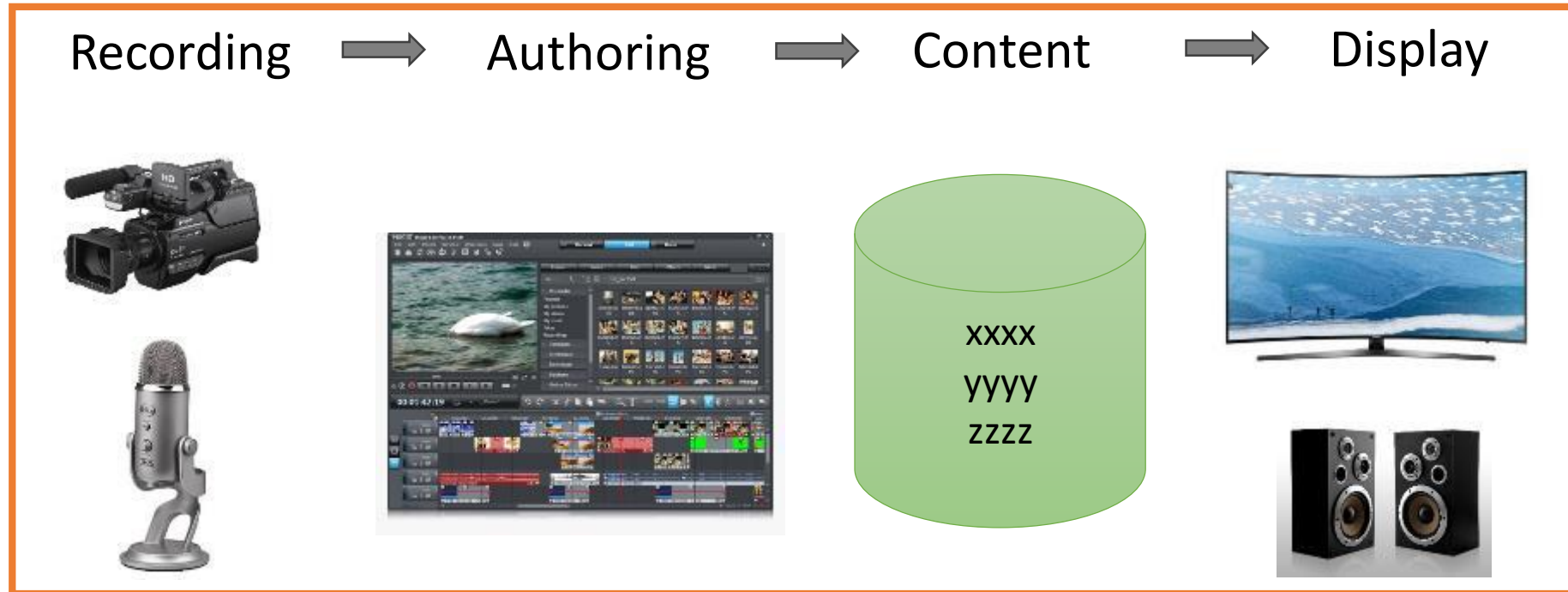
**Automatic Authoring of Haptic Content**  
**Seungmoon Choi, PhD**  
**POSTECH**

# Motivating Example – Mobile Haptic Interface



I. Lee, 2009

# Content Authoring Technologies



In about 2009...

???

???



# Haptic Content

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Haptic content creates value for end users.



**Technology and Tools for Content Authoring**

# Automatic Synthesis of Haptic Content

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- Sources of Information
  - Sound
  - Visual
  - Others?
- Types of Haptic Effects
  - Tactile
  - Force
  - Motion (Vestibular)
  - Others?

