

Computer Visions of Computer Games

*analysis and visualization
of play recordings*

Computer Visions of Computer Games

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UC San Diego*

1. recording
2. selection
3. summary
4. exploration

I. recording

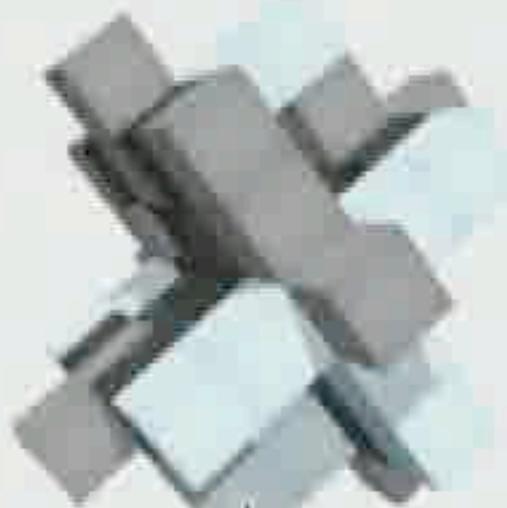
- Personal Video Recorder
(e.g. MythTV-based Linux box)
- Framegrabber (e.g. Matrox)
- Portable recording appliance
(e.g. Pinnacle PVR)

2. selection

- imagemagick
- ffmpeg
- ImageJ
- Quicktime Pro

3. summary

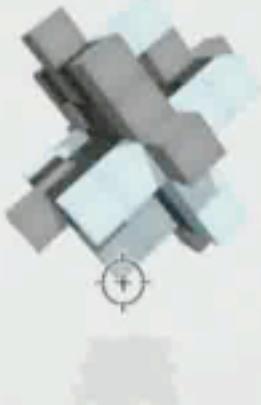
CUBE NUM : 48



TURN5



CUBE NUM : 48



TURNS

0

CUBE NUM : 47



TURNS

4

CUBE NUM : 37



4
4
4

CUBE NUM : 33



TURNS

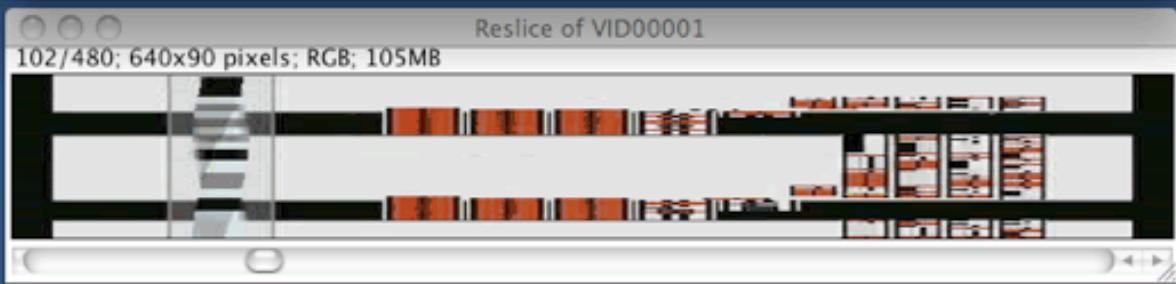
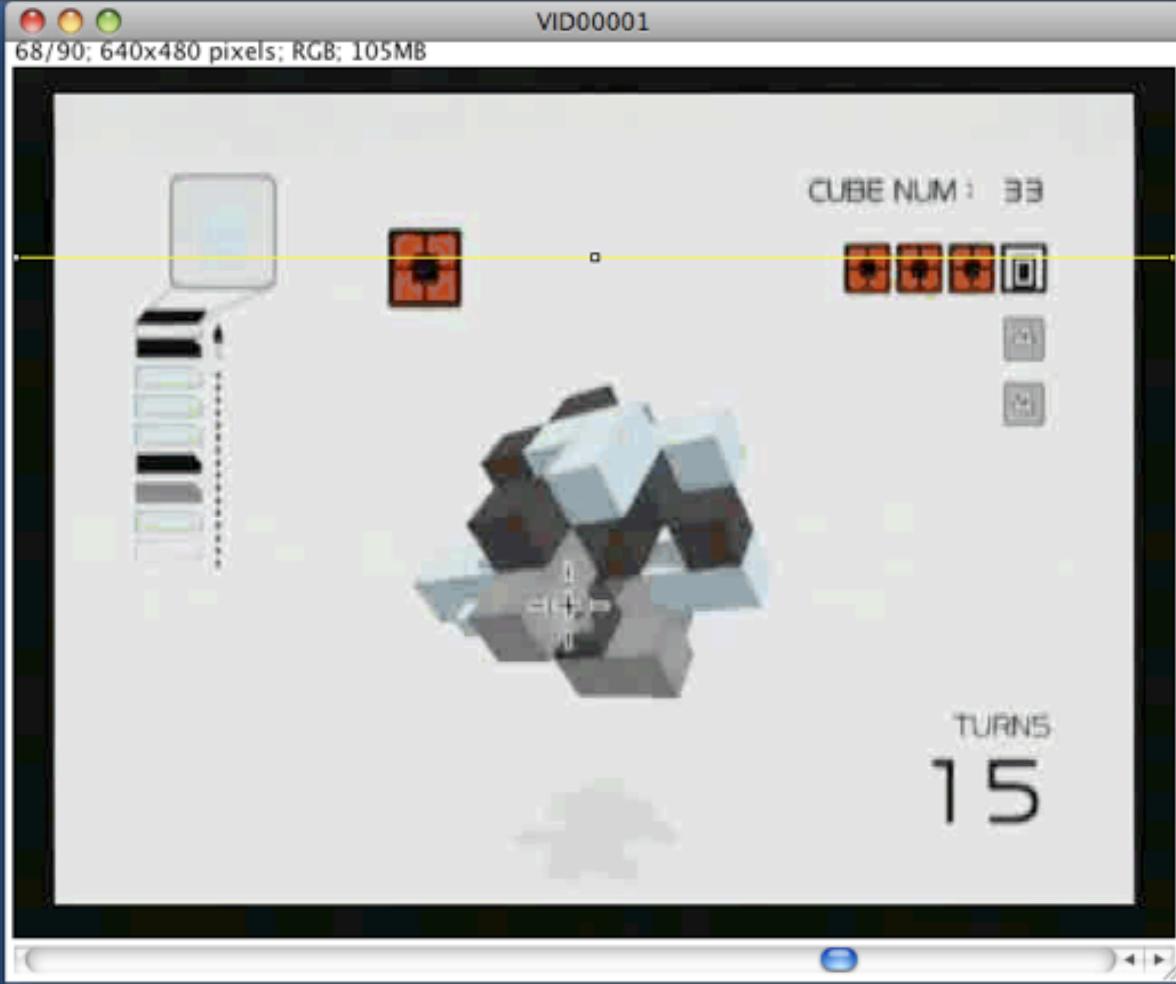
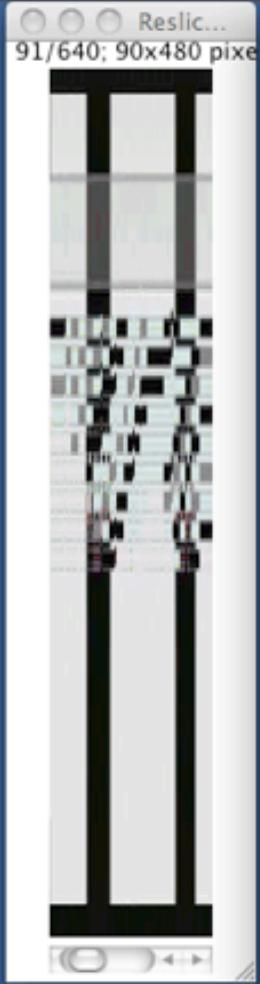
11

