

# ThinSight: Versatile Multi-touch Sensing for Thin Form-factor Displays

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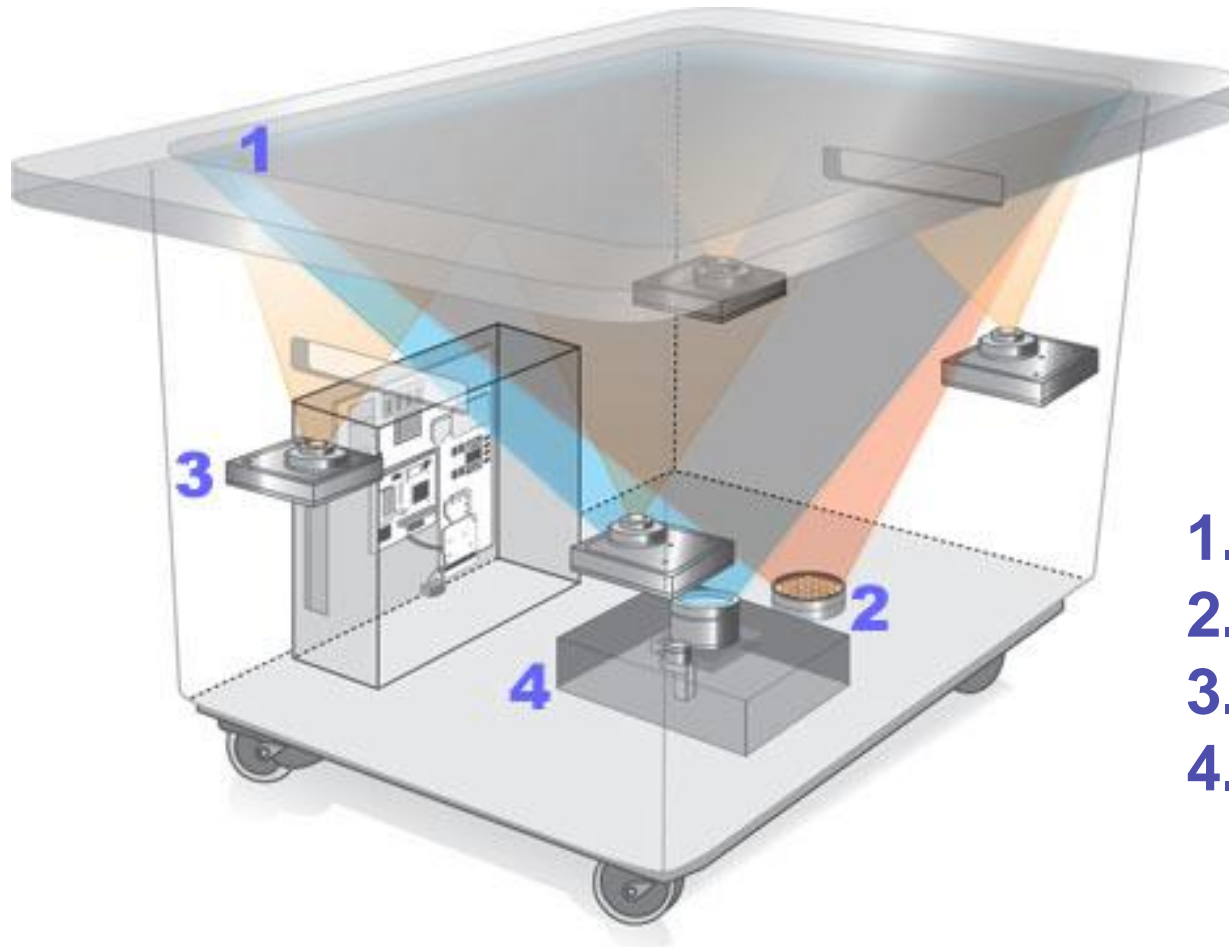
Best paper, UIST 2007