# Automatic Synthesis of Vibrotactile Effects

# Touch Music

- Music by Vision + Touch for the hearing impaired
- Vibration modes: beat emphasis and singer emphasis
- With Samsung C-Lab and Seoul National University

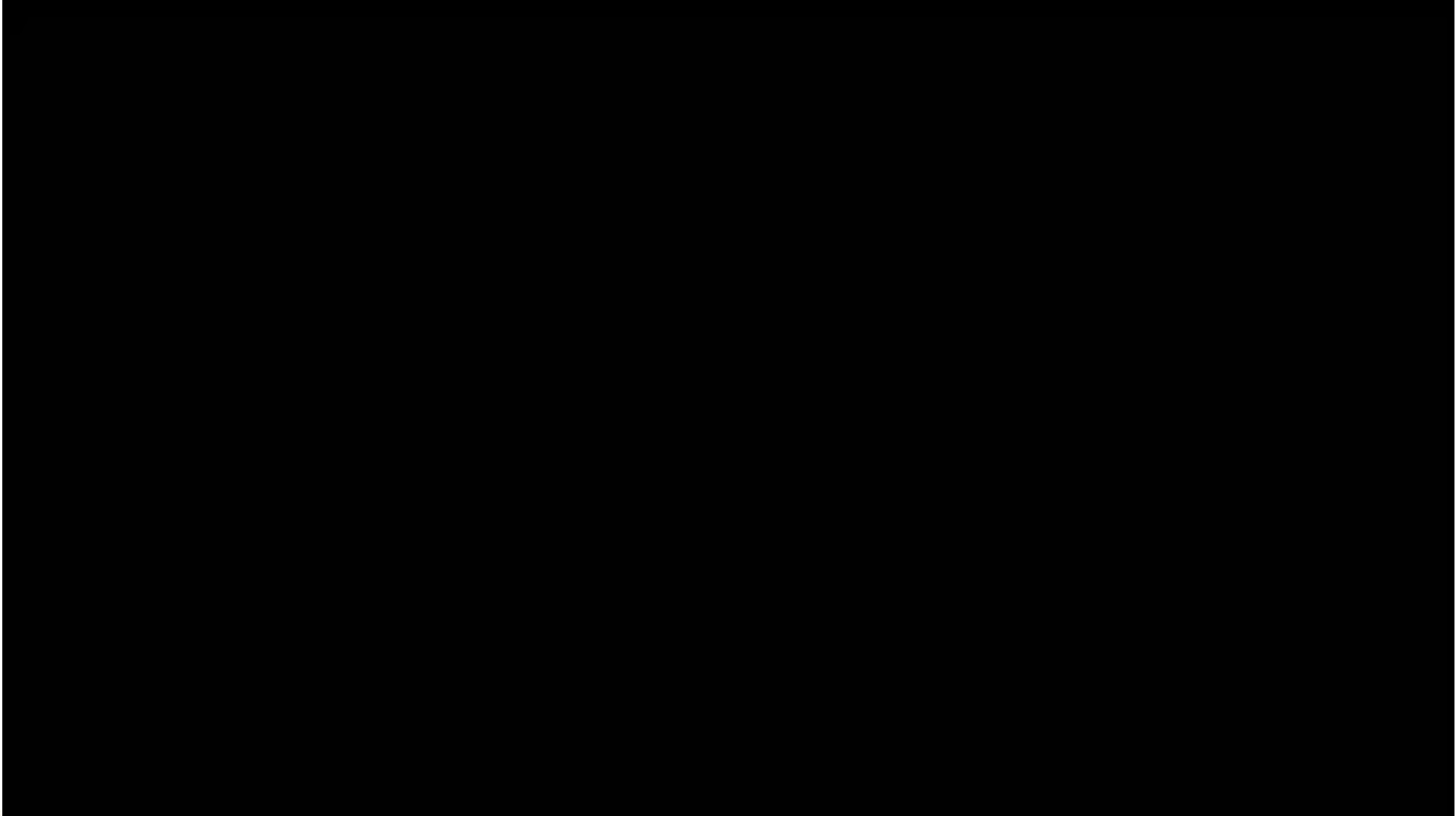


G. Park, 2015



# Touch Music - Demonstration

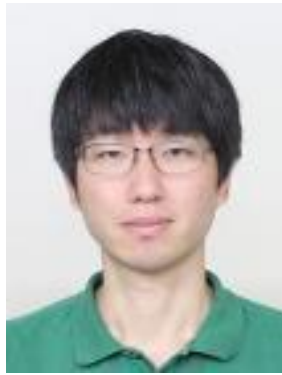
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# Real-Time Perception-Level Translation from Audio to Tactile Signals – Demo