CUBE NUM : 35



TURNS
18

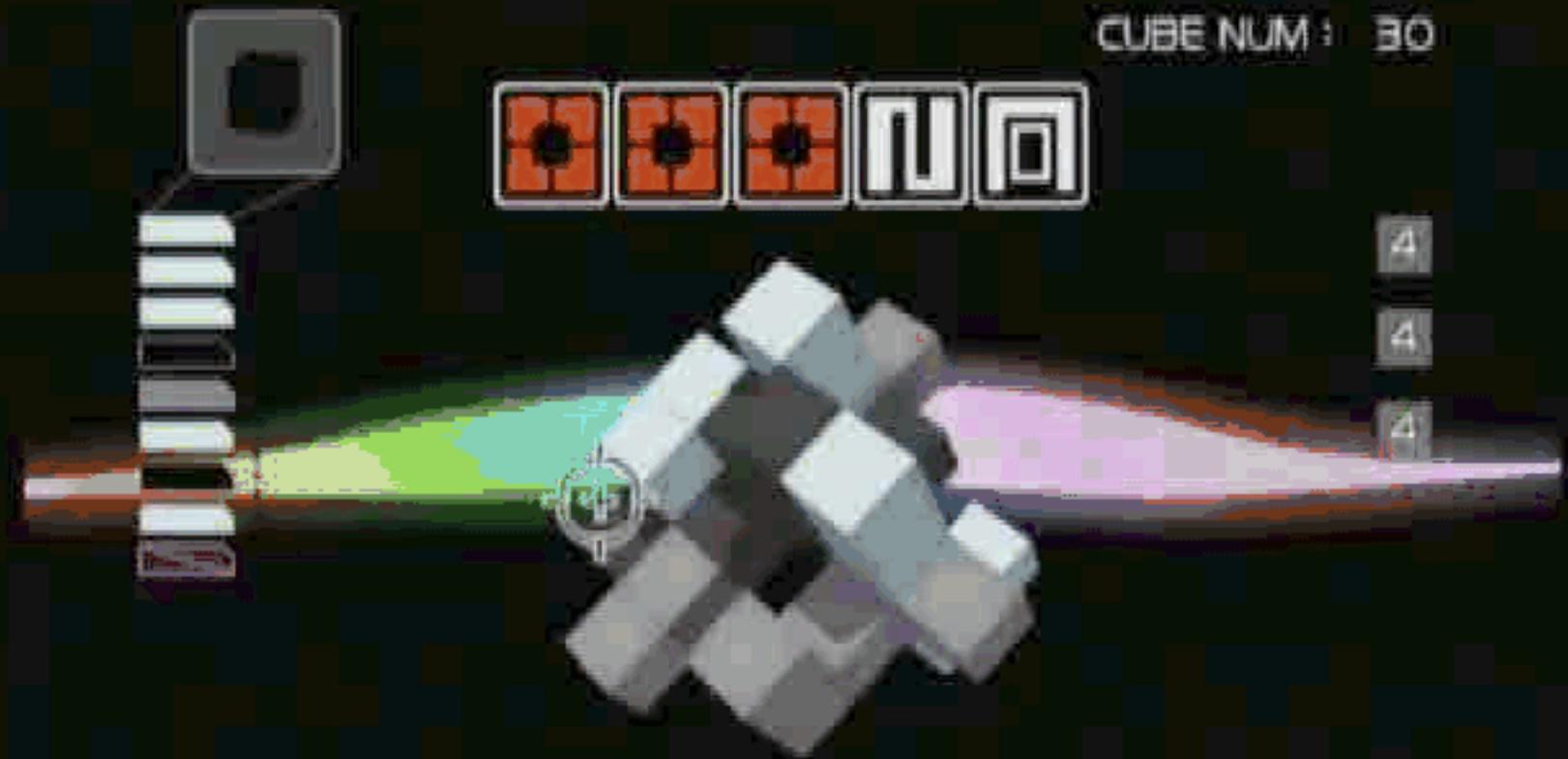
4. exploration



CUBE NUM : 30



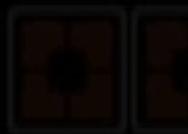
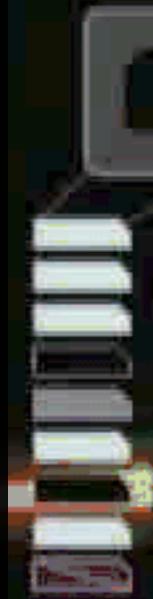
4
4



CUBE NUM : 30



CUBE NUM : 30



4

4

4

other examples

flow





Volume Viewer 1.31

Volume II (slow)

