

Bryce Summers

Idiosyncratic Design Portfolio

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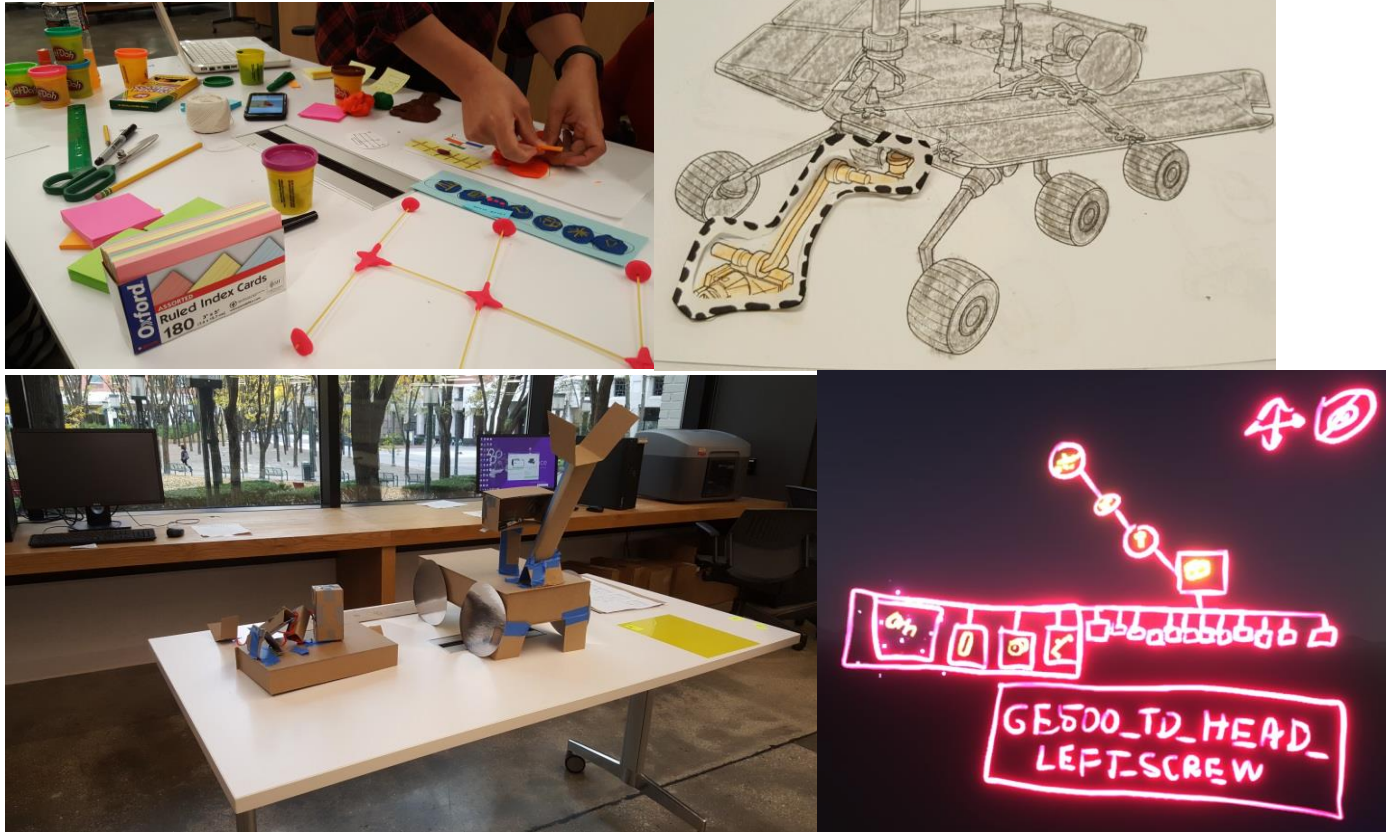
$\mathcal{O}(n^2) \rightarrow \mathcal{O}(n \log n) \rightarrow$



Work in progress!!