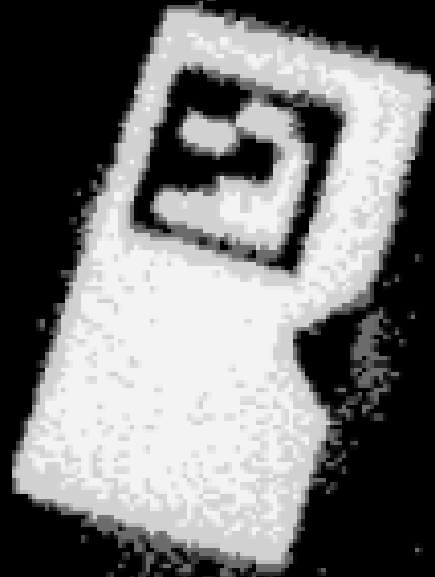




# How does Surface work?



1. Diffuser
2. IR illuminant
3. IR camera
4. Projector



# Rear camera



Rich sensing

# Film overlay

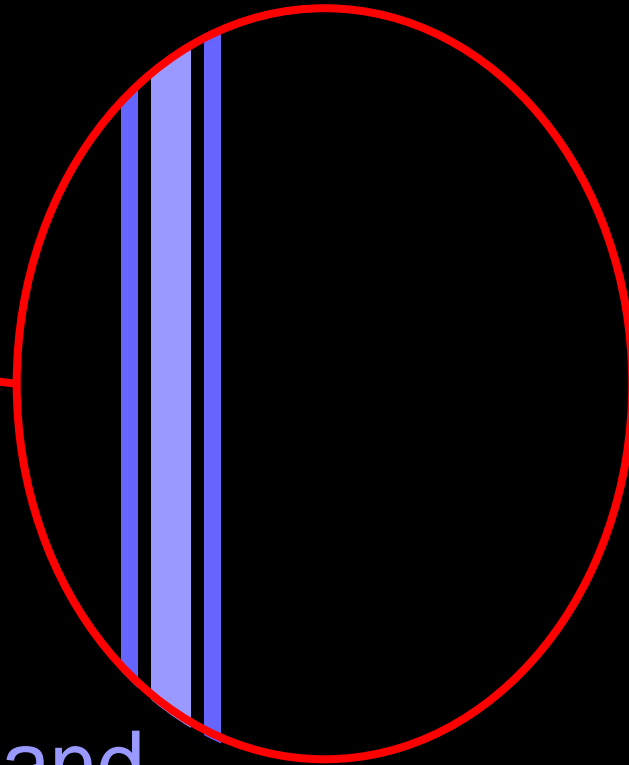


Thin  