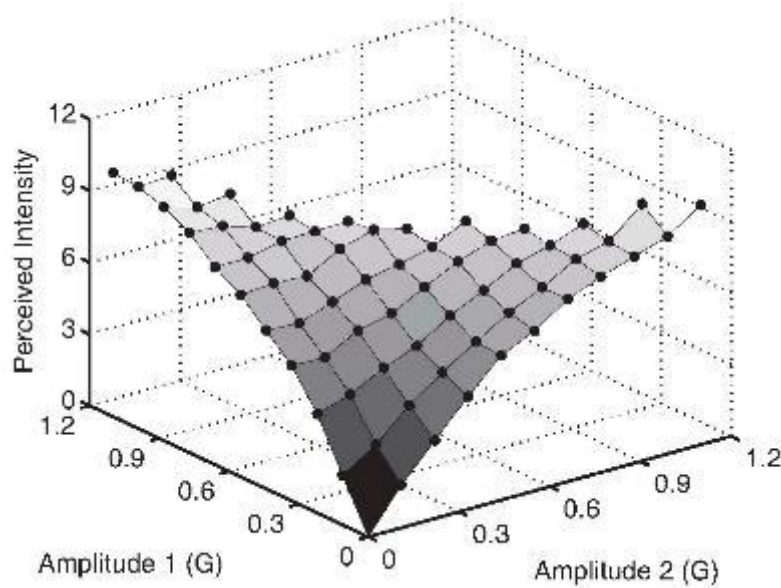
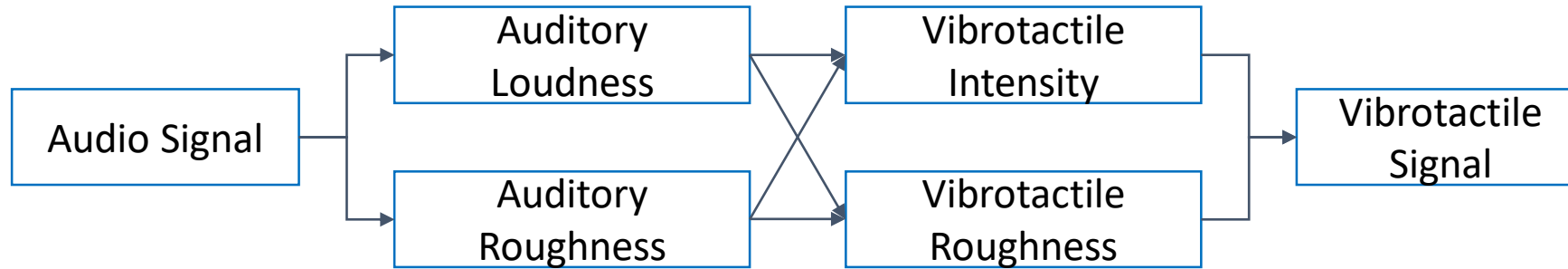
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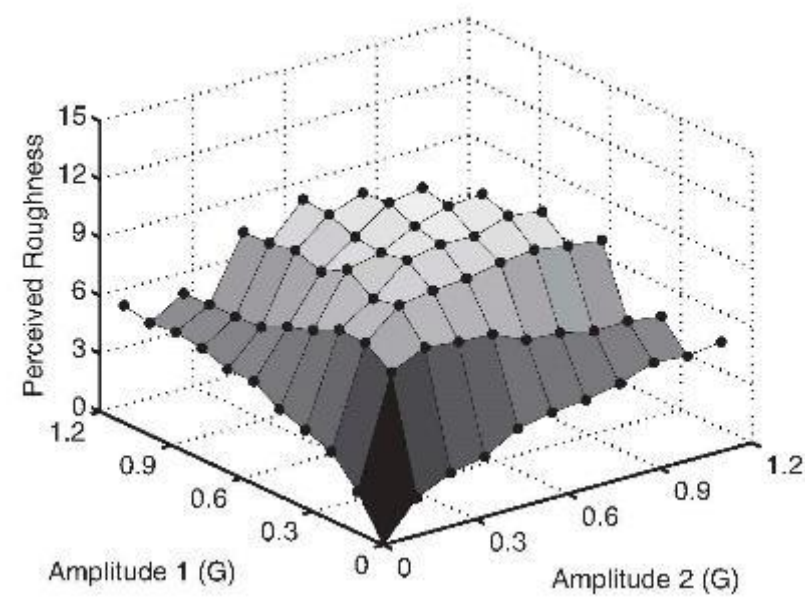
Perception-Level Audio-to-Vibrotactile Translation Demo

