

Chapter 1

Introduction

TASK :- Video Orientation

Date on which task was given :- 30/08/2017

Submit date :- 22/09/2017

Objective:- Our objectives are :

1. Read a video
2. Rotate the video to specified angle
3. Display the rotated video

1.1 Algorithm:

Input: Load a video

Output: Rotate the video in a specified angle and convert it the original format.

- Step1 : Start
- Step2 : Give a video as input
- Step3 : Read the video
- Step4 : Make the video into a matrix format

- Step5 : Create Rotation matrix
- Step6 : Use maths function to rotate to specified angle
- Step7 : Rotation matrix is applied to video
- Step8 : Rotated video is displayed
- Step9 : Rotated video is converted into the original format
- Step10: Stop

OUR TEAM:

No.	Members	Designation
1	AMAL DAVIS	Member
2	ANJALI KN	Member
3	ARSHA JOHN	Member
4	ATHIRA VIJAYAN	Member
5	NEENU CM	Team Leader
6	SAFNA HABEEB	Scrum Master

1.2 Tasks Assigned:

Our team of 6 members was again divided into groups of 2 for doing the given task.

- Arsha and Amal were given the task of referring graphics methods.
- Group of Anjali and Athira were responsible for writing the algorithm for the particular task.
- Neenu and Safna were concerned with the coding section.

1.3 Meetings held:

Our team conducted scrum meeting on the following days:-

01/09/2017 Friday: We studied about the second task and instructed to find

out the inputs.

08/09/2017 Friday: Read a video as an input.

11/09/2017 Monday: Discussed how can we rotate a video and reviewed the progress.

15/09/2017 Friday: Discussed the methods to implement rotation matrix into a video.

1.4 Progress as if now

Task two completed 30%.