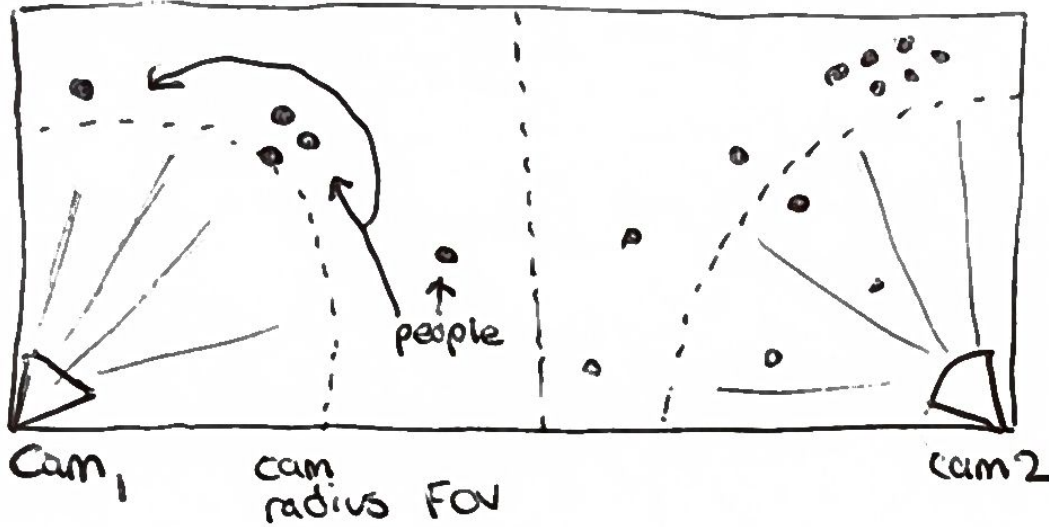


Diagrams (to render/rasterize w/ Thinter)

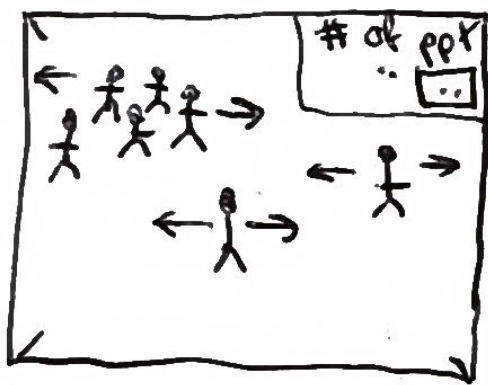
↓
pixel data to image!

①

Full 2D View



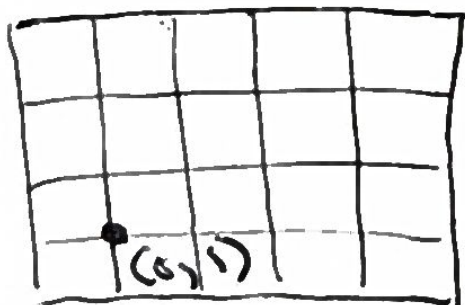
- people (dots) to move sporadically, for full 2d view they move in/out of radius
- (2 cams as ex: full has 6 cams)



Cam1 view 2D

individual cams

- Should display people moving around, if they go out of FOV radius have them fade out.



Cam1 view grid

- x, y. pos of EACH person on graph,
- Angle (θ)/heading of each cam
- # of people in FOV, dist, pos,

- RASTERIZE the dynamic coordinates of each person between FULL & INDIVIDUAL graphs put on individual cam graph w/ grid pts.

↑
MAP OUT
3(FINAL)