Game (Blade & Soul)

# Real-Time Perception-Level Translation from Audio to Tactile Signals – Algorithm



Vibrotactile Intensity

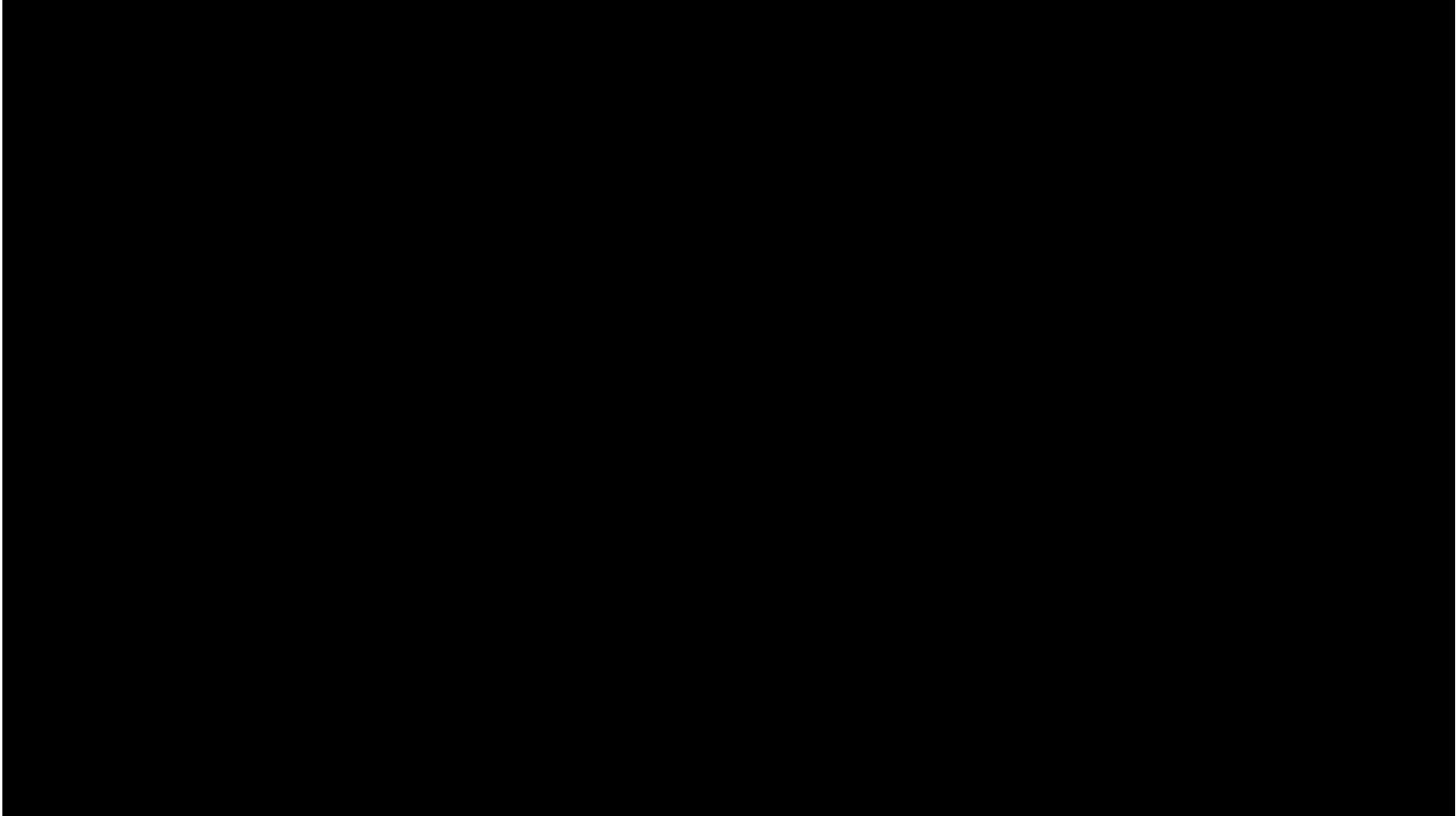


Vibrotactile Roughness

J. Lee, 2013

# Physics Engine + Vibrotactile Feedback

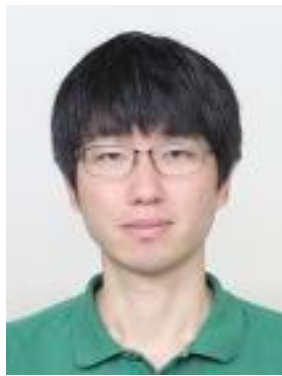
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G. Park, 2017

# Automatic Synthesis of 4D Effects

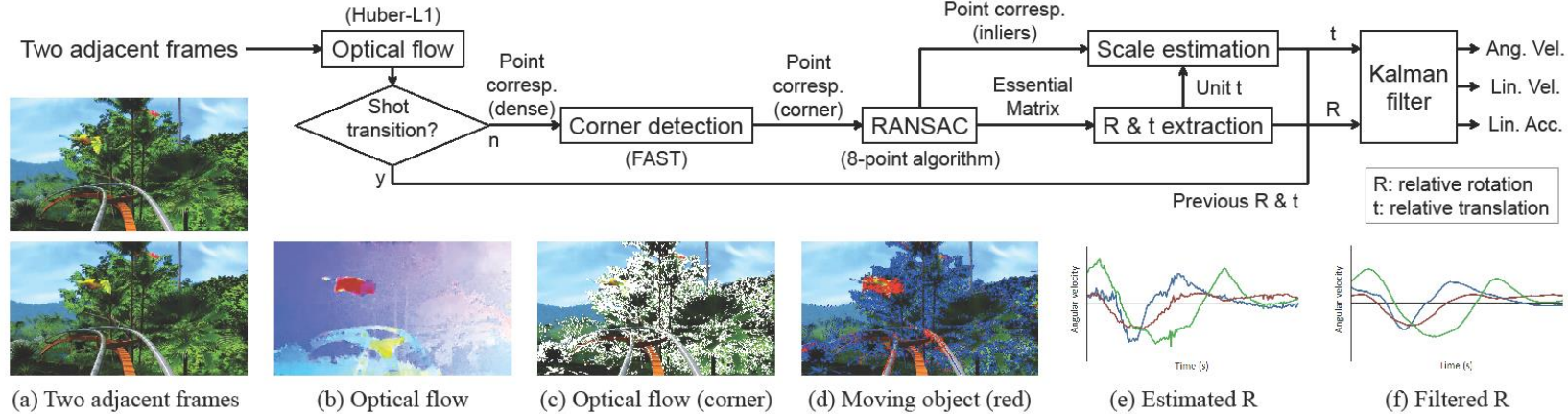
# Demonstration: Fast Camera + Impulse and Vibration Algorithm



