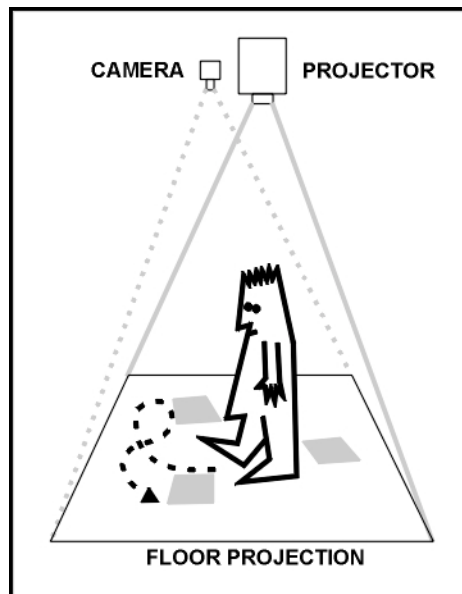


## metaField Maze

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### Description

The metaField is a generic floor-based interaction platform. Its configuration consists of a video camera and video projector placed high above a white interaction surface, both of which are connected to a computer nearby. Vision software on the computer identifies the location of the people on the interaction surface. These coordinates are used as control factor for the 3D graphics that are projected upon the surface where people are standing. People interact with the images on the ground under their feet.

The metaField Maze is the adaptation of the well-known marble maze game to the metaField platform. Body movement tilts the three-dimensional model allowing the player to steer the ball through the maze.

### Concept

The metaField was developed with the express intention of creating a social interaction space. A floor-based interface was deemed best suited to this purpose as opposed to the use of a vertical screen or hardware-based interfaces. This interface requires a minimal effort on the part of the participant: gentle movement across a flat surface; and as such has a very low-threshold of engagement.

The metaField Maze application, although a single player game proved to be the most successful application developed for this interaction platform. The high affinity between the actions of the players and the graphical response below their feet is strikingly effective in erasing the notion of interface. Players become involved in a tight feedback loop between the game play and the natural movement of their bodies.

### System Configuration

Intel P4 2.4 Gz 256Mb RAM  
ATI9000Pro AGP Graphics Card  
Matrox Meteor II Framegrabber  
W2000, MSVS, OpenInventor, OpenGL, MIL-Lite.

*The metaField was created by Bill Keays, Tim McNerney and Ron MacNeil at the MIT Media Lab in Dec. 1997. The metaField Maze was created by Bill Keays in March 1998. It was exhibited at the Siggraph'99 Emerging Technologies Show and was awarded an honourable distinction at Ars Electronica in 1999.*