RGB

z-aspect

1.0

Save View

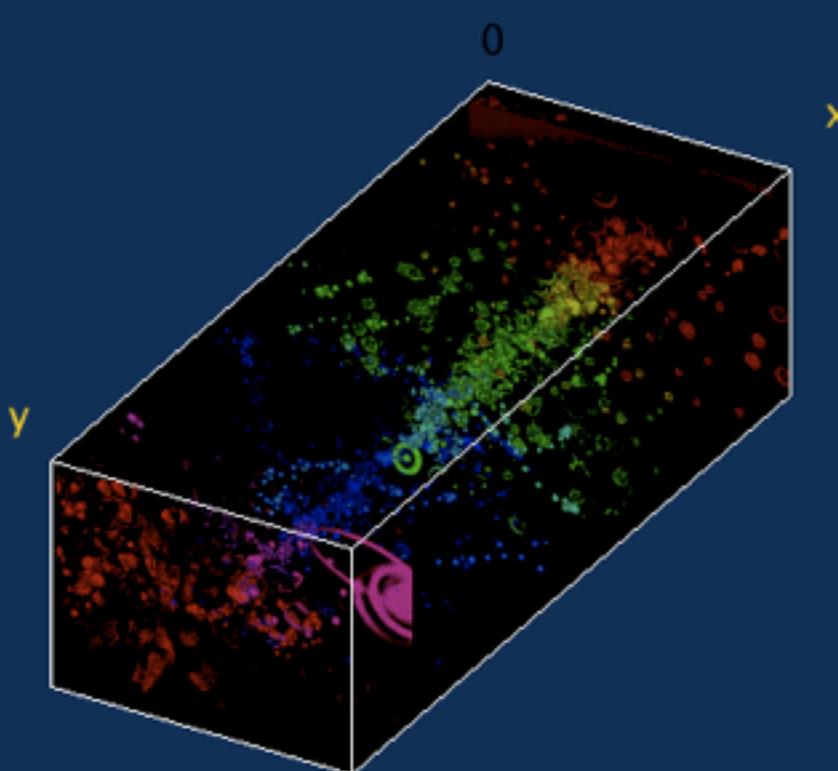
Dist: -222



Depth: 1



Thr.: 111

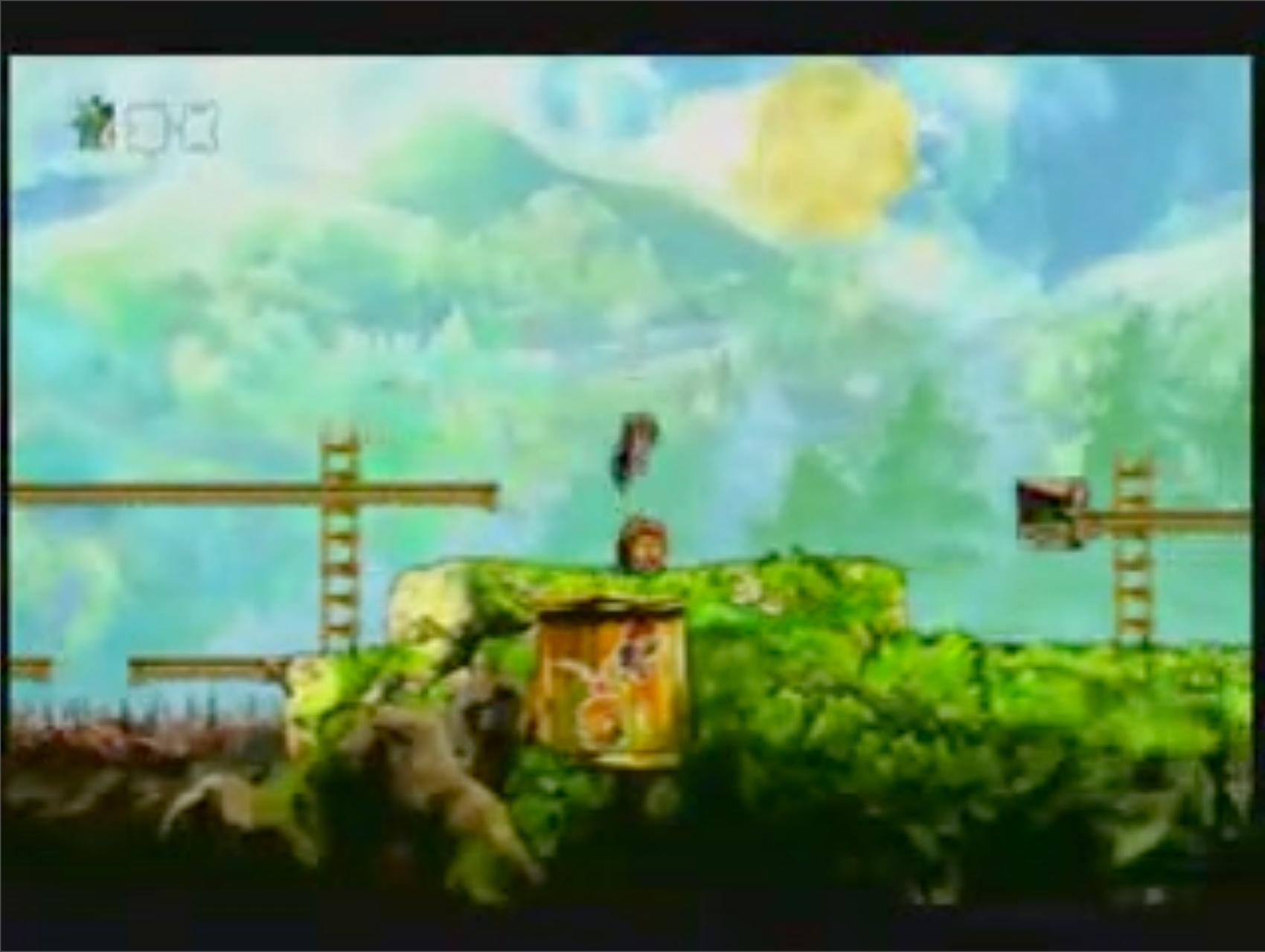


Scale: 1.0

Angle of rotation x: -60 z: 30

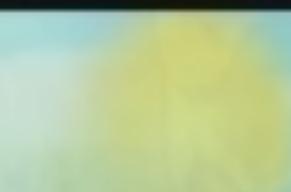
