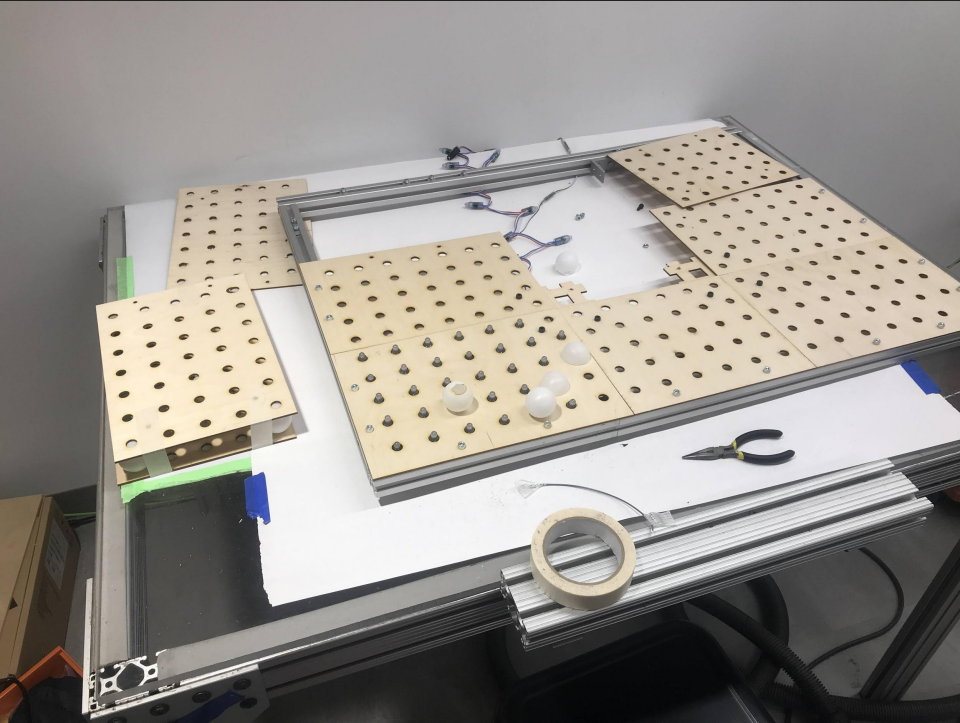
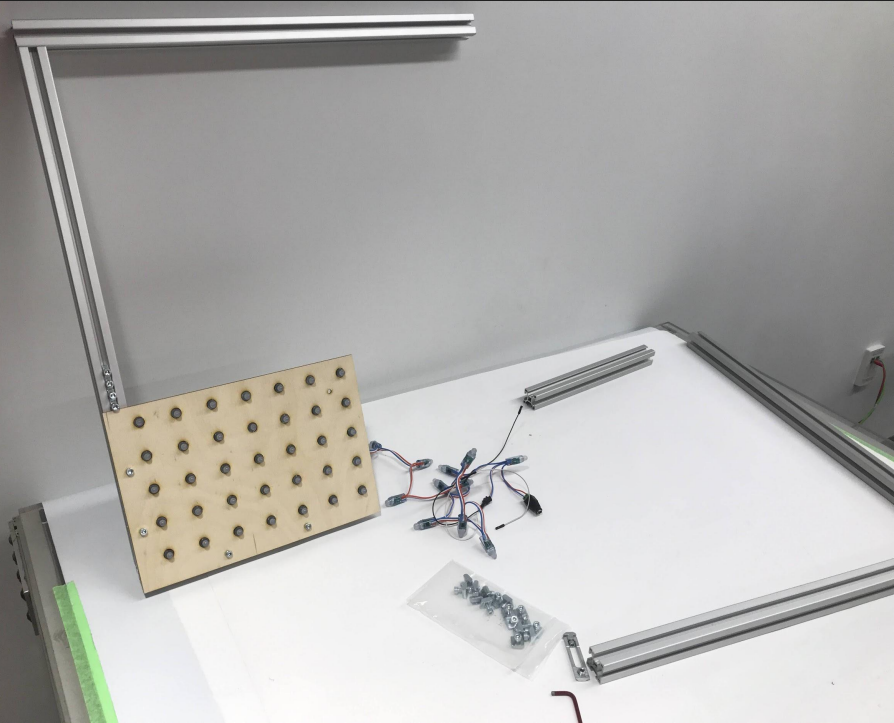
