Surface computing: The post-PC experience

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The PC is dead?
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Source: Computer Industry Almanac
The PC is dead?

...of course not!

Source: Computer Industry Almanac
The PC is just the beginning

• It will increasingly be complemented by other devices
• Focus will move beyond the desktop
• More powerful, intuitive and engaging applications
• A wider set of application domains
Surface Computing
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1. Display-centric
2. Direct input
3. Multi user
4. Tangible objects

Blending of physical and virtual interaction
How does Surface work?

1. Diffuser
2. IR illuminant
3. IR camera
4. Projector
Rear camera + projection

Rich sensing

Capacitive

Thin form-factor
Surface Computing Research

ThinSight: Thin form-factor surface computing
Diffuser and brightness enhancing film

Backlight

Reflector

LCD and polarizers
Diffuser and brightness enhancing film

Backlight

Reflector

LCD and polarizers
Diffuser and brightness enhancing film

LCD and polarizers

Backlight

Emitter

Sensor

Reflector
Brightness enhancing film

Backlight

Emitter

Sensor

Reflector

LCD and polarizers
Brightness enhancing film

Backlight

LCD and polarizers

Emitter

Sensor

Reflector
• Larger desktop LCD
• Full display sensing
• Horizontal form-factor
ThinSight surface video

Surface physics video
Surface Computing Research

SecondLight:
Interaction beyond the display
SecondLight video
Thank you