Computer Visions of Computer Games

analysis and visualization of play recordings
Computer Visions of Computer Games

Jeremy Douglass

UC San Diego
1. recording
2. selection
3. summary
4. exploration
1. 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
4. exploration
other examples
Braid
Laser Blast
Frogger