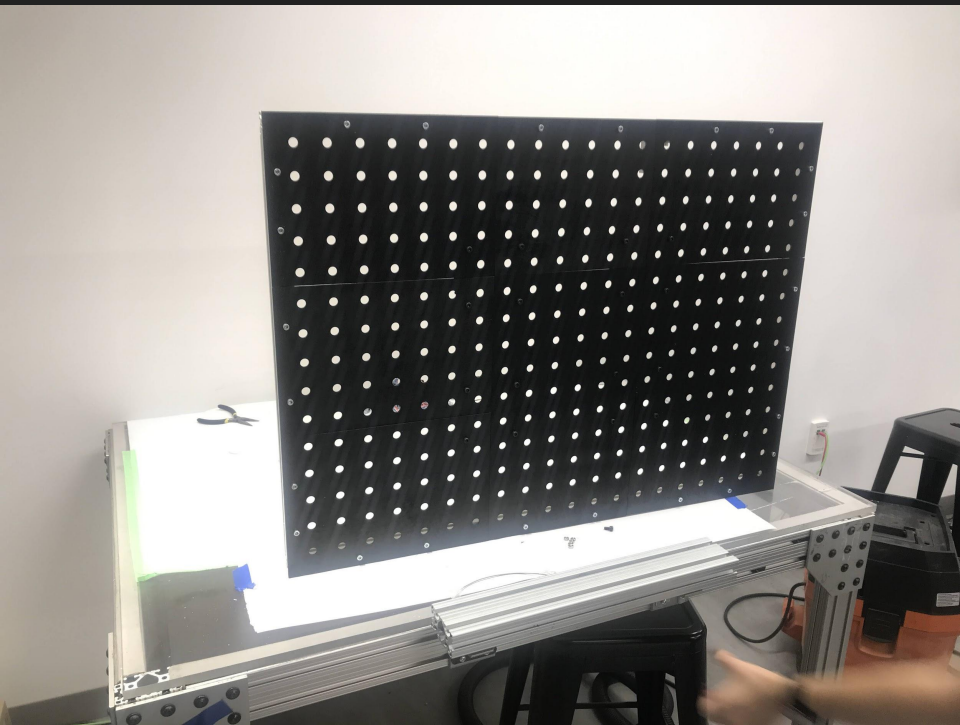
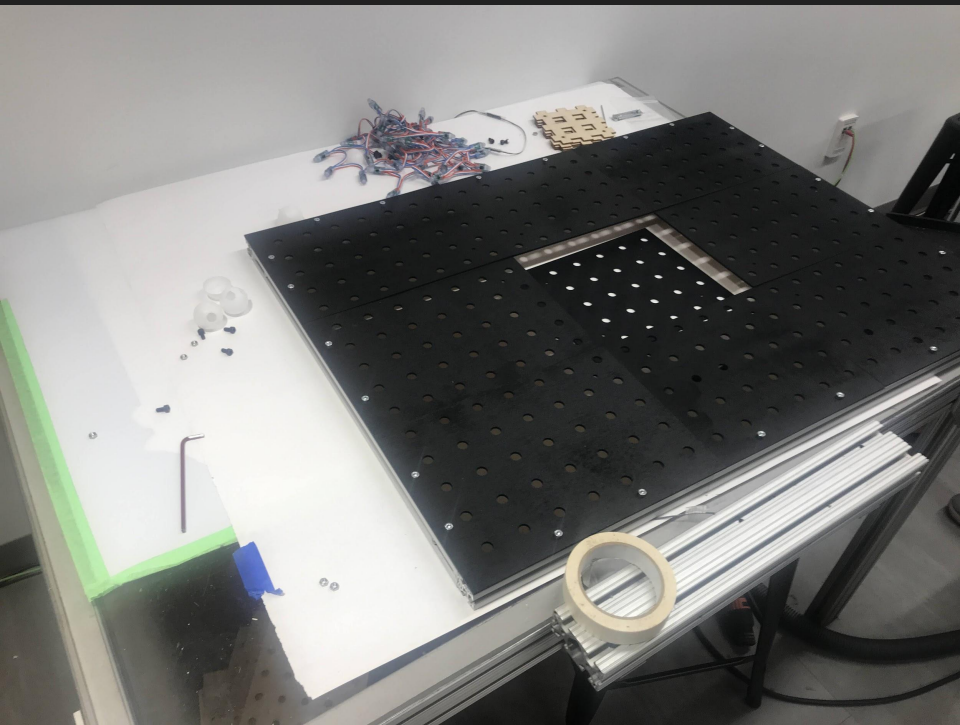