 Axial Medio-lateral

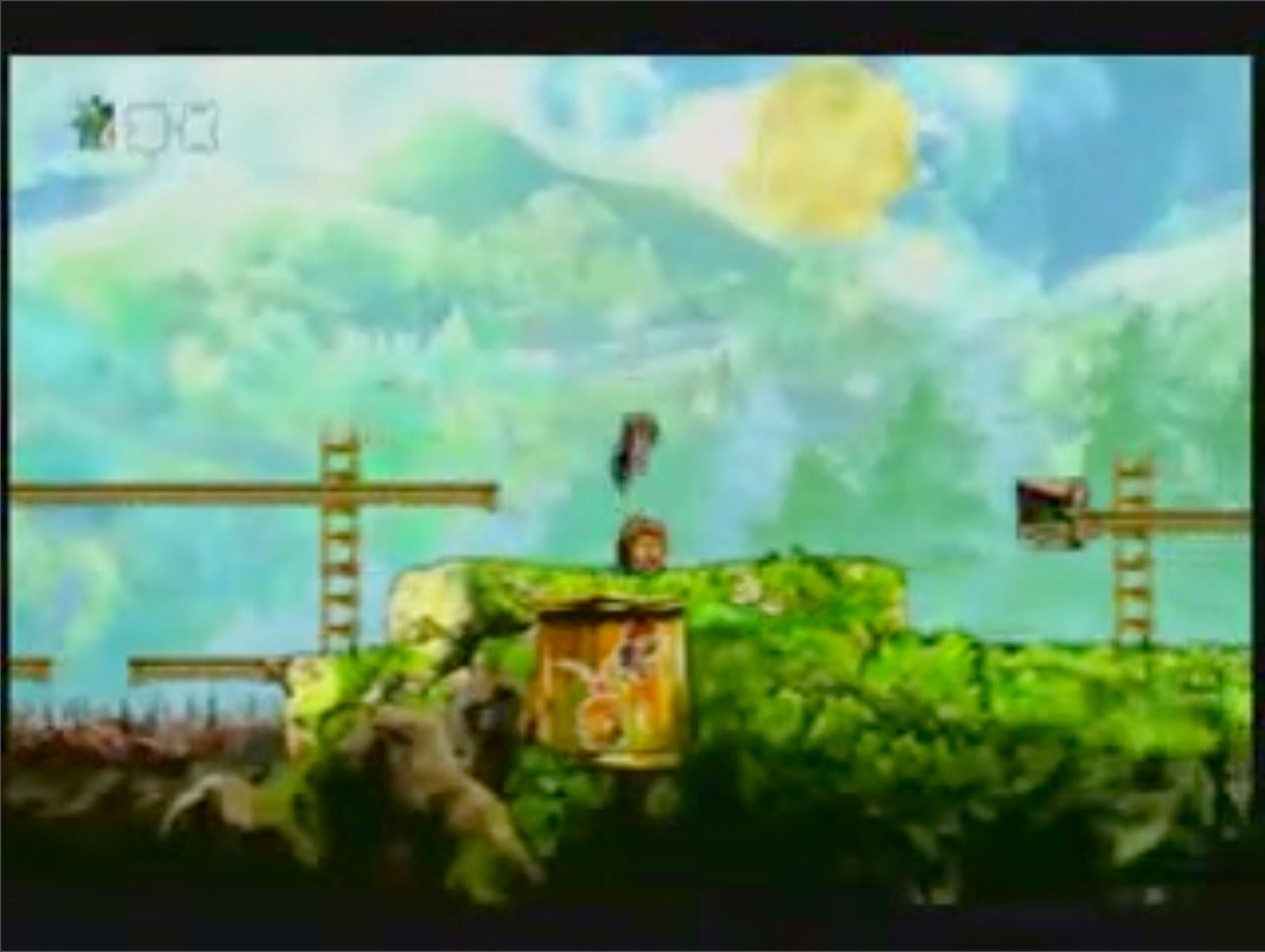
Braids





電
風
口

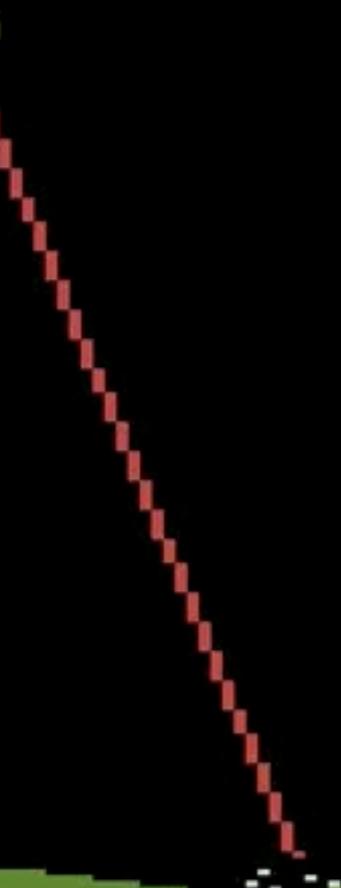
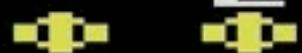




Laser Blast

Stella 2.3.5: "Laser Blast (1981) (Activision) [I]"