form-factor

# ThinSight: Versatile Multi-touch Sensing for Thin Form-factor Displays



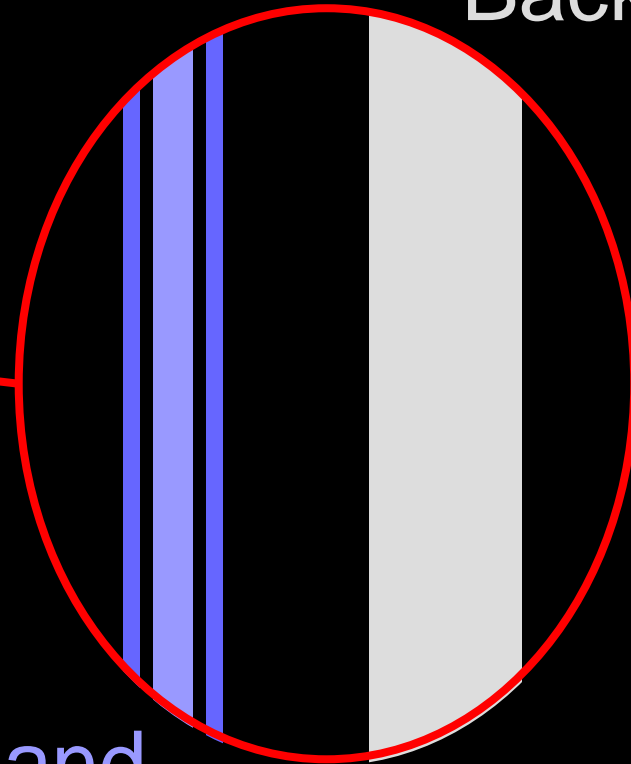




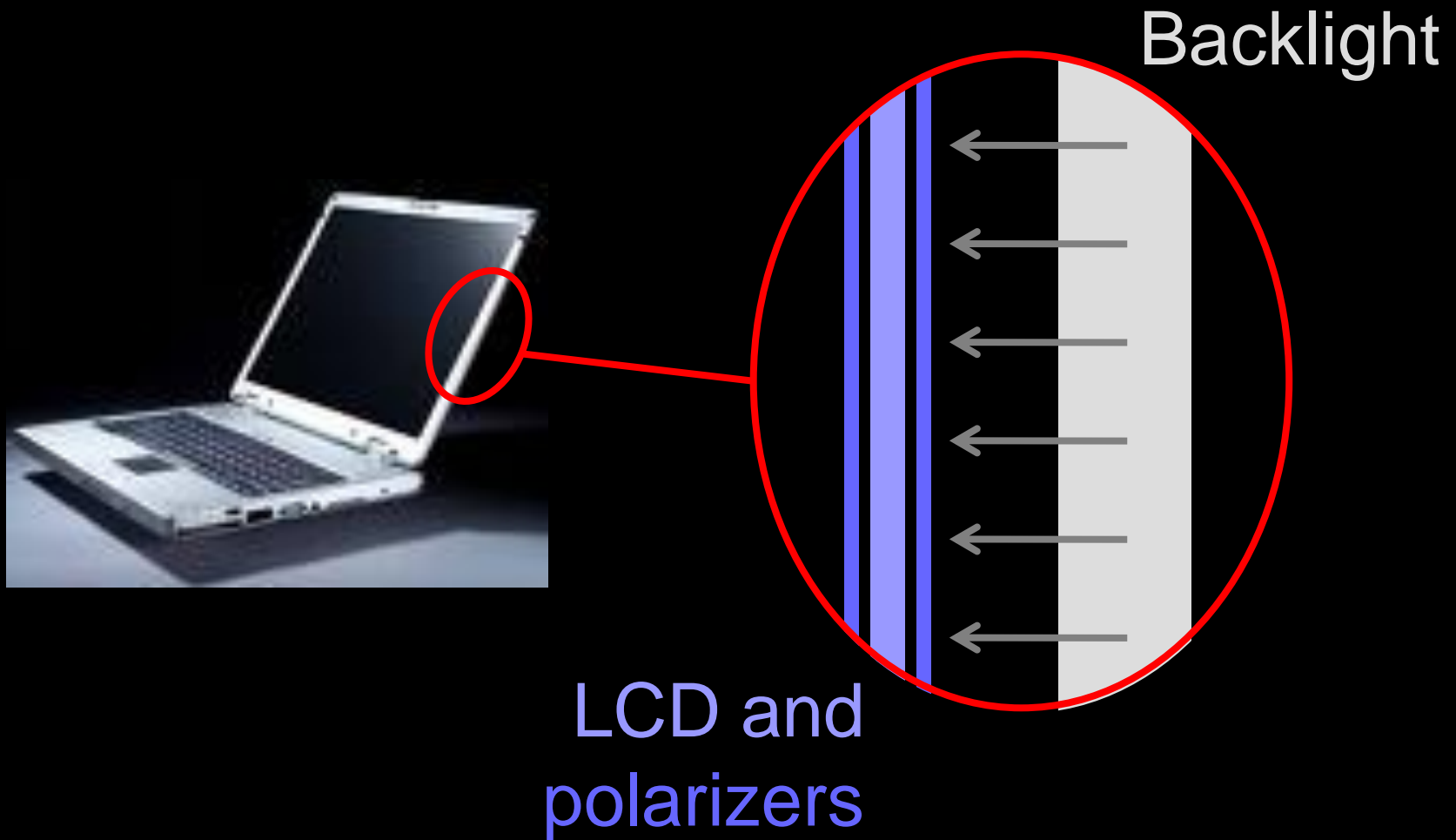
## LCD and polarizers



Backlight



LCD and  
polarizers





