Overall Goal:

The main goal of our research is to utilize Machine Learning to process the pose of a human (given an image) and to then replicate it into a 3D model utilizing Blender and Python.

Framework:

Meetings:

2 times a week

* Tuesdays and Thursdays: 6pm-8pm
* Fridays: 4pm-6pm

8 hours a week

Applications:

* Python 3 (Tensorflow/other libraries)
* Github (share the code)
* Windows
* CUDA 11 SDK and Toolkit working
* Server and updates/ google calendar (updates)

Steps/Goals

1. ~~Set up all tools working and on the same platform (common base)~~
2. ~~Gather Datasets from online (Python Script)~~
3. **~~Get a tool that start recognizing faces (direction of the face, improving code).~~**
4. Look for algorithms to detects body shape (output, background gone)
5. **How are we able to labelling limbs (as it prints, reinforcing learning)**
6. Labelling points(dots)
7. Apply ratio/dimension to blender

Week 10/9-10/16

~~Goal 1, Goal 2~~

Week 10/16-10/23:

~~Goal 3,~~ ~~Start Goal 4 if possible.~~

Week 10/23-10/30:

Goal 4, Start Goal 5 if possible.

Week 10/30-11/6:

Goal 5

Week 11/6-11/13:

Goal 6

Research a little bit about Blender Scritpting.

Week 11/13-11/20:

Goal 7

Week 11/20-11/27:

Week 11/27-