**This Week:**

This week we completed the early steps of the motion capture program. This was all tested on a laptop because we have not finished setting up the Pi’s yet with all compilation required for opencv, but it will work.

* Early MoCap program working. Able to detect white spaces, given a certain threshold. Not tested with infrared yet.
* Almost all materials acquired. Still need black clothing/black background. Found out we need GPIO connectors and soldering materials to connect the infrared ring to the camera. We have updated our shopping list.
* RaspberryPi test unit up and running. Still need to compile cmake on it – may require larger SD cards, as we were running into space issues. In order to use opencv, we must build it prior with cmake. Once we have one unit fully updated with all required services and utilities, we will just make an image of the SD card for the other 3 to speed up the process.

**Next Week:**

With our new shopping list, we should be able to fully test the Pi with the infrared camera and then move on from there.

* Have all new materials purchased/acquired
* Compile opencv for the Pi
* Determine if we need SD cards with more storage
* Setup infrared ring for camera (requires soldering to main board)
* Determine the light settings we will have to use
  + Only able to work in the dark? Need infrared set up before we can determine this

Good progress was made. George worked on getting a basic motion capture working, which required a lot of research into opencv and cmake to compile it. We soon found out that our SD cards may be too small for the build of opencv. More testing will be done. We also were able to fully install Raspbian and hook the Pi up. When working with the infrared light ring, we realized we will have to solder it to the main board of the Pi, so this was a little set back. Once the infrared light ring is installed, we will be able to test the threshold of light being filtered out and determine what is a good way to go about the actual recording process and what environment it needs to be in.