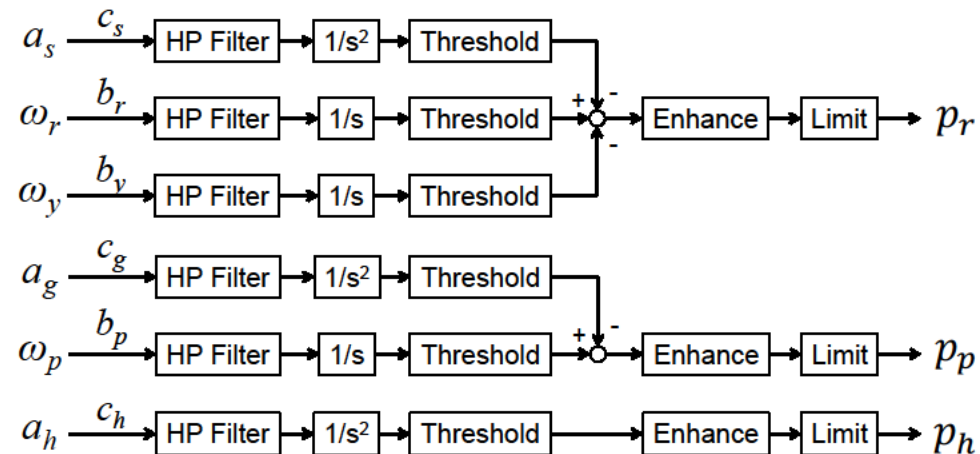
J. Lee, 2016

# Motion Effects Synthesis for 4D Films – Fast Camera Effects

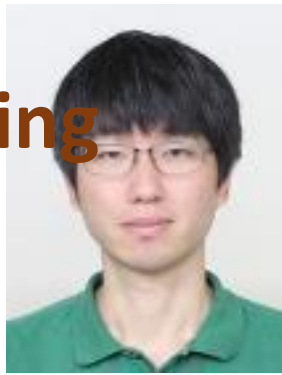
## [Camera Motion Estimation]



