

Computer Vision Lab

Follow a line with a camera in the lab room

Sample Path

Don't walk on paper, footprints are wrong.

The dotted line disappears off the camera, but it continues beyond edge.

The dark lines are old tape that has been pulled up (soccer goal).



Different angle

This line is not taped down, it's just an example



Robots storage

After you use a robot make sure to take your SD card. Do not leave your robot on overnight, I don't want another fire in that room.

Place robot back in its garage.

Plug robot in and charge it.



Be POLITE

- I have no problem with you using another robot to debug your robot's problems.
- But leave that robot the way you found it.
- Yesterday I was debugging a power issue so I took the power out of a different board and plugged it into a board on the troubled robot to see if another robot would power it. But when I finished I plugged the original robot back to where it was before I messed with it. The owner will not know a thing.



Two walls of robots

Leave room for chairs on back wall.

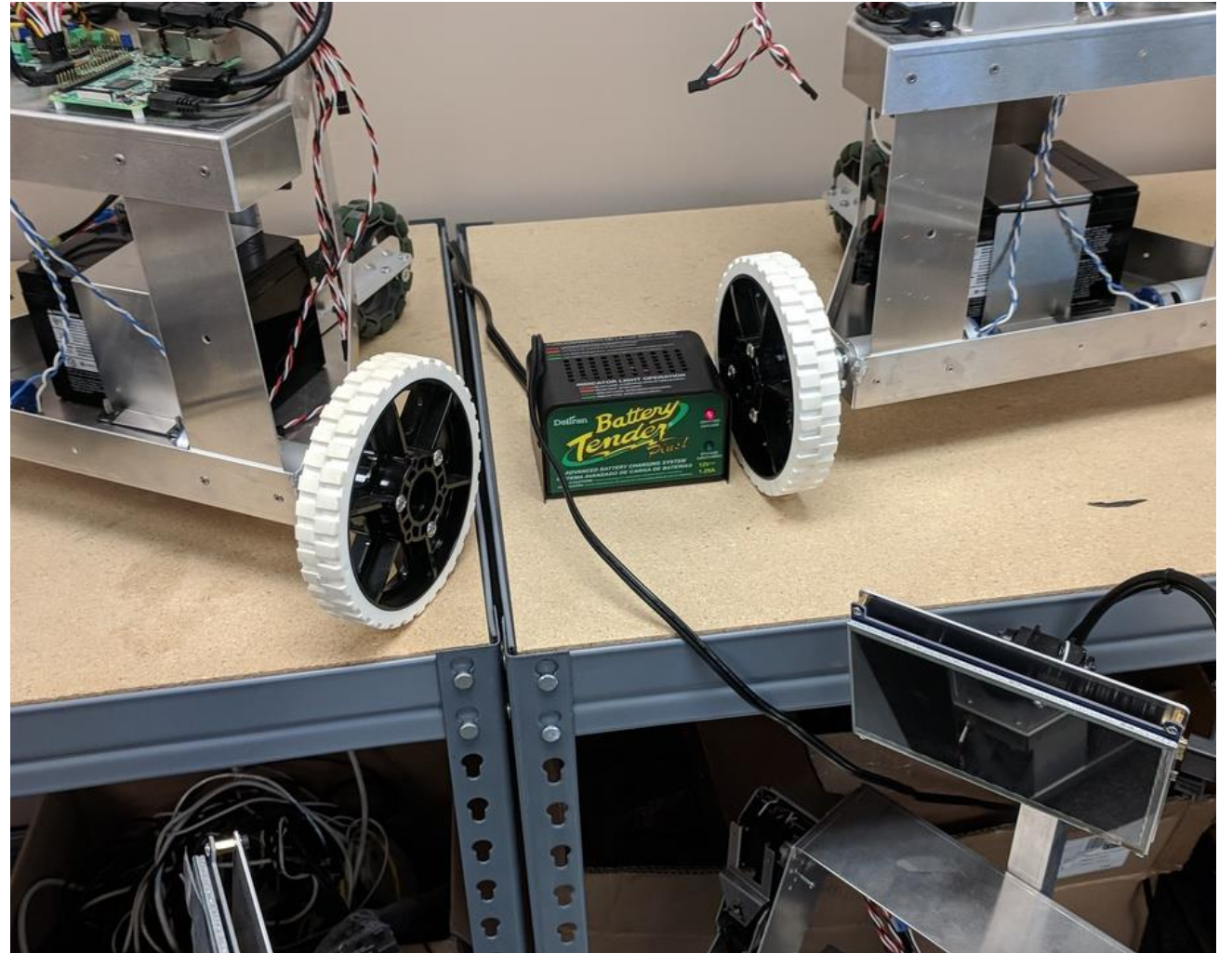
This wall has more room.