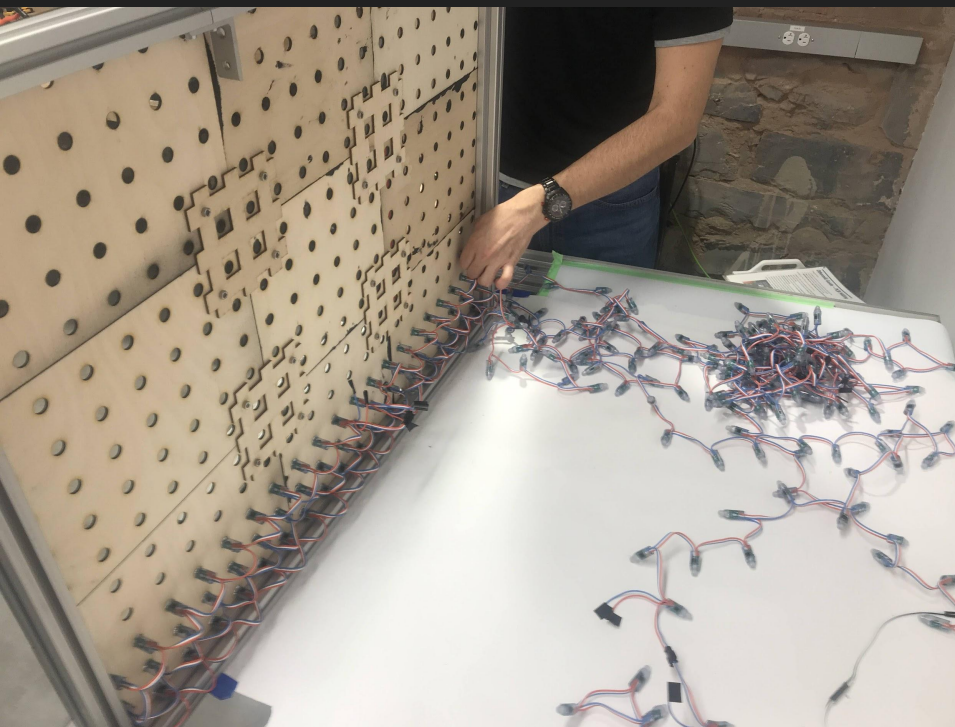


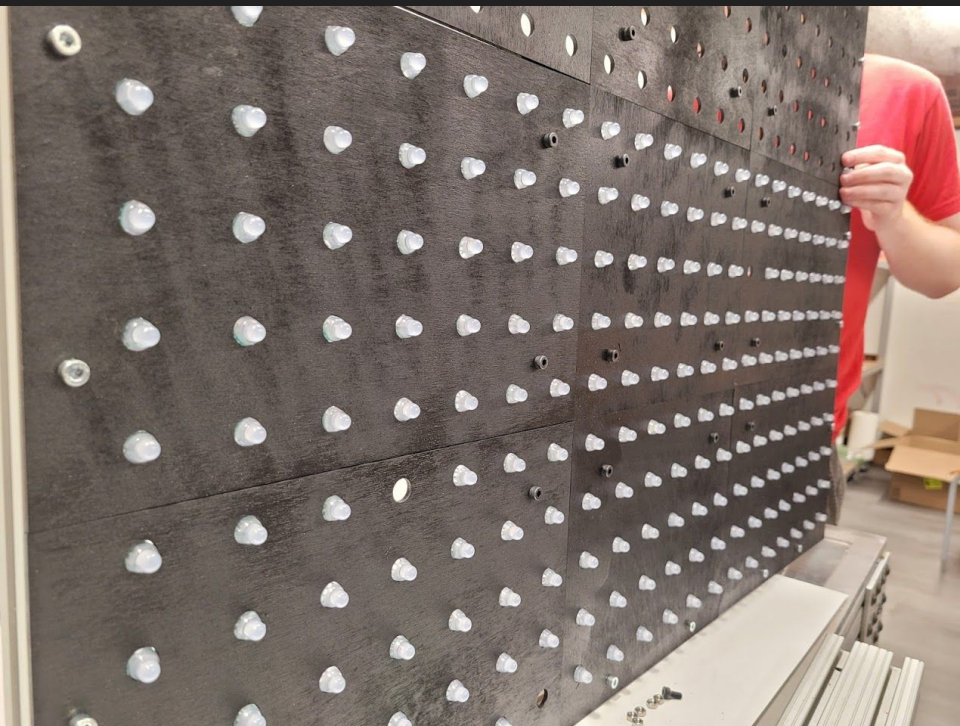
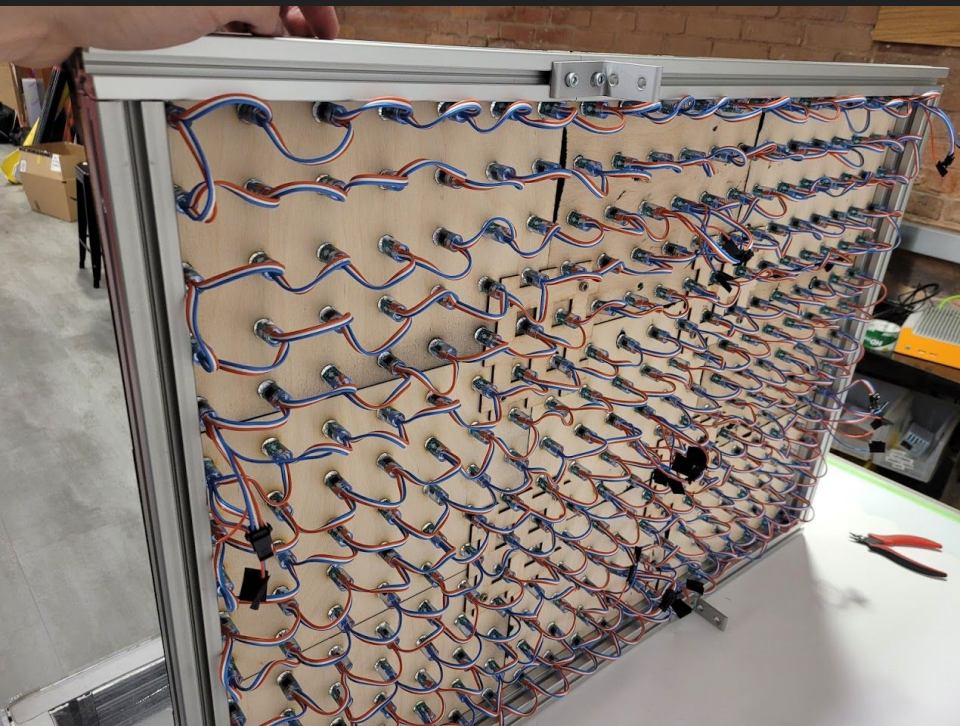
