This is currently a collection of notes and work in progress.

# Notes

* Prefix Rubik on all allows for easy identification and use of common names like Util and Controller.

# Thread Model

Nearly all code is executed on the OpenCV Frame thread.

# Architecture

## Image Processing

## Face Recognition

## Cube Model (i.e., State)

## Gesture Recognition

# Image Analysis Design

The main part of this application is image recognition

The top-level design description is according to the Sonka, Hlavac and Boyle text.

## Boarders

More specifically, in this application, “contours” are obtained and used.

## Curves

## Segments

## Syntactic Description

## Syntactic Recognition

## High Level Image Representation

## Image Understanding

# Class Diagram

**+**

Activity

Menu and Params

Image Recognizer

Controller

State Model

Face

Instructions View

Overlay View

Pilot Cube View

Rhombus

Polygon

Contour

# Controller State Diagram