IMPLEMENTATION OF MULTI-TOUCH USER INTERFACE USING TUIO PROTOCOL FOR ANIMATION APPLICATION IN ADOBE FLASH

Ryan Wibowo 1000859940
Class: 07PAC

Abstract

The purpose of this thesis is to implement a multi-touch technology to create a 2D animation with better interactivity. With the new technology, certain objectives can as well be achieved, such as less budget, easier to use without programming skills, and quicker than other animation application, which are not using the technology.

In order to achieve them, a spiral model is used for developing the application. The constantly looping the requirement and prototyping the application can result in detailed requirements to be achieved. The sofware is developed using Flex and Adobe Flash ActionScript 3.0. The new technology implemented to the application can bring a new concept for the animators to create an animation in easier way than before.

The result of this thesis is a 2D animation application that can compete with any other animation application with extra multi-touch feature, which is still new to the community and never been used for creating animation before.

In conclusion, the software is an alternative solution for the animators that want to create a 2D animation without programming skills, low cost budget, good interactivity, and fast.

Keywords
TUIO, Multi-touch, ActionScript 3.0, NUI, Flosc, Touchlib, Flash, Fiducial, Simulator.