Beep Boop Boop Bop

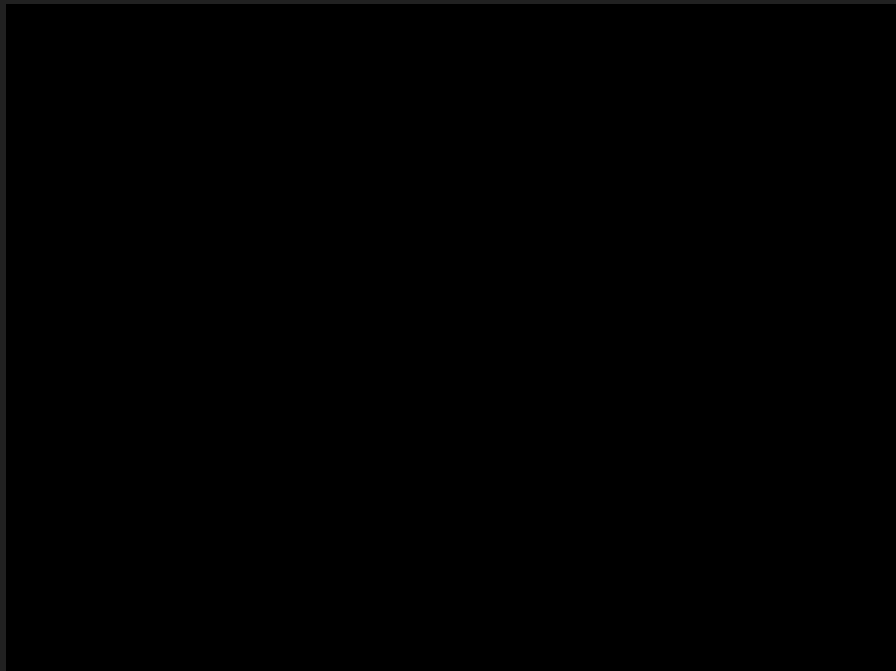