2880

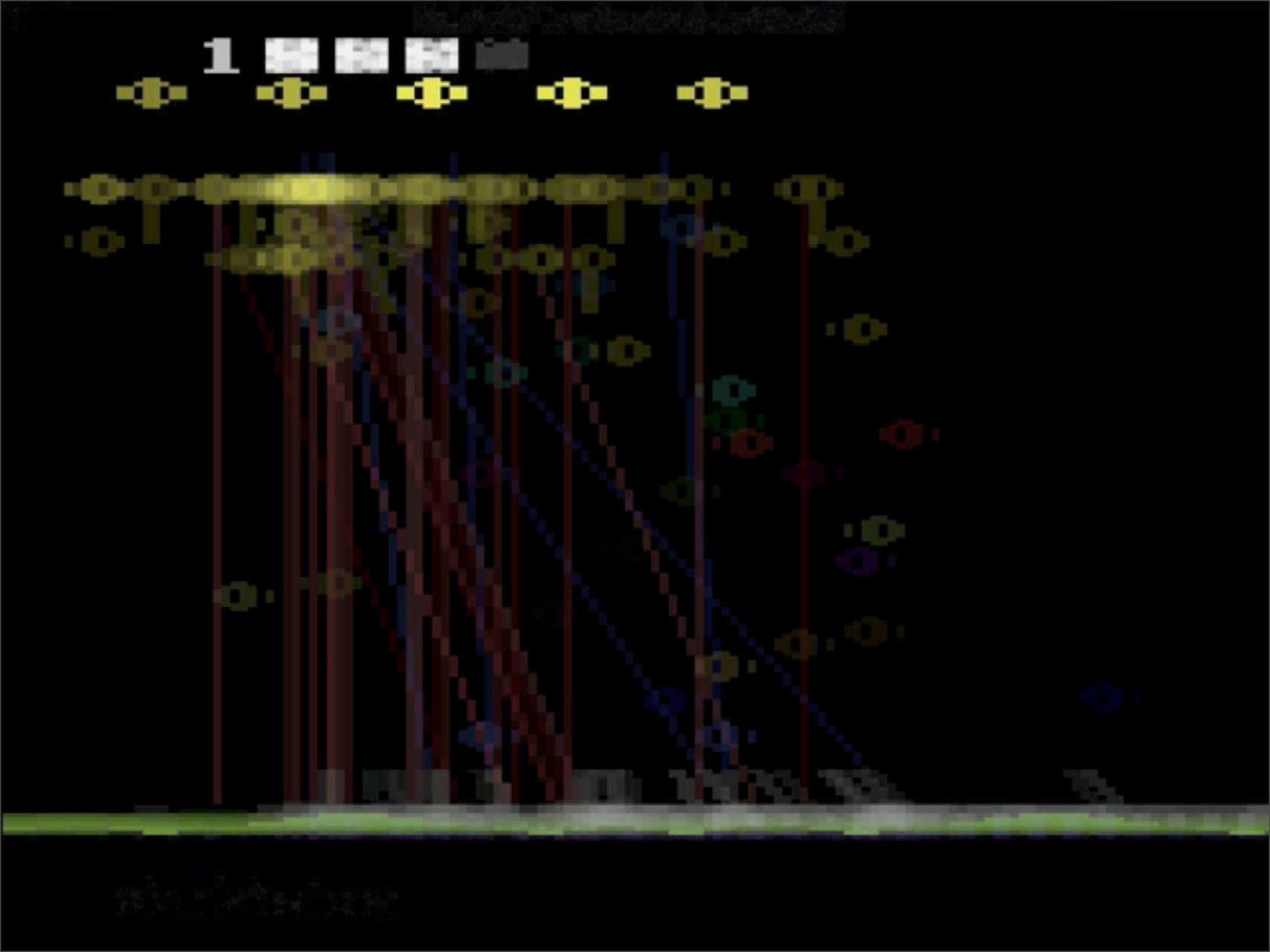


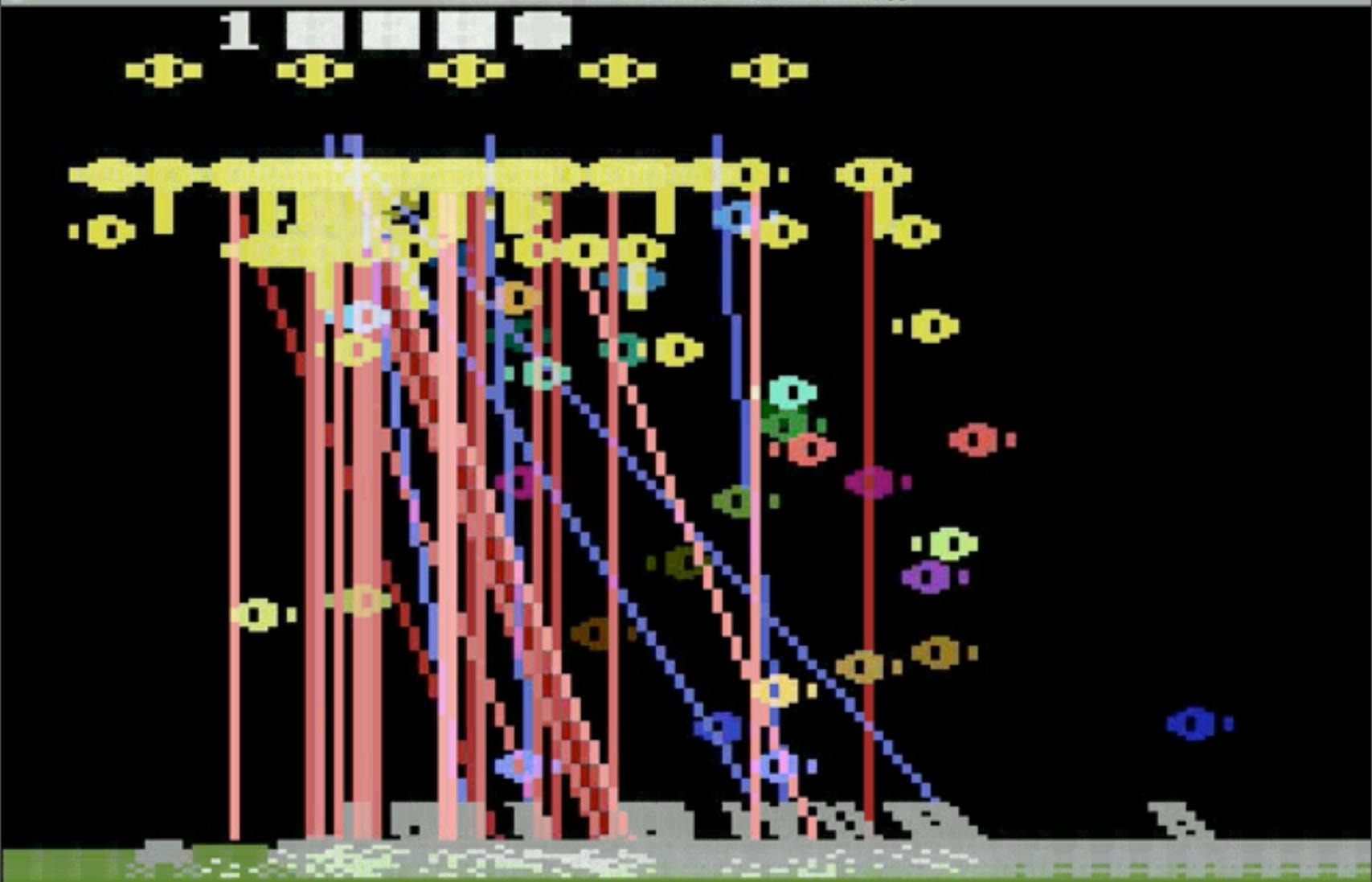
ACTIVISION

Stella 2.3.5: "Laser Blast (1981) (Activision) [I]"