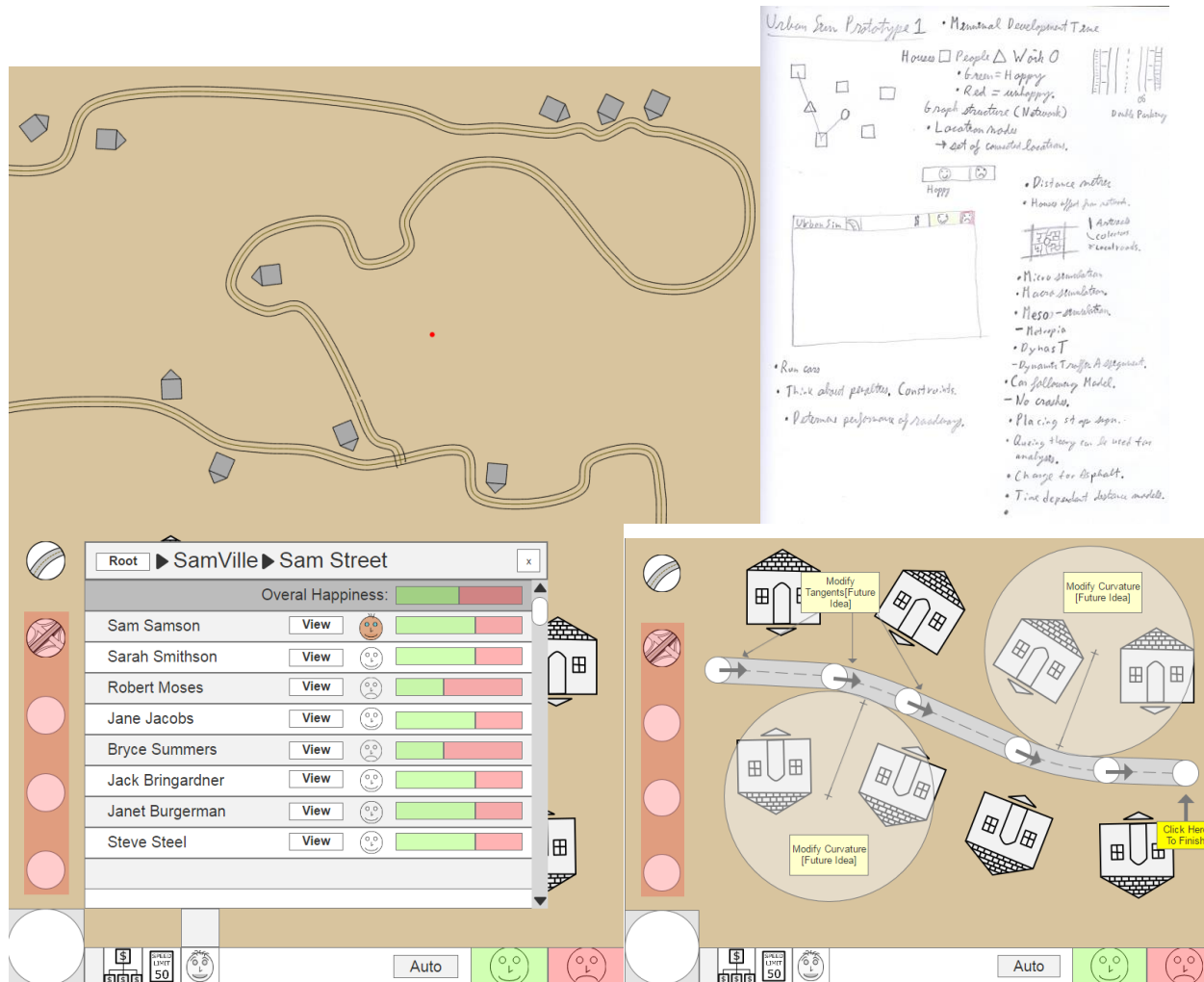
Dear Reader, This portfolio is a work in progress. I haven't gone about making proper images and putting this documentation together in a meaningful way yet, since that will take longer than the time I have left.