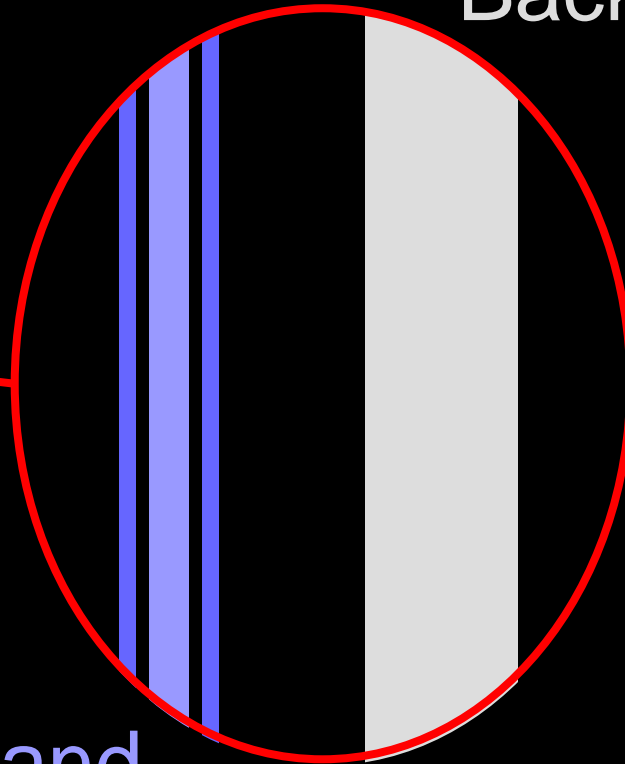
Backlight

LCD and  
polarizers

Edgelight



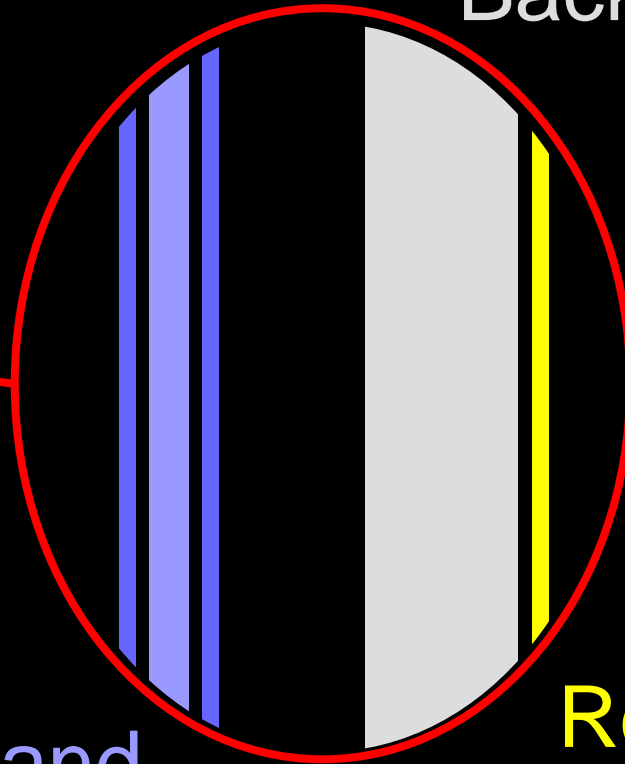
Backlight



LCD and  
polarizers

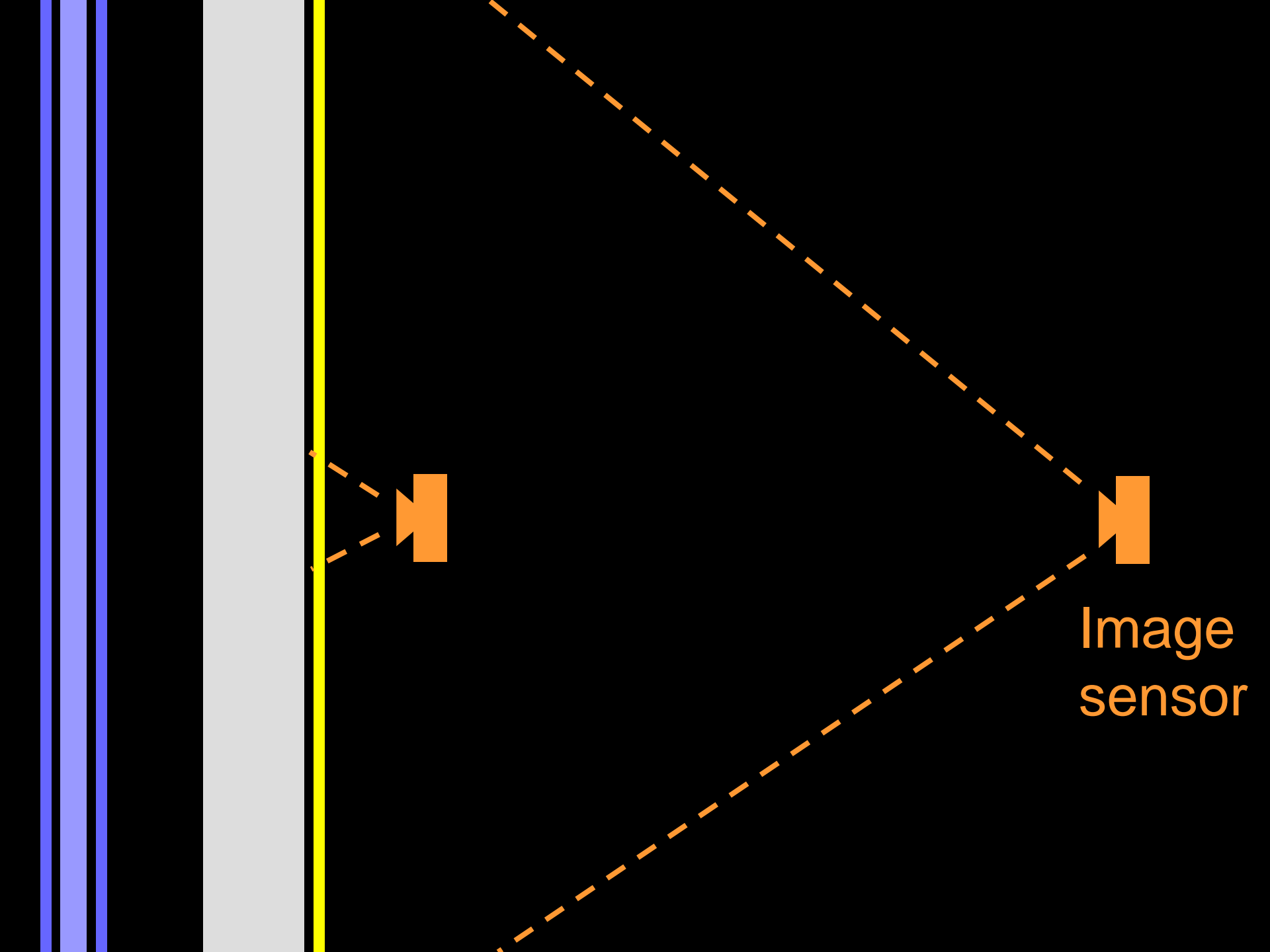


LCD and  
polarizers