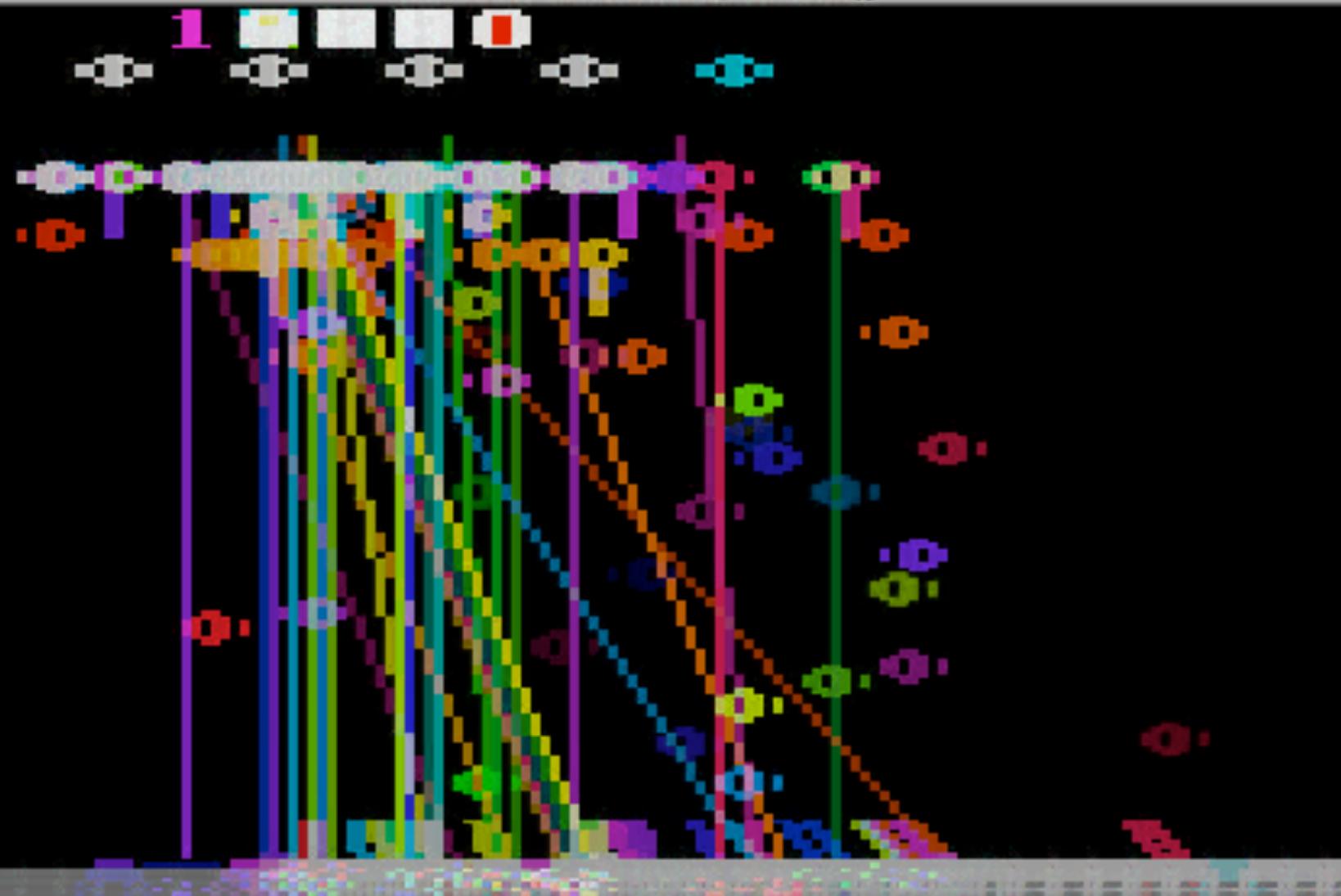


ACTIVISION





ACTIVISION



Volume II (slow)

RGB

z-aspect