## [Motion Synthesis: Fast Camera Motion]



# Motion Effects Synthesis for 4D Films – Interactive Authoring

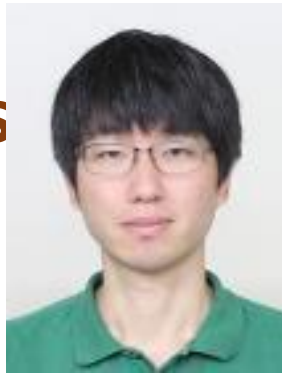


## Interactive Motion Effects Design for a Moving Object in 4D Films

J. Lee, 2016 (2)



# Motion Effects Synthesis for 4D Films – Object-Based Effects



## Motion Effects Synthesis for 4D Films

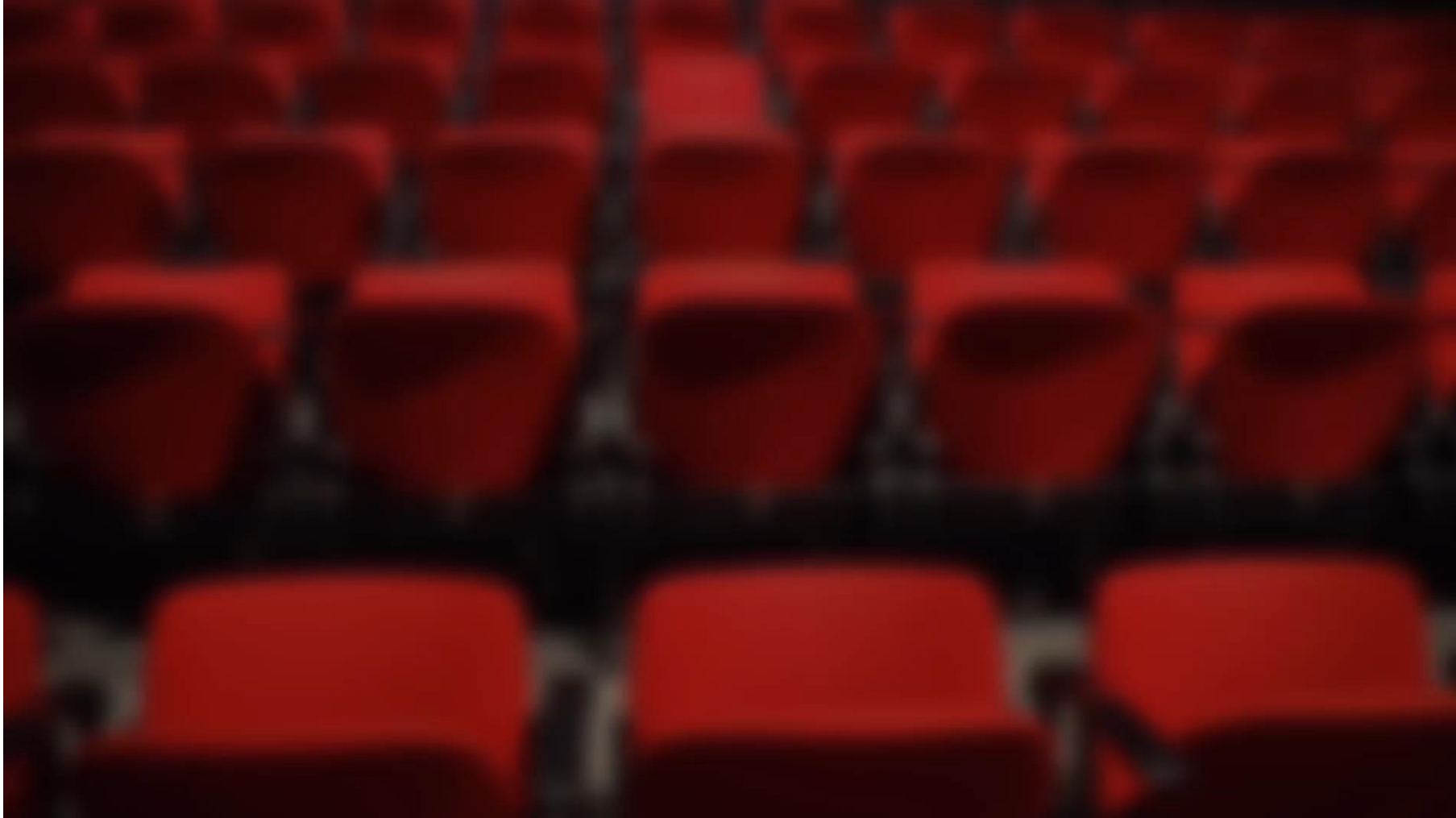
### Results

- Avengers
- How to Train Your Dragon 2
- Planes: Fire & Rescue

J. Lee, 2016 (2)

# Vibration Effects for Camera Motion

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J. Seo, 2018

# So What to Do More?

# Information in Sound Useful for Haptic Effects

Type of Sound	Useful Information	Haptic Effects
Ambient	Events (Car approaching, dog barking, baby crying ...)	Any, but typically vibrotactile, for situation awareness
Speech	A great amount of information for communication	Old tactile vocoders
Music	Mood	Vibrotactile effects for mood emphasis
Game	Special game sounds for event emphasis	Vibrotactile effects
Movie	Include speech, music, special sounds, etc	Vibrotactile and motion effects

# Information in Vision Useful for Haptic Effects

Type of Sound	Useful Information	Haptic Effects
Movie	Motion, events, context	Vibrotactile and motion effects
Game	Motion, events, ...	Vibrotactile and motion effects
Sports	Motion, events, ...	Vibrotactile effects for mood emphasis
And more?		

**Very open area, especially with the advent of deep learning**

# Takeaways

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- Importance of haptic content is increasing.