NASA JPL



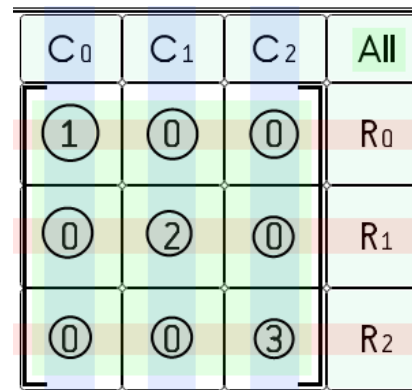
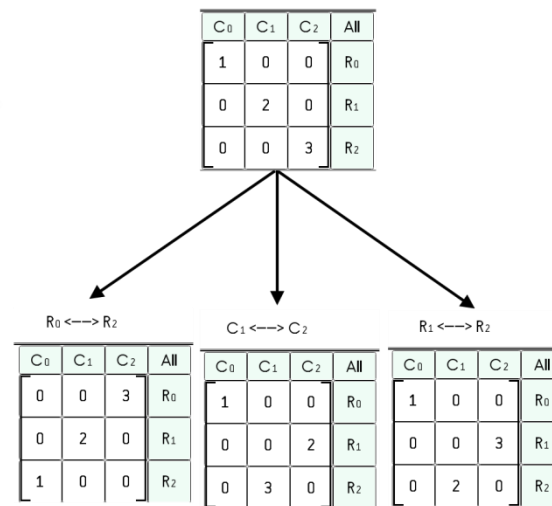
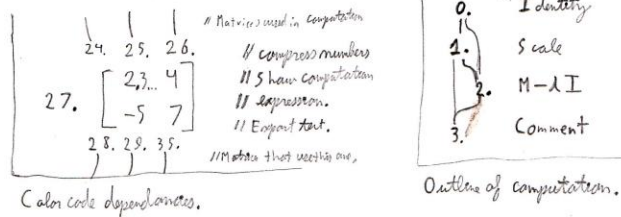
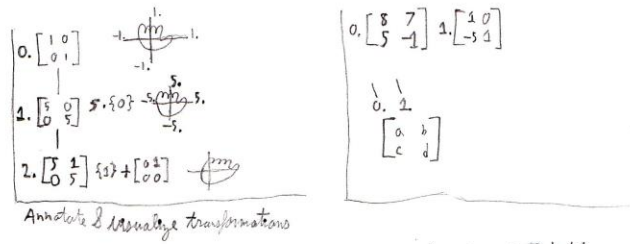
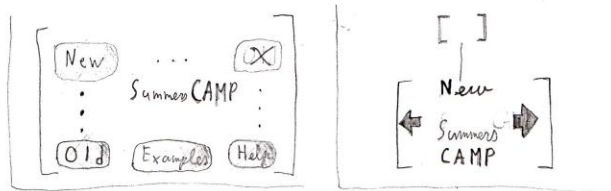
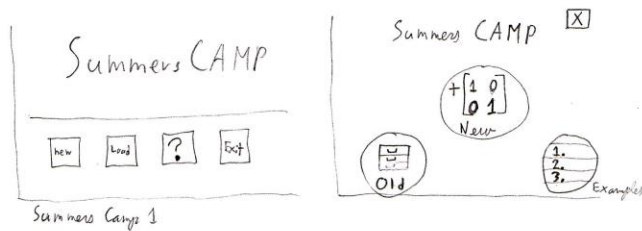
We prototyped user interactions for navigating a hierarchy using the holo lens for the NASA JPL Ops lab.

SimUrban



This is a game about designing infrastructure networks.

