ECE Senior Design Weekly Report

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Team Name: Globetrotters Lab Section: 4

Week’s Task: My tasks for this week were to finish the first version of the interactive rotation animation, and to contribute the testing procedures for the project proposal.

Results: My efforts this week have resulted in a working version of the globe rotation. In order to implement this, I had to switch the graphics library of choice, since the Raspberry Pi does not support OpenGL, it uses a specialized version called OpenGL ES (for Embedded Systems). The globe’s rotation is implemented using PyGame. This first version is not yet optimized to run as smoothly as possible on the Raspberry Pi, so that will be my goal for next week. In regards to the project proposal, I described the possible testing procedures that we will use to test each aspect of the end product. I also did some work on the projection with the fisheye lens, however we will need to wait until we have our projector to begin perfecting the projection unto the globe.