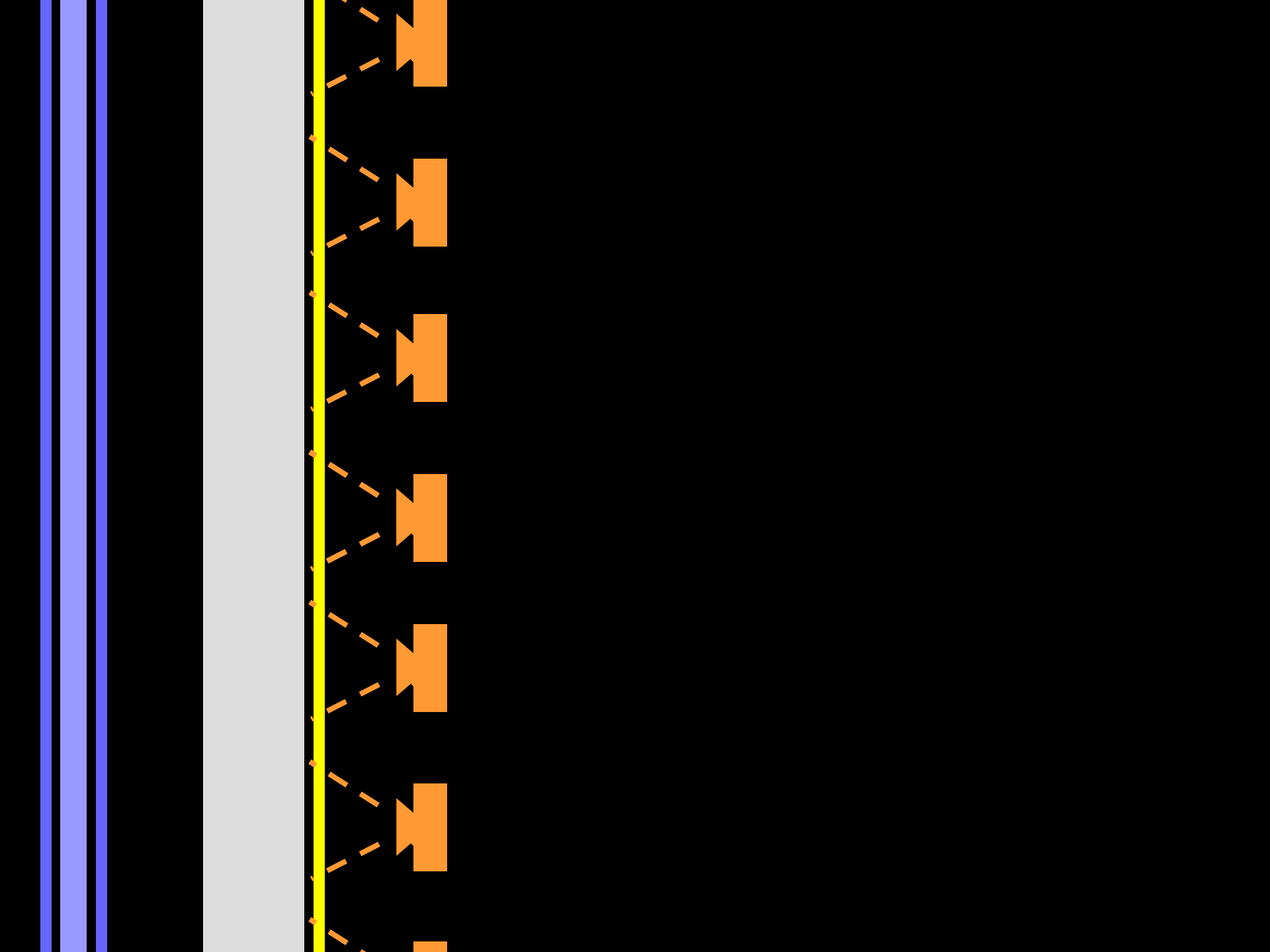


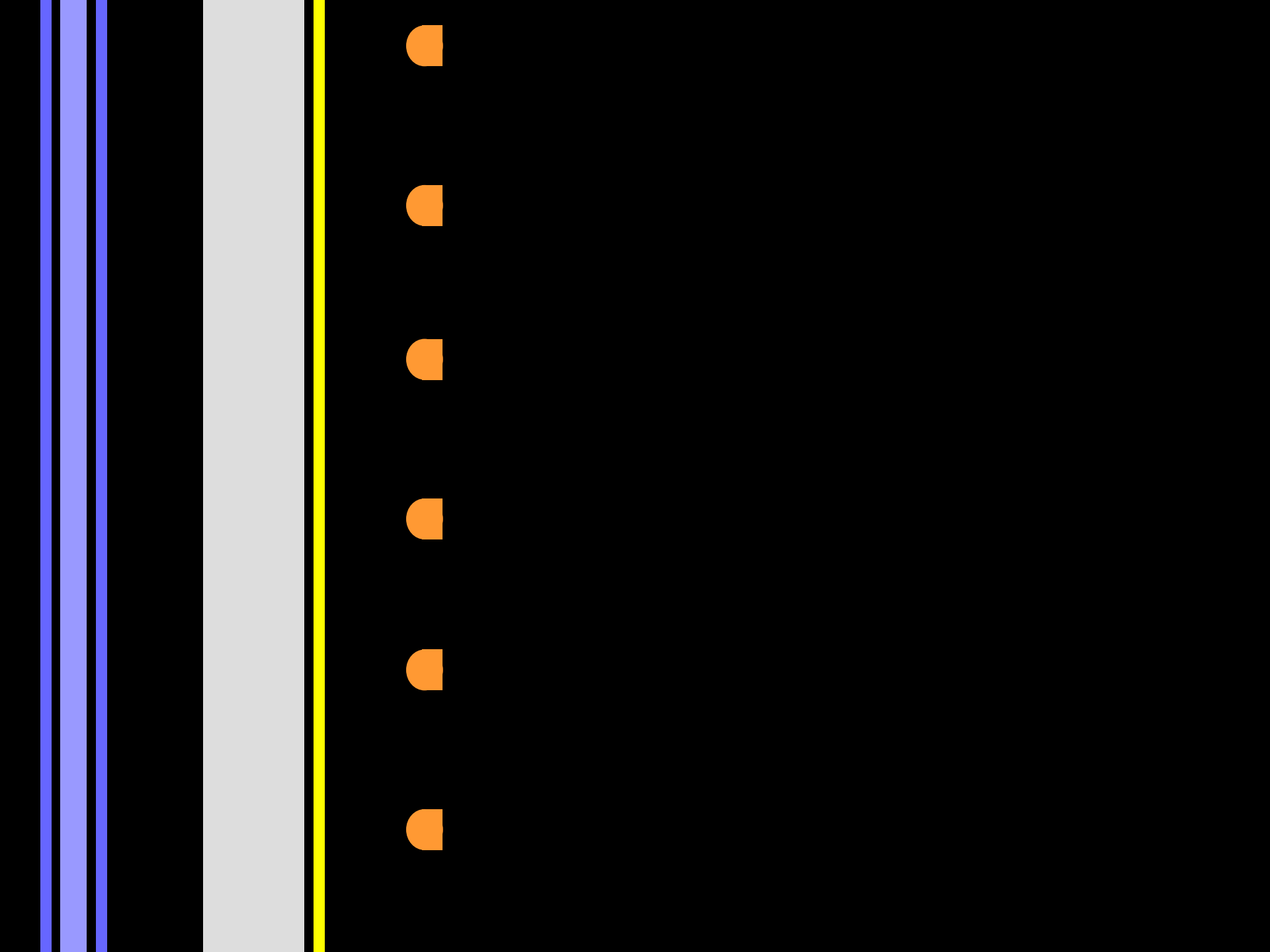
Backlight

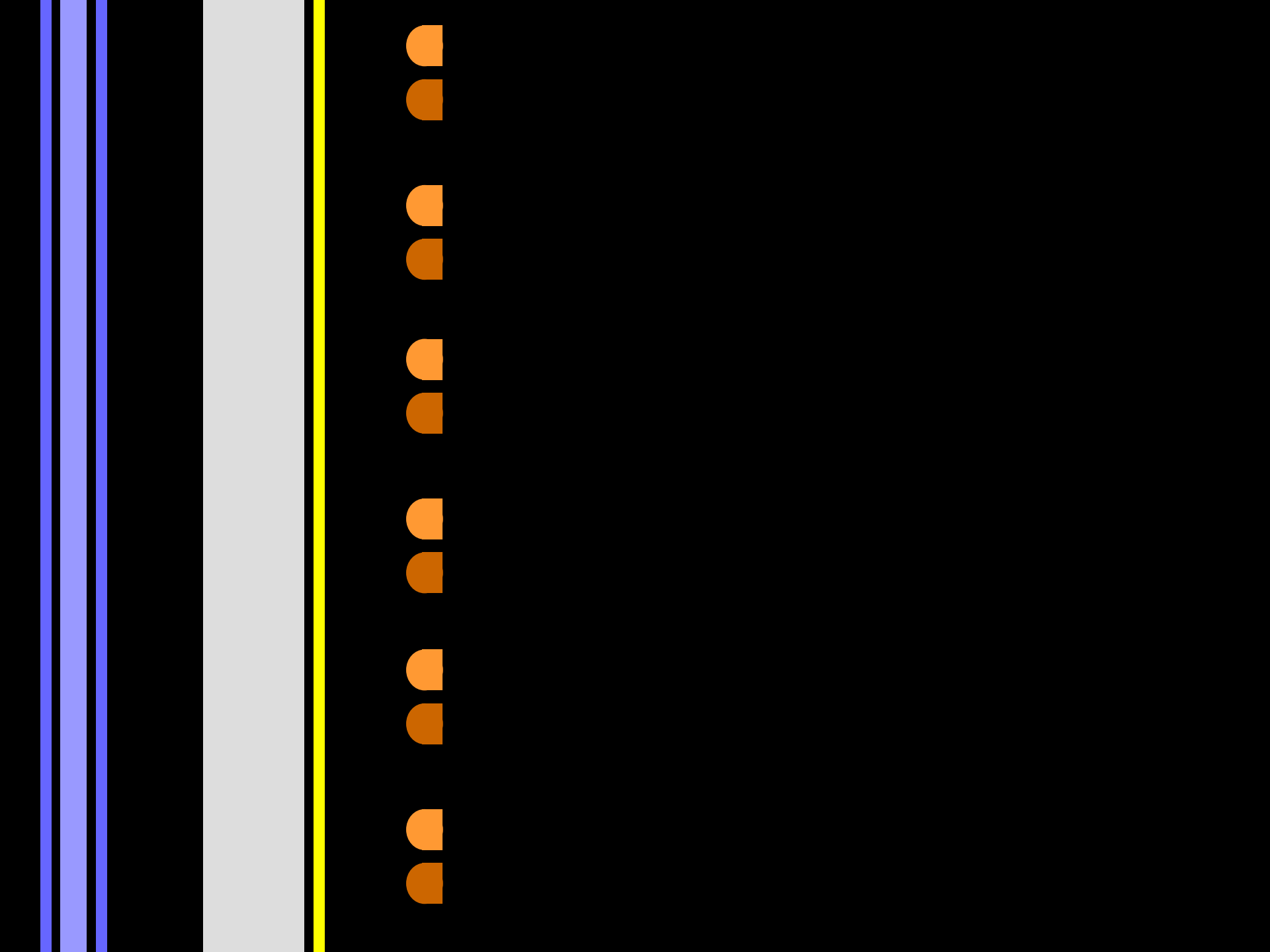
Reflector

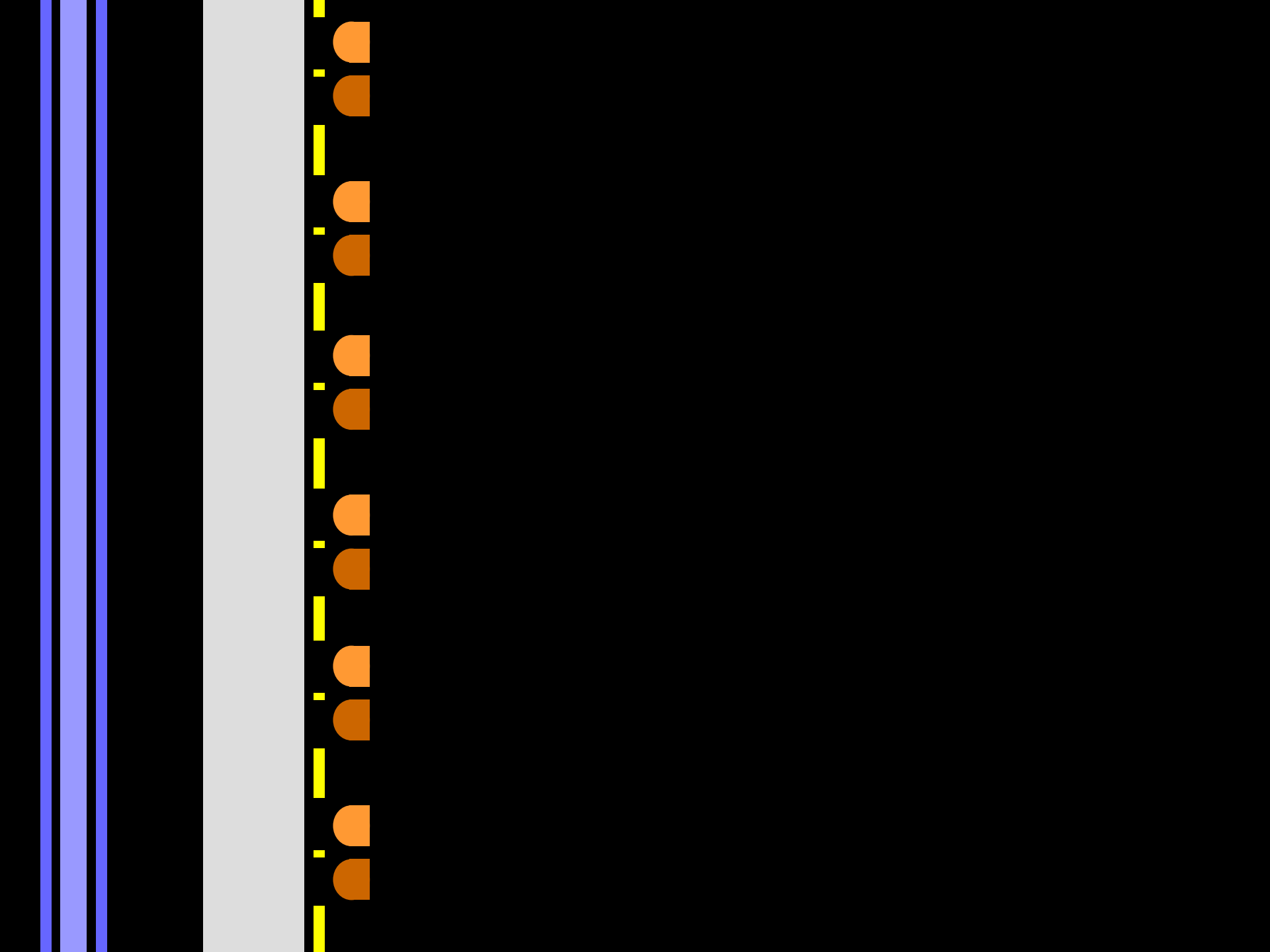


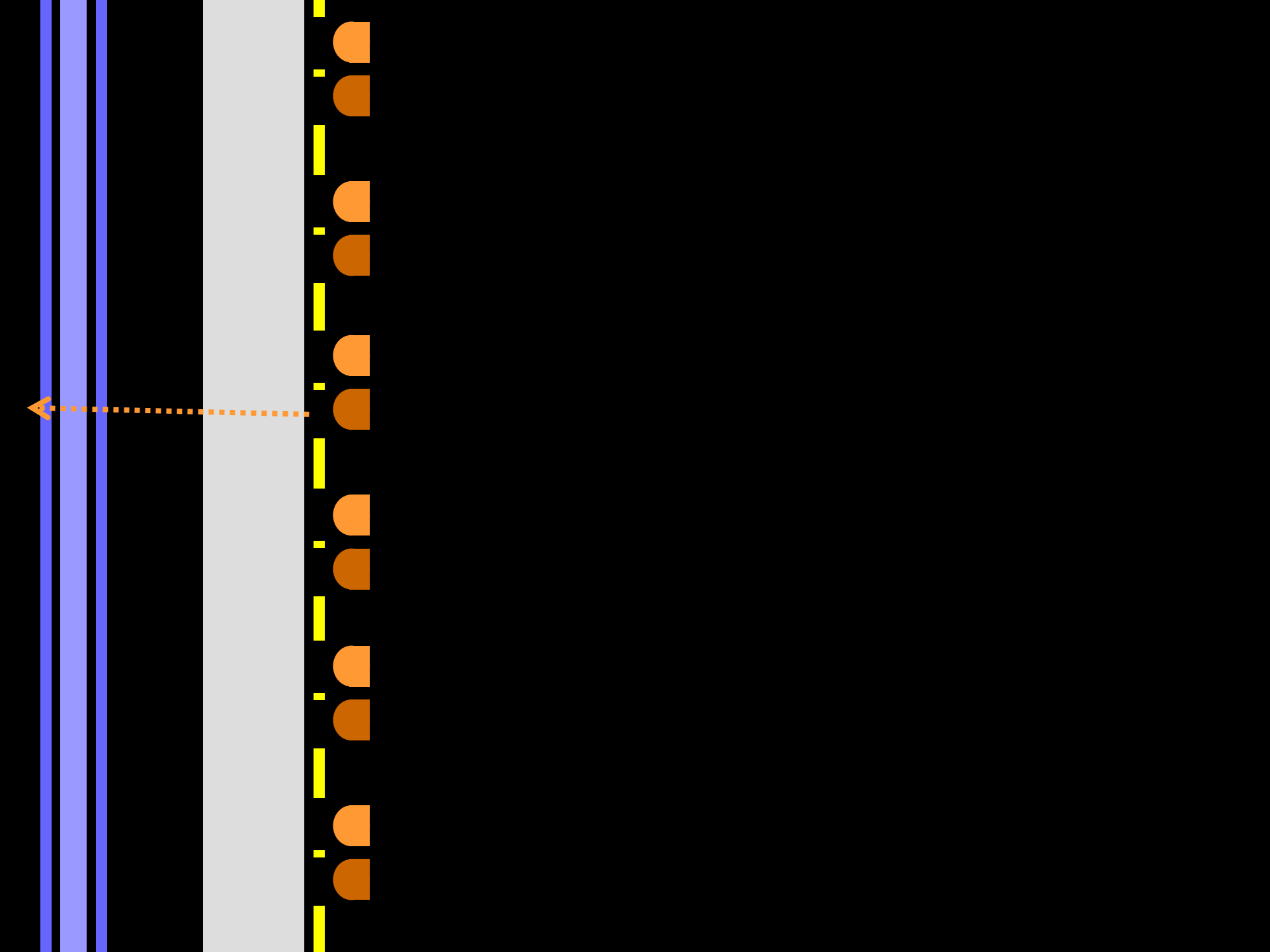


