PROFESSOR: So ours was a little different-- well, it was actually very different from everyone else because ours is in 2D, and everyone else's is in 3D. So all we have basically is a background, and then you have a canvas.

AUDIENCE: Oh,

PROFESSOR: And what you can do is-- if I can find the mouse-- you can paint on here, for example. And then, if you click on eraser and then go over that, you can erase it. The main part of this was supposed to be that it's supposed to be able to connect with the Kinect. And if you-- for example, you use your right hand to move the mouse like they did, and then if your left hand goes up, it clicks and then it's supposed to draw. But the Kinect. would just not connect with the thing at all, for some reason. So we couldn't-- it wouldn't detect motion, so we couldn't get it to work.

But essentially what it does is if you were to see when it's just painting, it's creating a dot, right? So what it's basically doing is every time you click, it creates a dot-- and then, if you do it like a fluid motion, it creates a bunch of dots. For example, if you were to draw a lot, it's-- yeah, you see the dots. Down here we were going to do colors, but we couldn't get that far. But that's the basic project. We were going to have something where you could change the canvas, and then you can change the background so it looks like you're painting at the beach, or something like that-- and so, aesthetically pleasing. But this is as far as we could get for now.