Summers CAMP

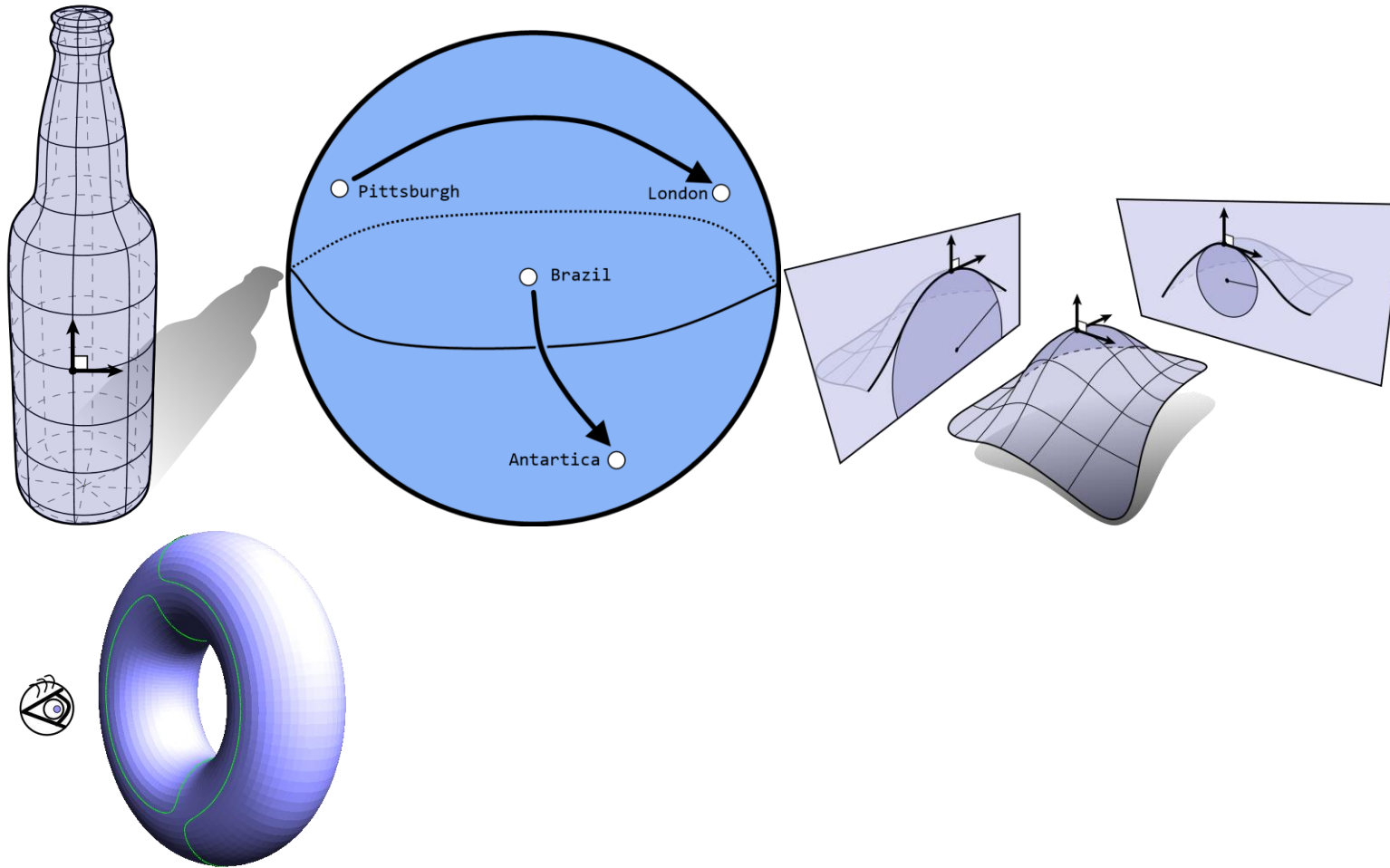


Summers CAMP was funded by a Summer Undergraduate Research Fellowship back in 2013.

I am continuing to work on it with further design iterations.

