The Woman who is mentoring me works in the Heliophysics department at NASA.

**Monday**

Mapping the dark Aurora lights using MATLAB

**Tuesday**

Mapping the dark Aurora lights using MATLAB

**Wednesdays**

Mapping the dark Aurora lights using MATLAB

Reliazed it was doing to much to slowly and researched for a different route to faster ananlyze the video

Recursive Particle Tracking

<https://www.youtube.com/watch?v=Y_xlB94z8c0>

**Thursday**

Mapping the dark Aurora lights using MATLAB

**Friday**

Mapping the dark Aurora lights using MATLAB

**Project 1 -Talk Machines Mechanisms**

**Same amount of progress done since before. Mainly research more info on the other stuff has began.**

**Project 2 - MATLAB Aurora Lights**

**Project has been going smooth with minimal bumps. So far I have been kind of mixing up the codes together in order to have something that runs smooth and strong. I took so code from the particle reader trials and was able to implement so that I could loop through the video and thus the frames. This better because I can now control the instances of the frames for a understandable number that’s still fast but accurate for the frames.**

**I am a test video of the first twenty seconds that way I can see how it works and set the correct numbers for all of the intervals so I can get correct readings. It is not exact but for these test trials is works.**

**I tested it and was able to get through the whole twenty seconds of all the frames. Now the next goal is to have a way to store the finishing slides and move them together one after anther n a way that makes it a movie again. Once this is done I can fine tune the threshold and Corp size settings for accuracy.**

**Making more crop squares at the same time so the code would run 4 times as fast would be another additional benefits but getting everything working first is a better idea then trying to speed it up before its made. So that idea will be in the back of my head and its running like I want.**