

Abstractanator

Team 01

Hunter Black: UI design / integration

Evan Johnston: Backend / algorithm development

Project summary

Goals:

- Explore different methods of “abstraction”

Solutions:

- Built application to explore abstracting
- Designed algorithms to perform abstractions on images

Process summary

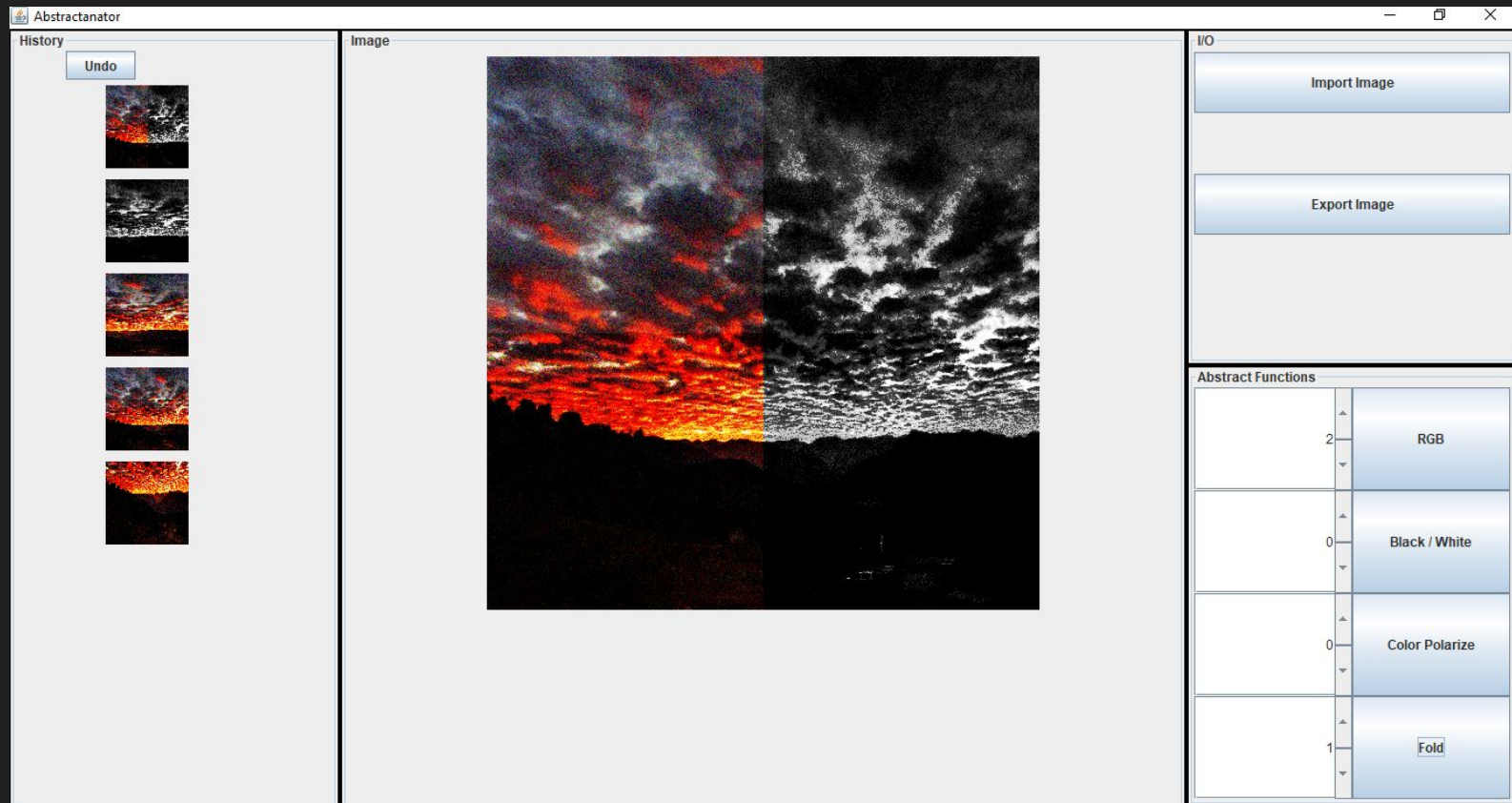
Tasks:

- UI design and creation
- Color algorithm development
- Folding algorithm development
- UI and backend integration

Methodologies used:

- MVC Design
- Java 2D

Results



Unimplemented features

- Geometric simplification
- 3D image exploration
- VR Implementation

Future development

- More abstraction functions
 - Geometric simplification
 - Floyd-Steinberg Dithering
 - Etc.
- Animations between abstractions
- 3D manipulative environment