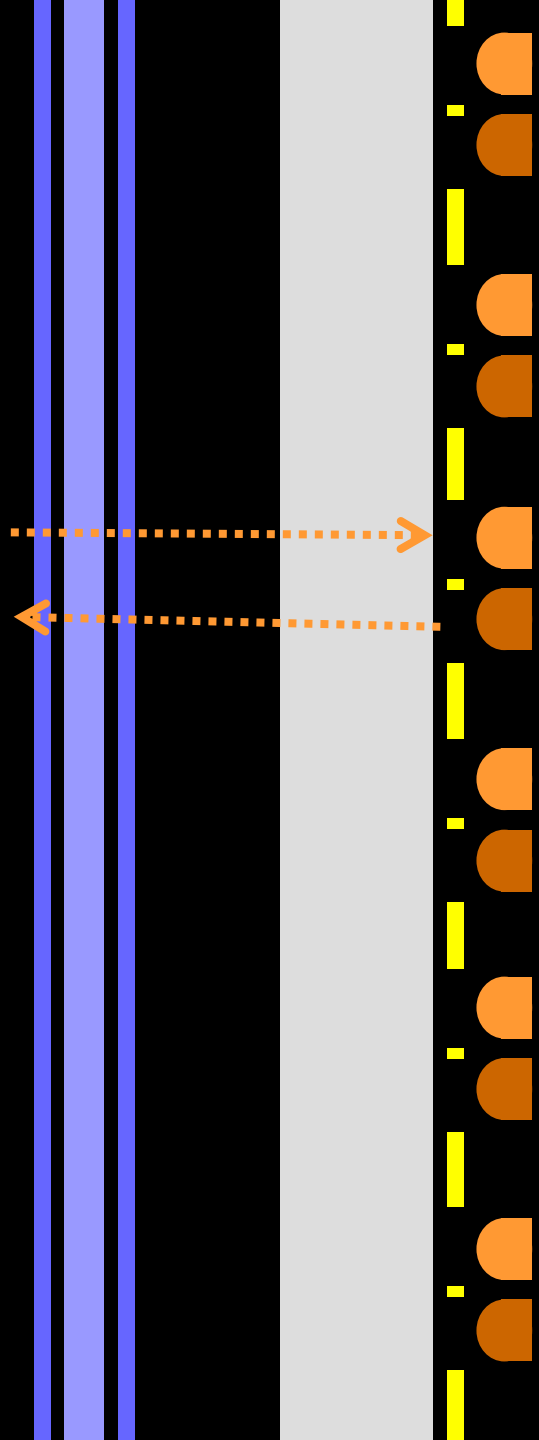










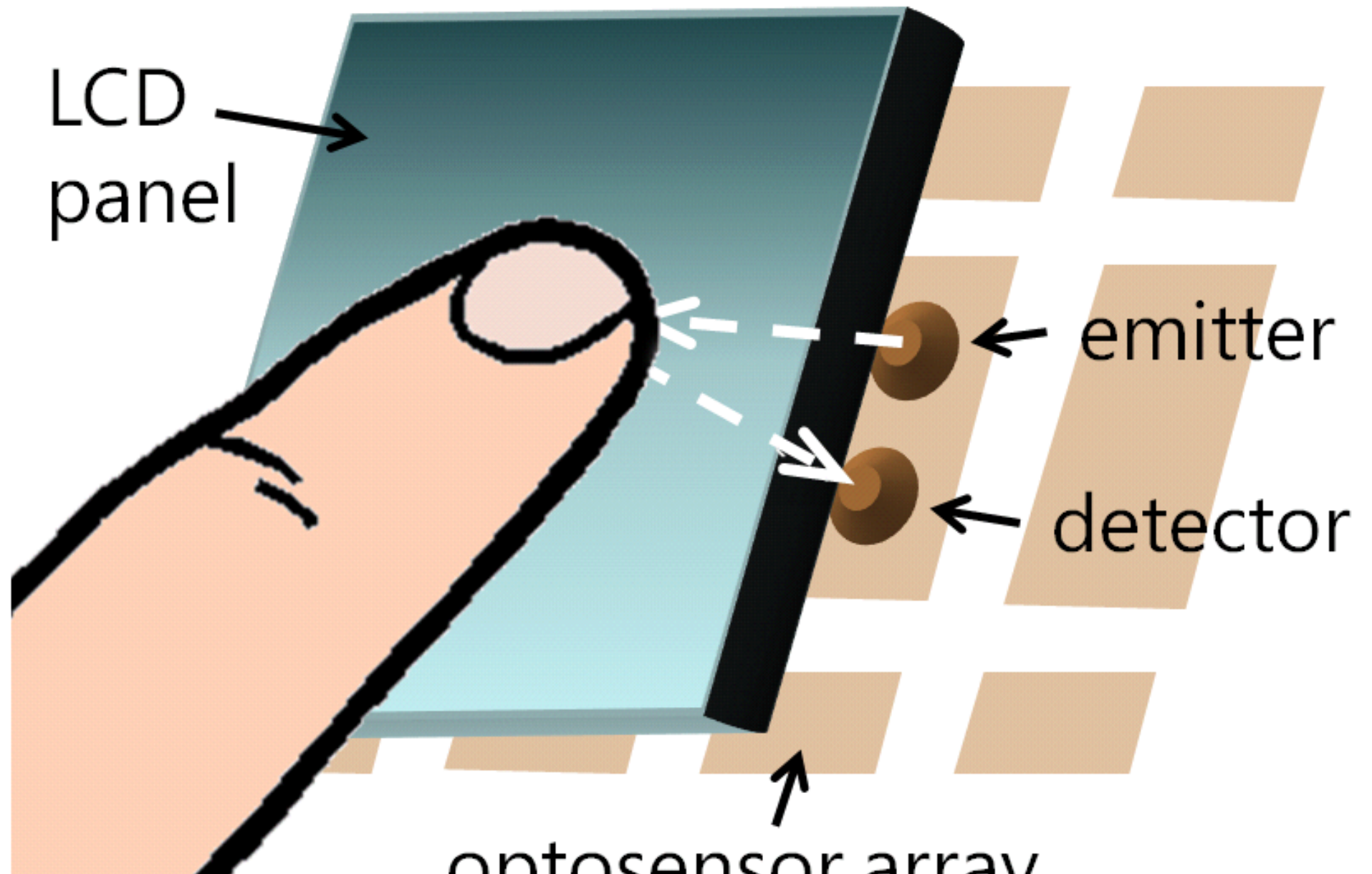


LCD  
panel

emitter

detector

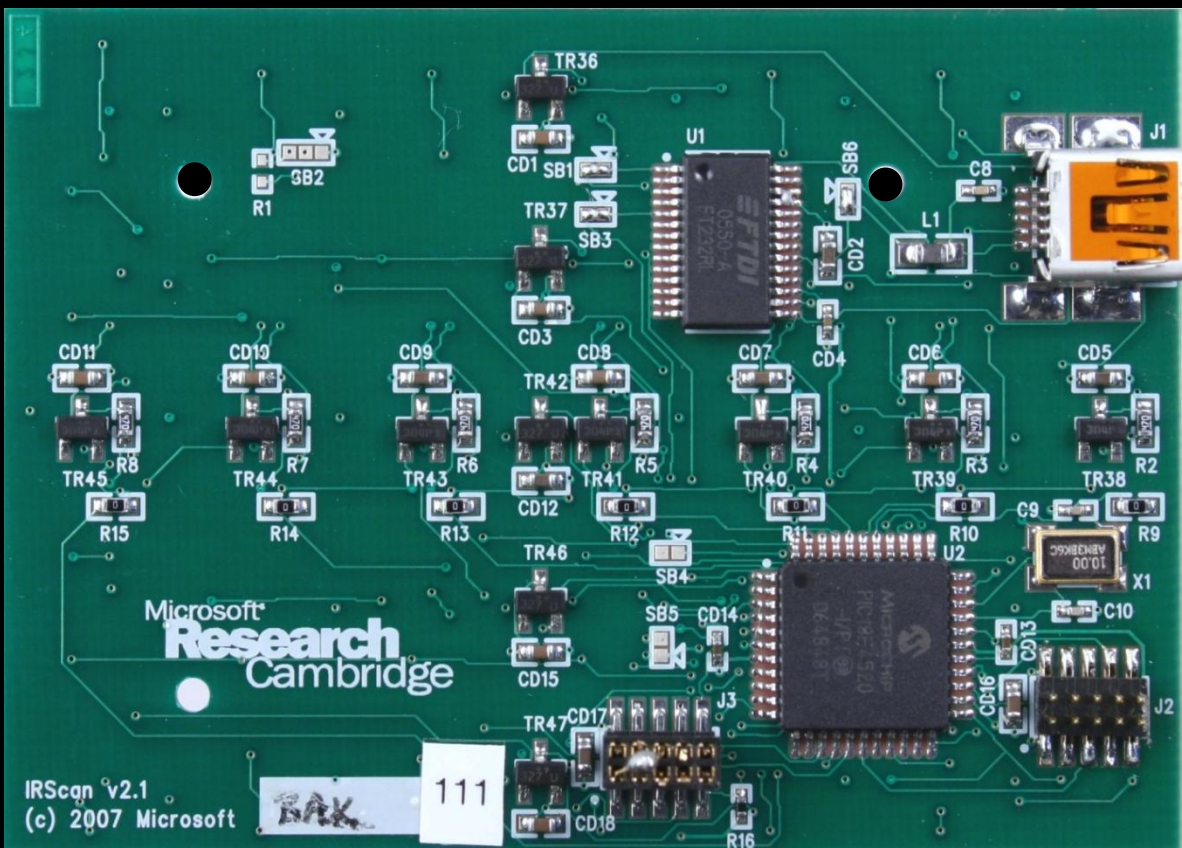
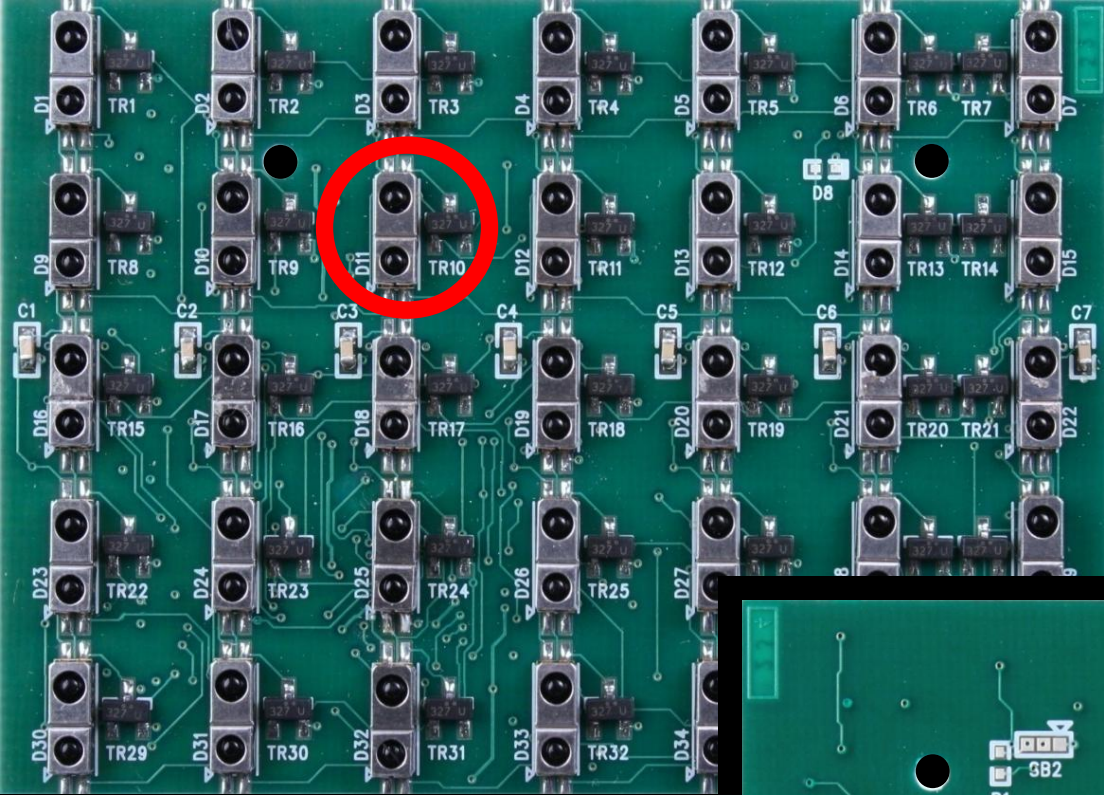
optosensor array