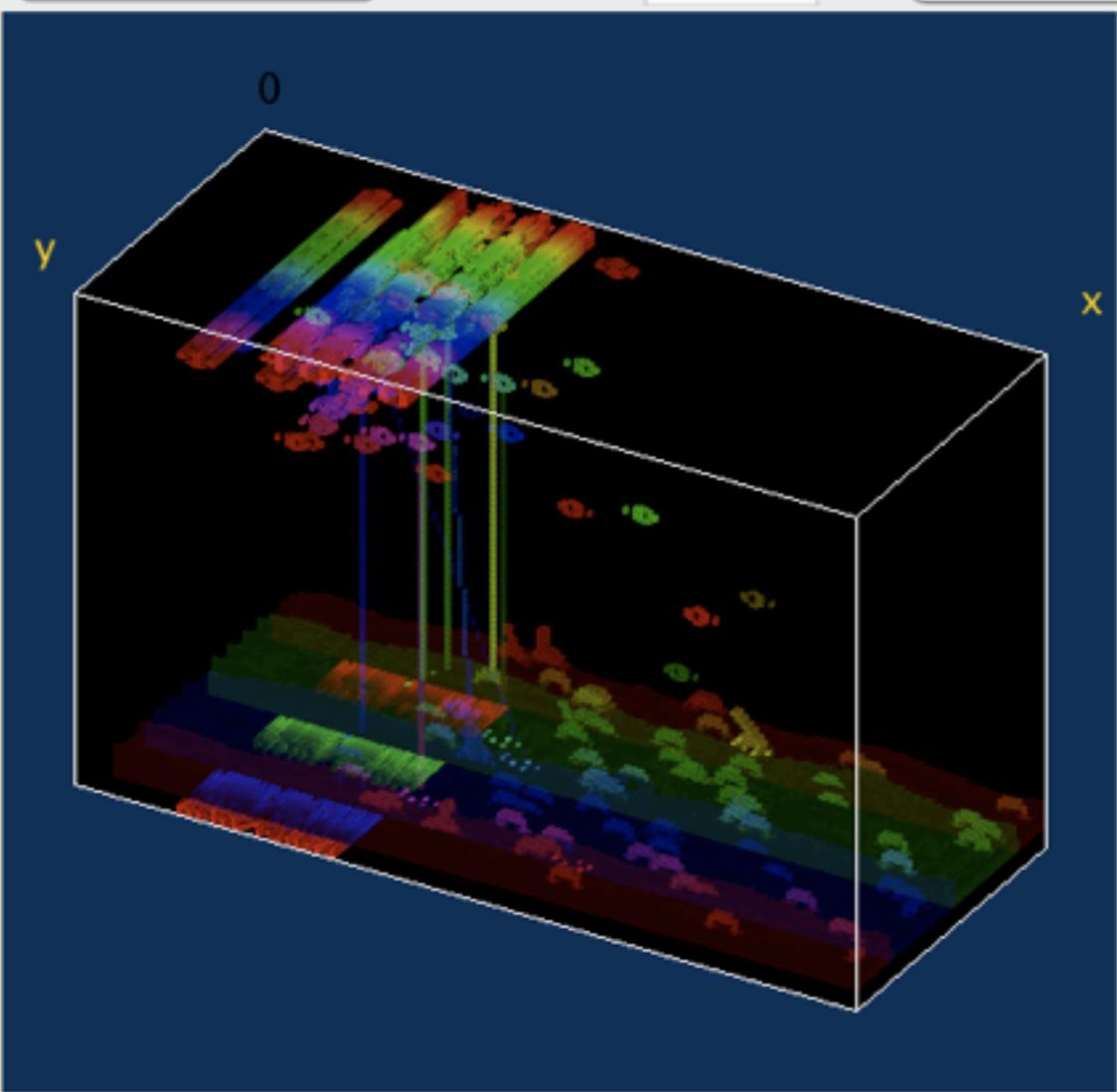
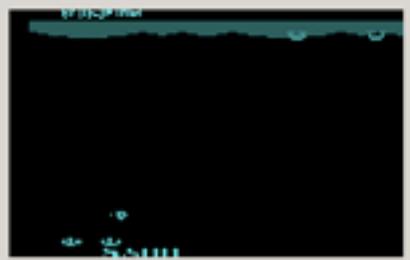
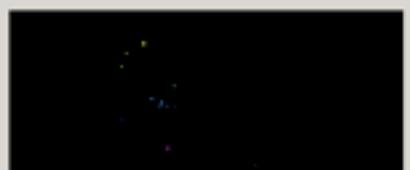
1.0