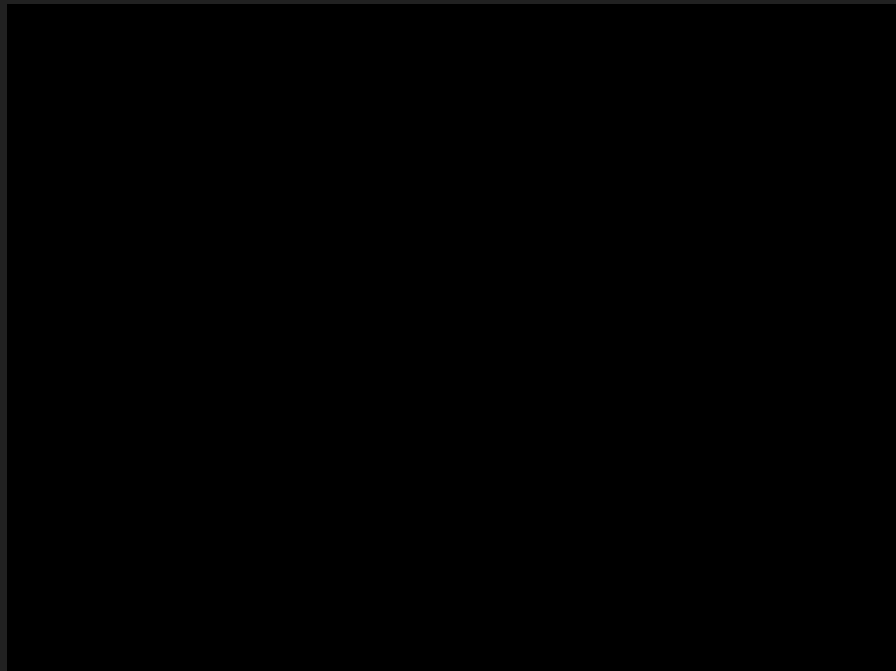
Jared Jaramillo & Jeremy Kanovsky











...but what does it do?