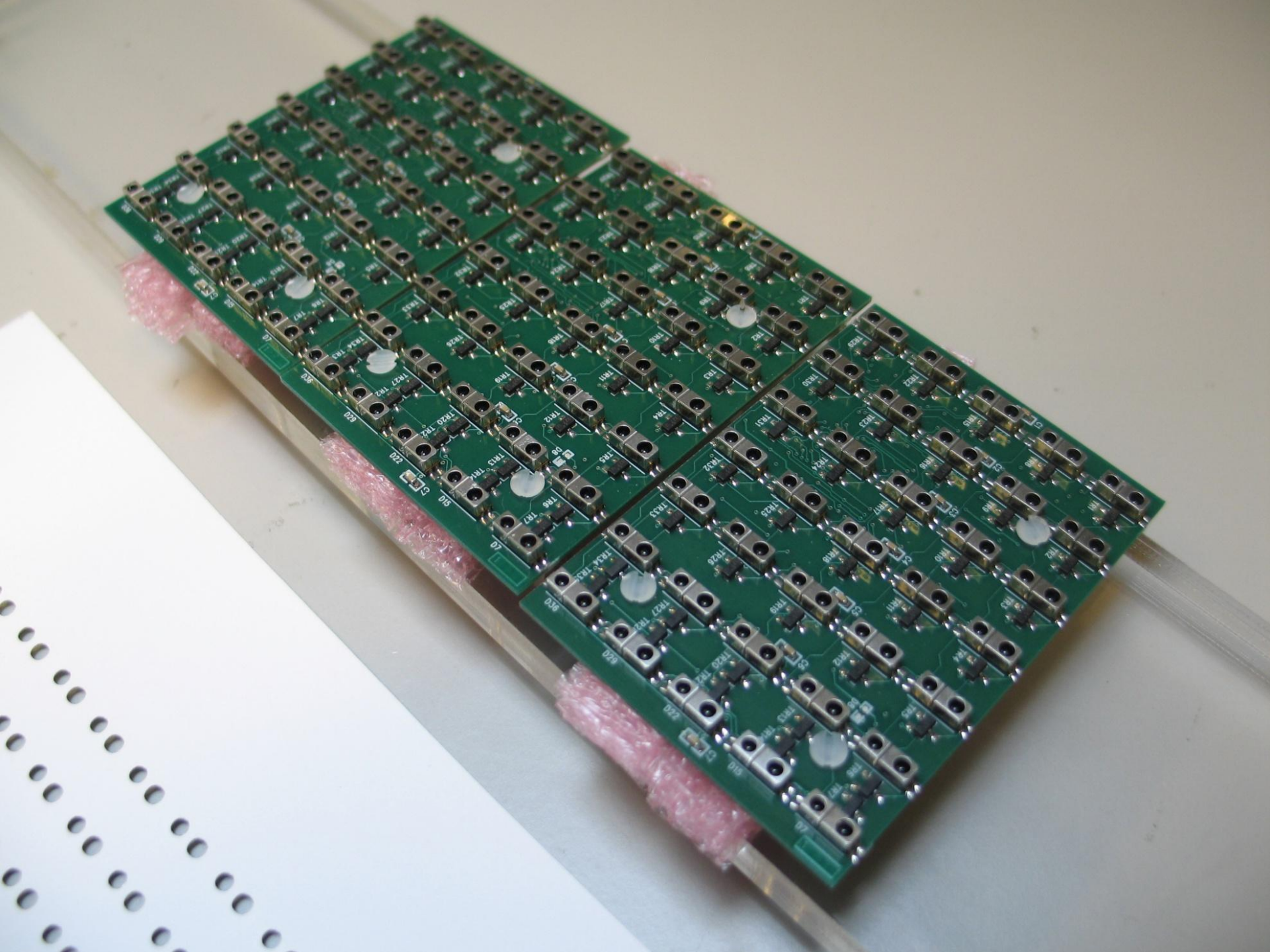








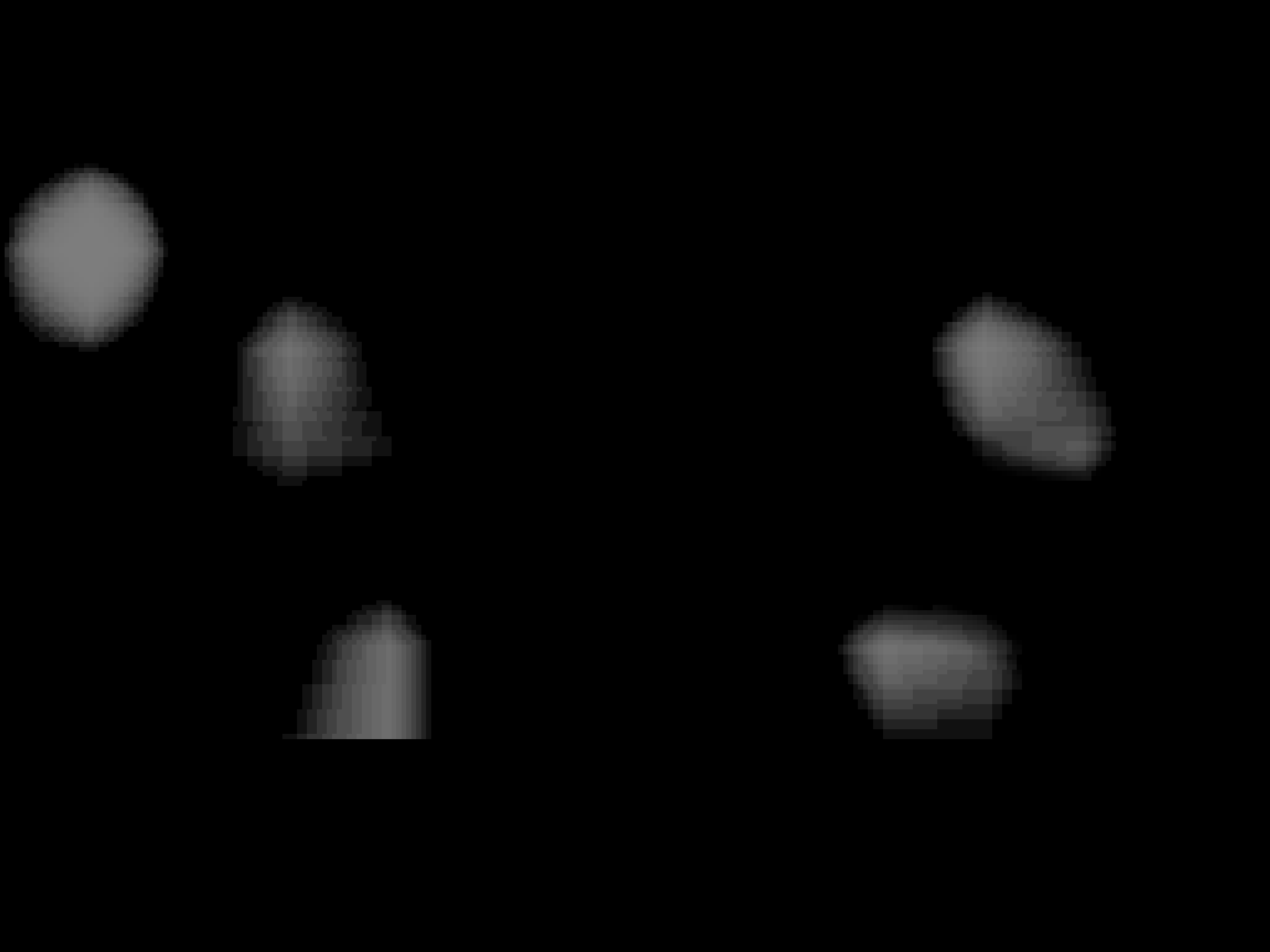


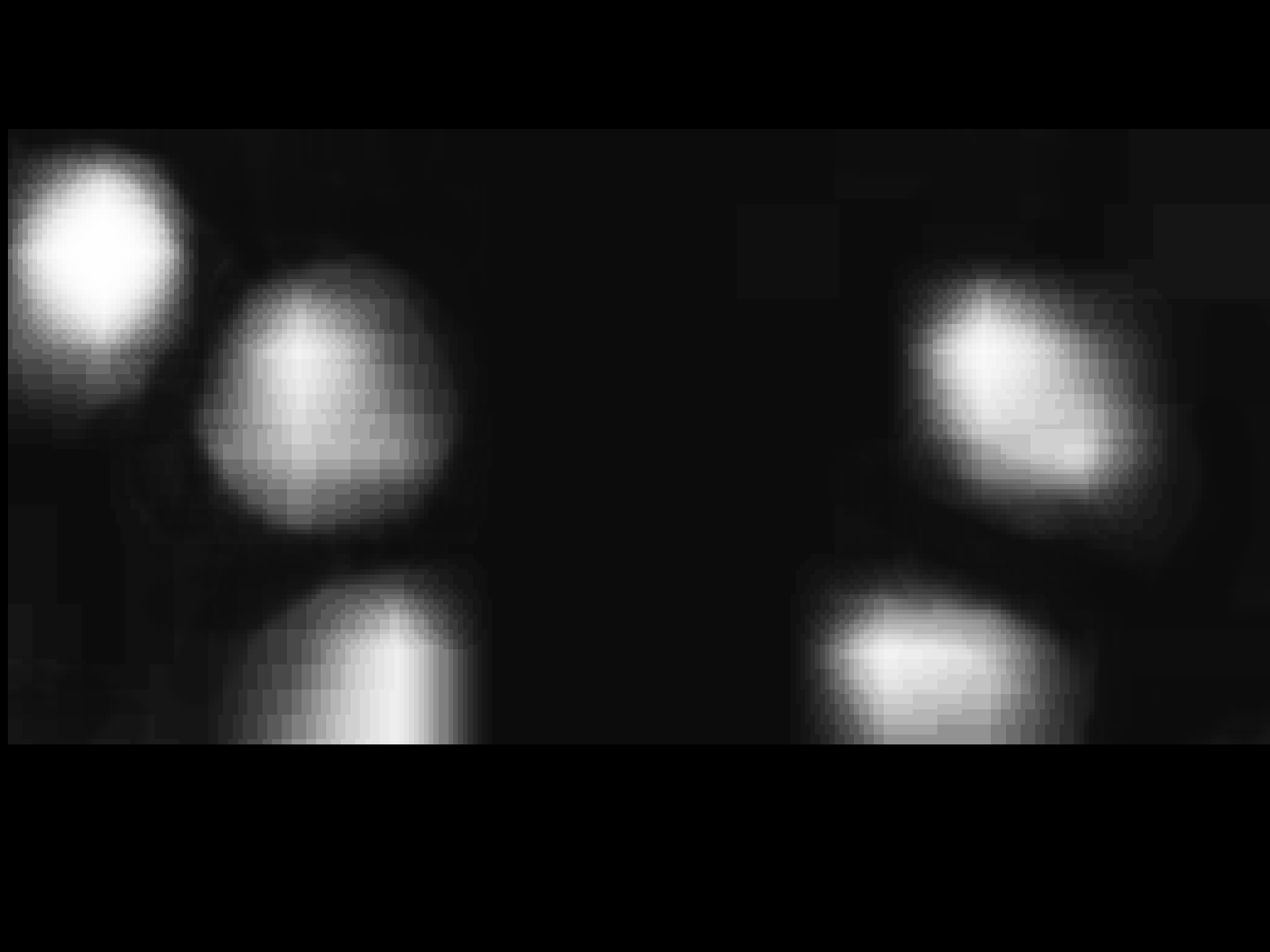




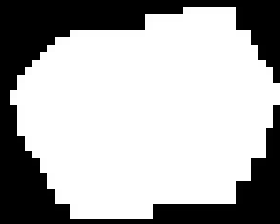
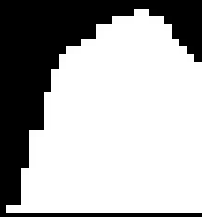
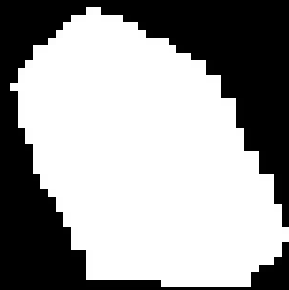
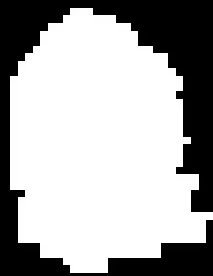
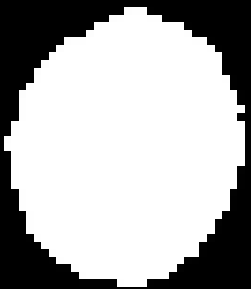


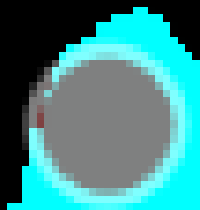