Chargers

Always plug in robot after you have used.

If you see a robot that has a green light you can unplug that robot and plug in your robot.



Clean desks

Students are messy.

Do not leave trash, paper or personal things laying on desks.

The room should look like it did before you got there.....,unless you decide to throw away other garbage laying around, that would be OK.



Shades

You can open or shut shades, but know it will make a difference on you code.



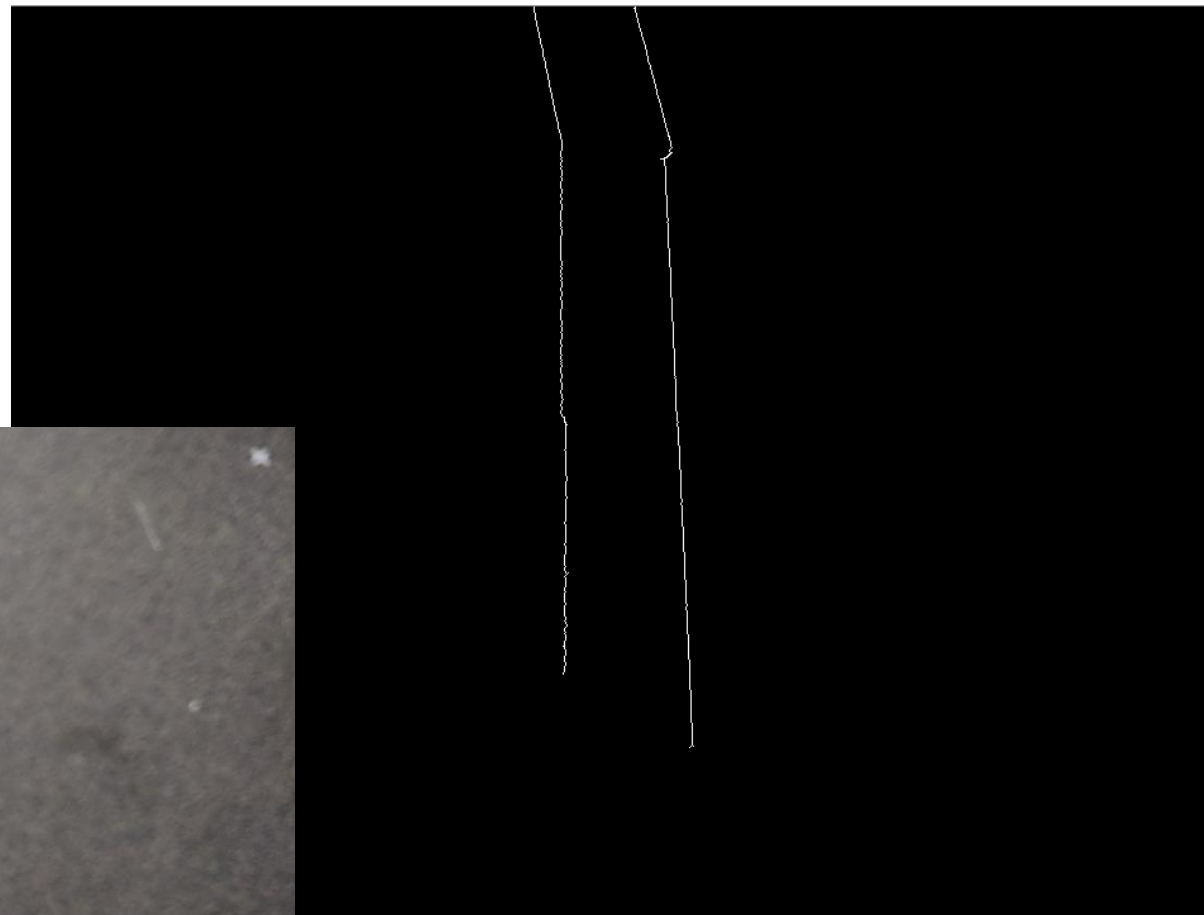
Lockers and Segway

The lockers are off limits, do not get into lockers

The Segway is off limits, the keys are not in the room, the tires are flat.



Example Run



Example Run