Game	Modality	Cue
Pong	Hand Detection	Two hands (each up / down)
Pong	Face Detection	Two faces (each up / down)
Pong	Eye Detection	Two sets of eyes (each up / down)
Snake	Hand Detection	One hand (nine quadrants)
Snake	Face Detection	One face (nine quadrants)
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~Quirky~ Extra Features

Feature	Description
Image Segmentation	Loads a semantic image segmentation Tensorflow model and runs inferences from the camera input, down-samples segmented output to 20x15
Camera Playback	Displays the camera view down-sampled to 20x15
Video Playback	Loads and plays an .mp4 (or .mov) from the filesystem and down-samples to 20x15 and displays it.
Text Display	Displays scrolling text (in rainbow colors!)
Rainbow	Displays a shifting rainbow :)



jeremy@Teleknight: ~/Desktop/me134/hw6

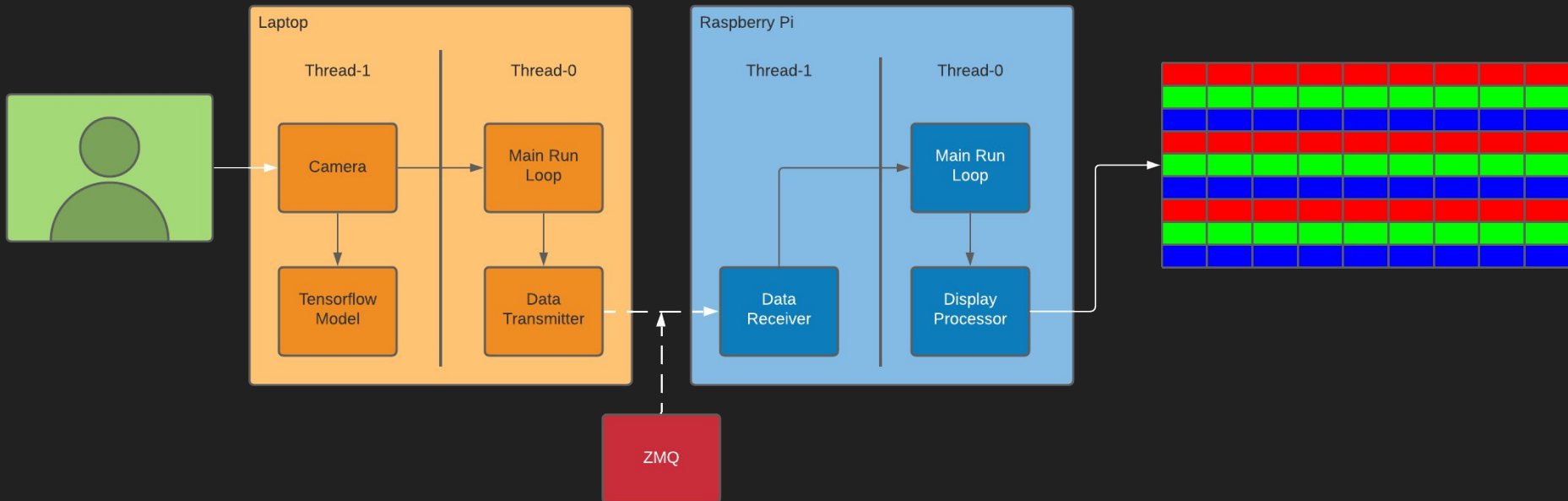


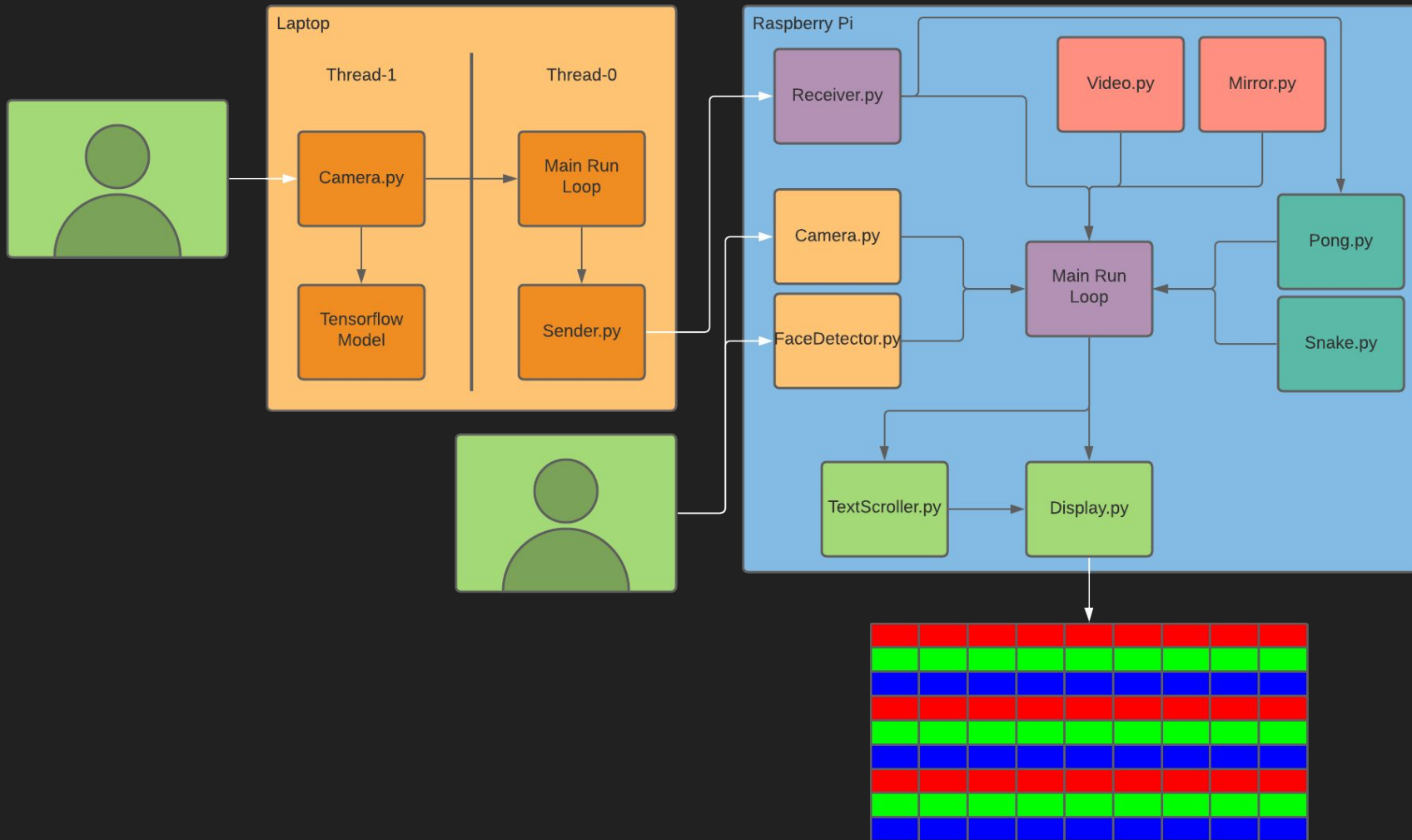
```
jeremy@Teleknight:~/Desktop/me134/hw6$ python3 main.py --help
usage: A small robotics project :) [-h] [--pong] [--rainbow]
                                   [--brightness BRIGHTNESS] [--pong_head]
                                   [--segment] [--text TEXT] [--snake]
                                   [--skip] [--video] [--mirror]
```

optional arguments:

-h, --help	show this help message and exit
--pong	Plays a game of pong! (requires streaming from a laptop)
--rainbow	Displays a nice rainbow :)
--brightness BRIGHTNESS	Sets the brightness of the display, default=0.5
--pong_head	Plays a game of pong using head tracking!
--segment	Displays a segmented display of an image
--text TEXT	Displays a string of text
--snake	Plays a game of snake!
--skip	Skips the intro screen of any game
--video	Plays a video!
--mirror	Displays the camera input

```
jeremy@Teleknight:~/Desktop/me134/hw6$
```





end slide