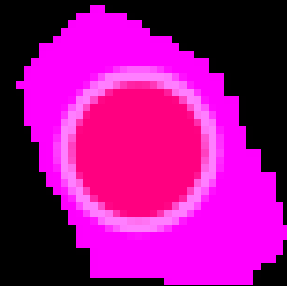
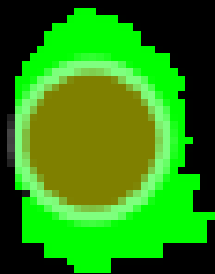
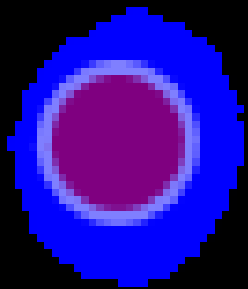










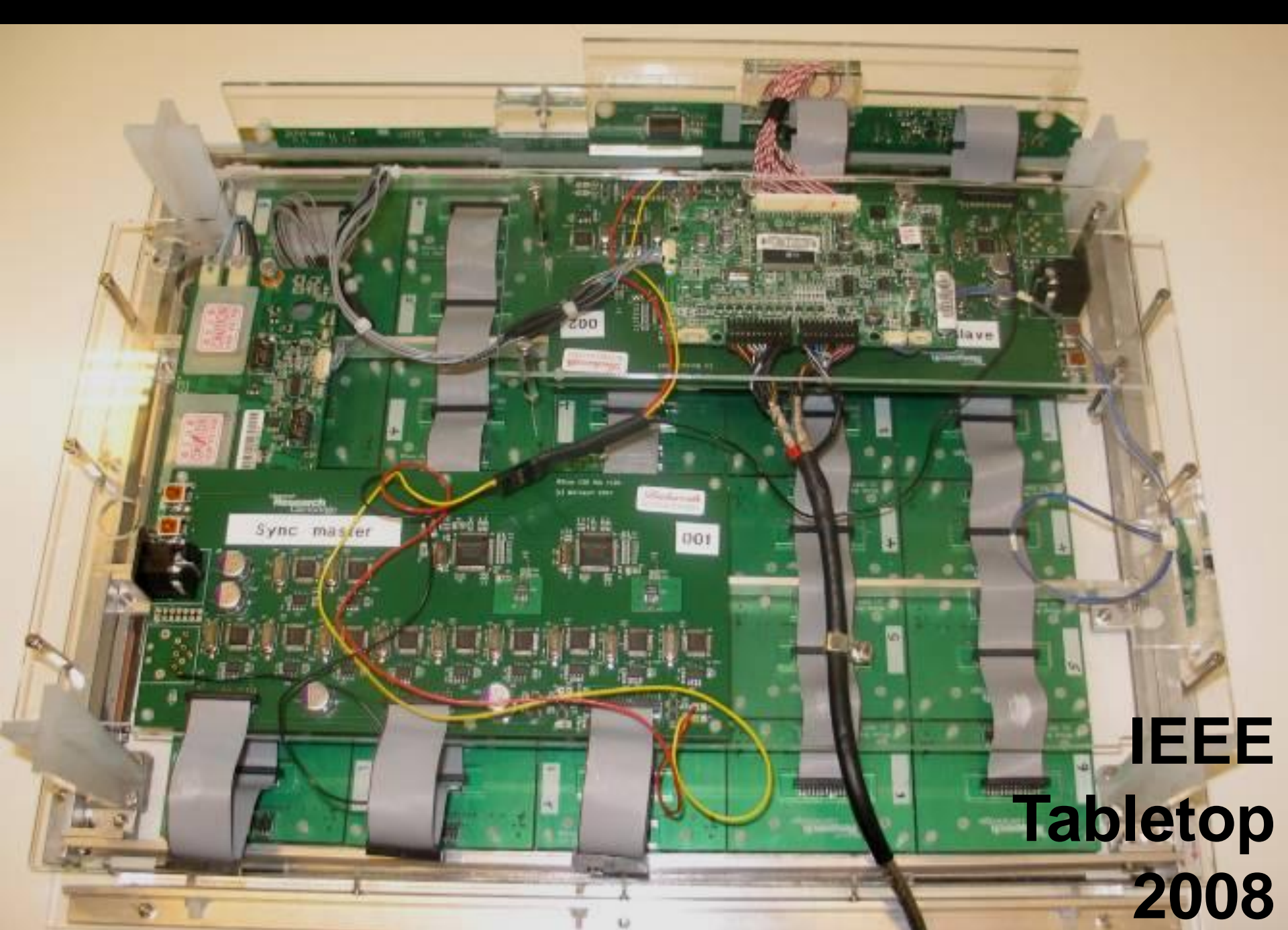


# Experiences with Building a Thin Form-factor Touch and Tangible Tabletop

IEEE Tabletop 2008



**IEEE  
Tabletop  
2008**



**IEEE  
Tabletop  
2008**

video

IEEE Tabletop 2008

# Thank you