http://bryce-summers.github.io/Project_Pages/SummersCAMP.html

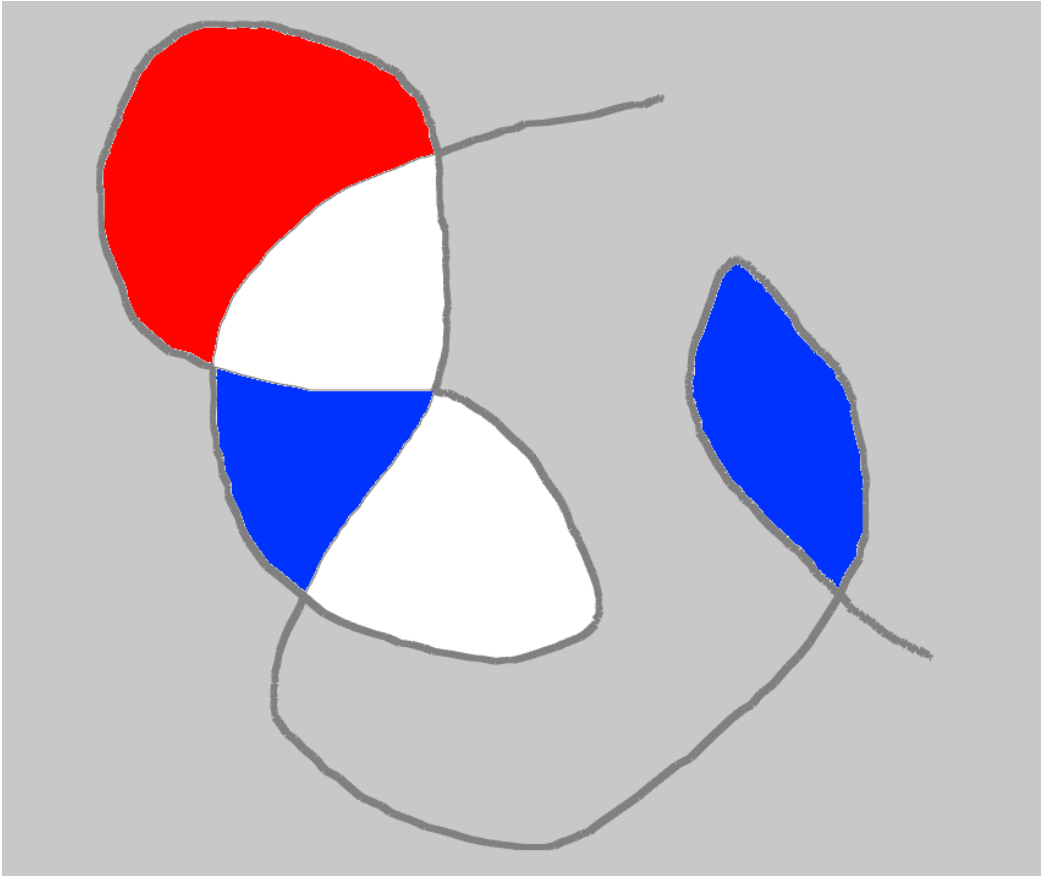
Crane Diagram Automation



Automating the Generation of beautifully Illustrated 3D Geometry.

https://bryce-summers.github.io/Design_Portfolio/pages/CraneDiagrams/Extracting_Curves_From_Subdivision_Surfaces.pdf

Scribble Segmentation

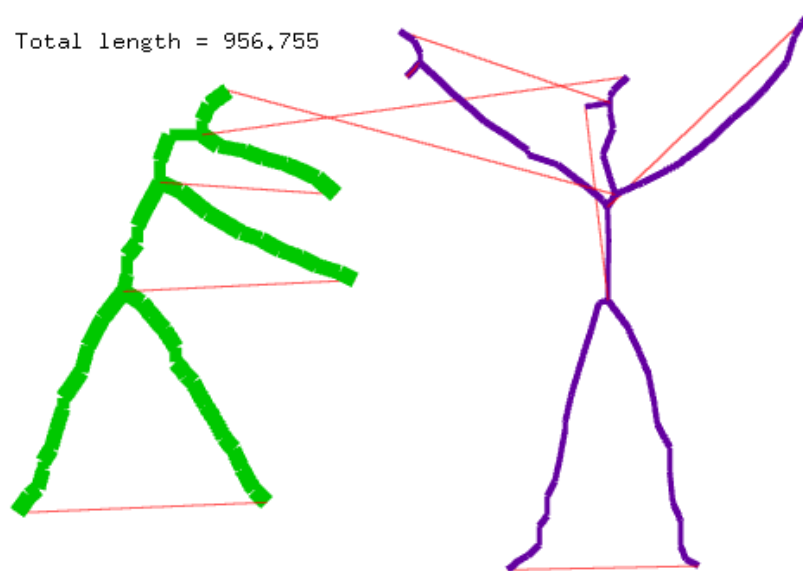


Algorithm that finds all of the faces demarcated by a planar curve. (FIXME: This picture is really ugly.)

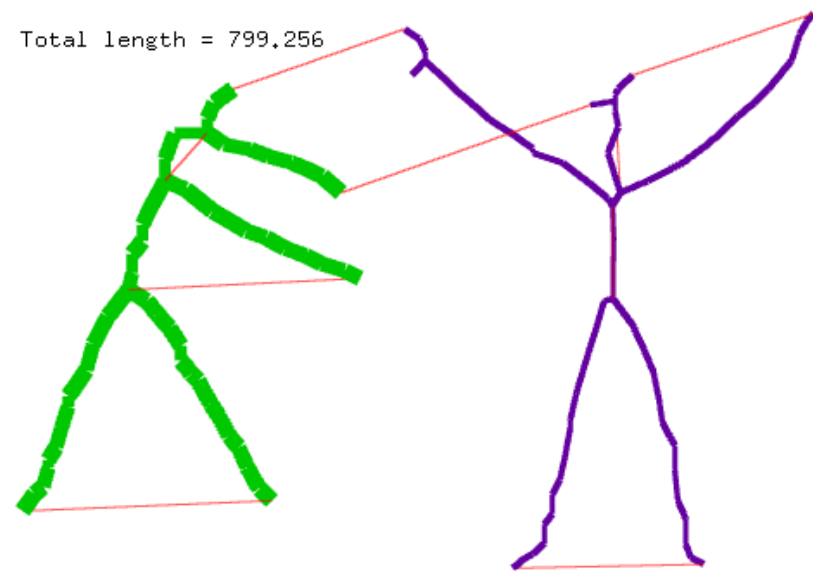
<https://github.com/Bryce-Summers/ofxScribbleSegmenter>

Domino Traveling Salesman Problem

Non - Optimized



Optimized



Solves the traveling salesman problem for a group of dominoes.

<https://github.com/Bryce-Summers/ofxLaserTSP>