Save View

Dist: -298

Depth: 1

Thr.: 78



101

102

103

Volume II (slow)

RGB

z-aspect

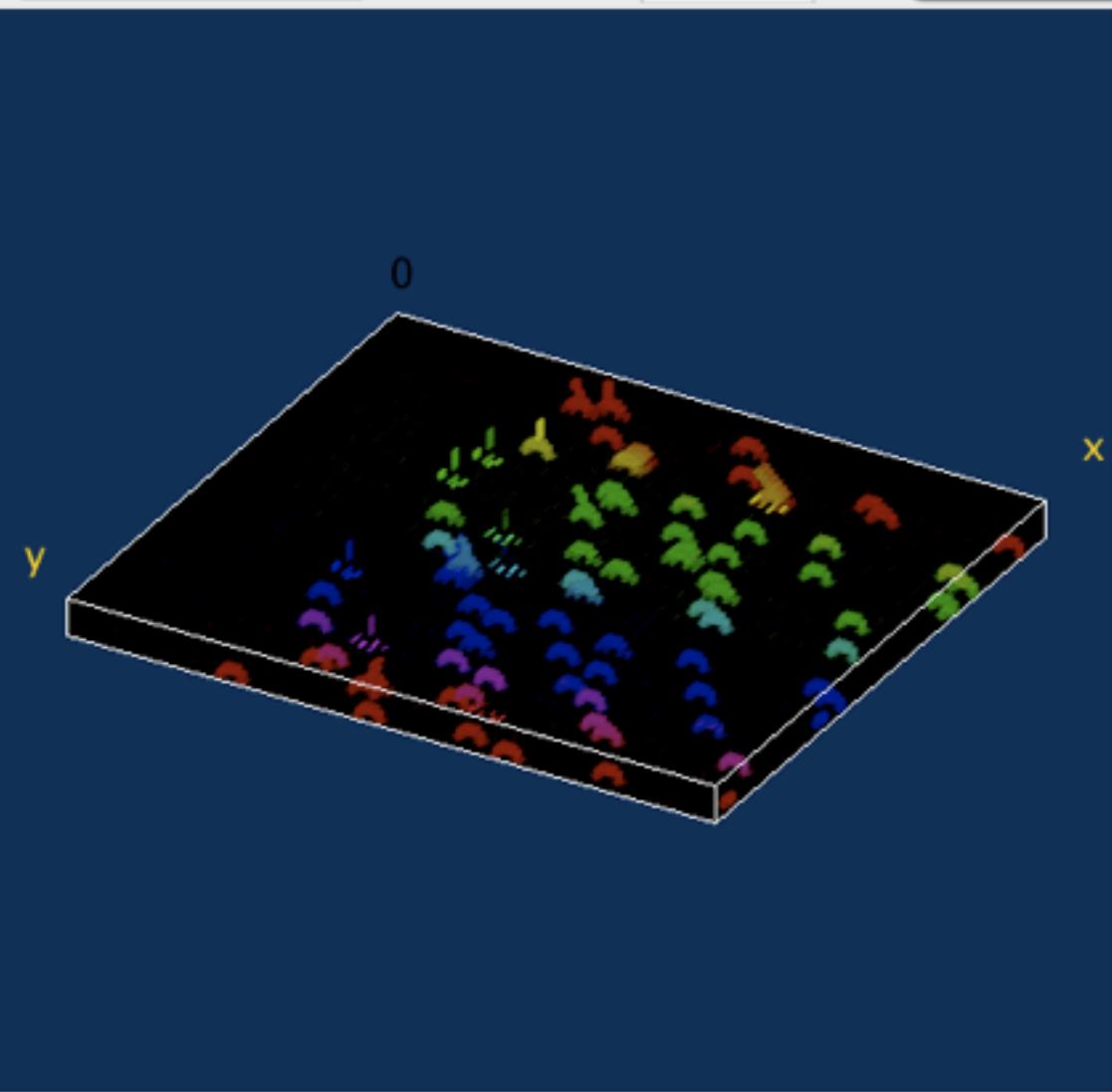
1.0

Save View

Dist: -301

Depth: 6

Thr.: 92



Scale: 0.76

Angle of rotation x: -60 z: 30

Axes

Markers

Frogger

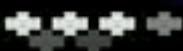


1740
1-UP

01

2880

1-UP



01