- Technology for supporting the production of haptic content is essential for the further growth of haptics.

**“Haptic” Photoshop?**

# References

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2. Inwook Hwang, Hyeseon Lee, and Seungmoon Choi, "Real-time Dual-band Haptic Music Player for Mobile Devices," *IEEE Transactions on Haptics*, vol. 6, no. 3, pp. 340-351, 2013.
3. Inwook Hwang and Seungmoon Choi, "Improved Haptic Music Player with Auditory Saliency Estimation," *Lecture Notes on Computer Science (Eurohaptics 2014, Part I)*, vol. LNCS 8618, pp. 232-240, 2014.
4. Gunhyuk Park, Yongjae Yoo, Seungmoon Choi, Changdo Song, Minjoo Cho, Giuyeol Kim, Jaehun Kim, Sangmin Lee, and Kyogu Lee, "TouchMusic: Music Experience System for the Hearing-Impaired," *IEEE World Haptics Conference (WHC)*, Demonstration, 2015.



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6. Jaebong Lee, Bohyung Han, and Seungmoon Choi, “Motion Effects Synthesis for 4D Films,” *IEEE Transactions on Visualization and Computer Graphics*, vol. 22, no. 10, pp. 2300-2314, 2016.
7. Jaebong Lee, Bohyung Han, and Seungmoon Choi, “Interactive Motion Effects Design for a Moving Object in 4D Films,” In *Proceedings of the ACM Symposium on Virtual Reality Software and Technology (VRST)*, pp. 219-228, 2016.
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# Some Other Details

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- Thank you for your attention!
- Further inquiries to
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  - <http://hvr.postech.ac.kr>.