



IoT Based

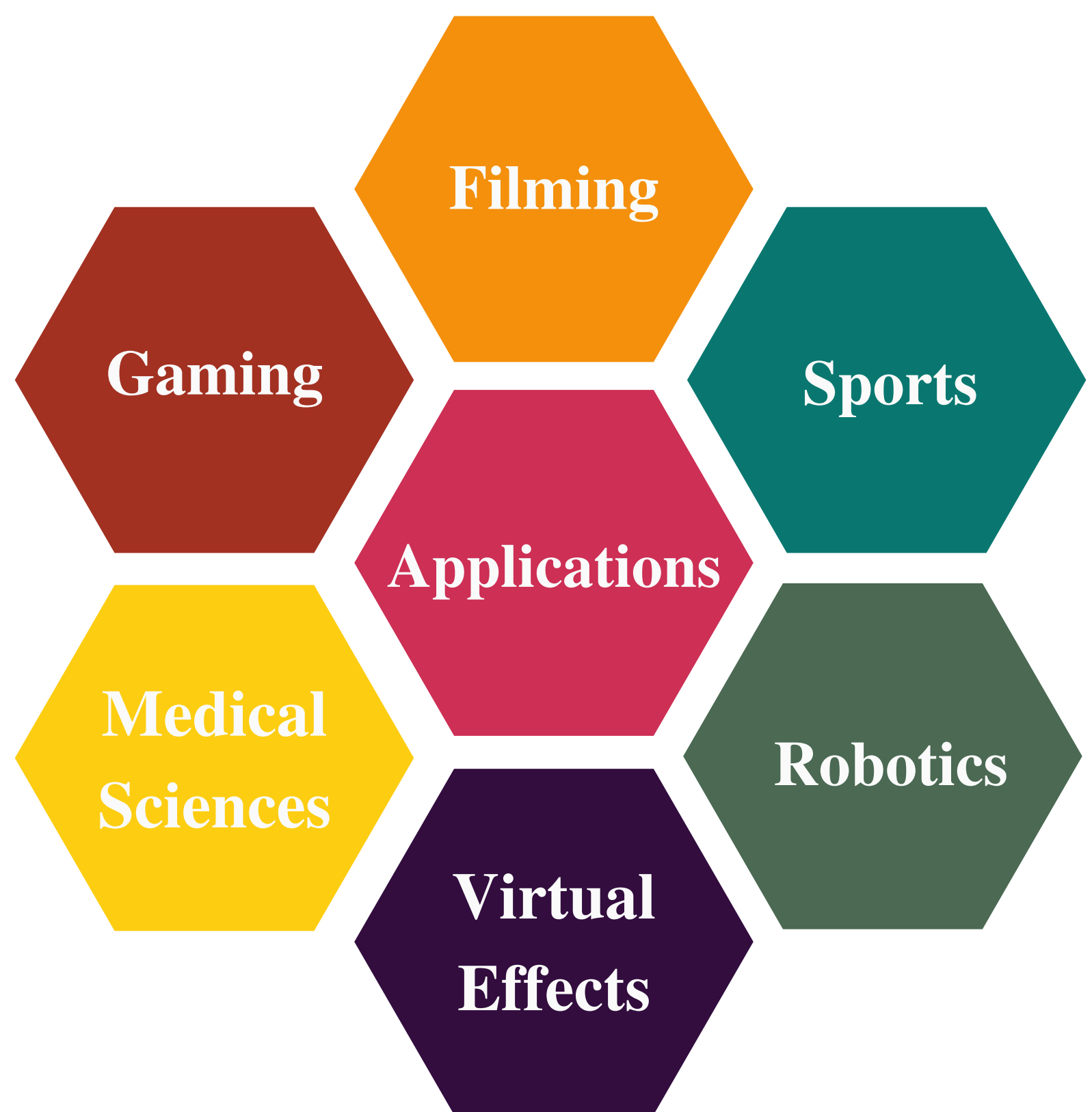
3D Motion Model

A 3D arm model is created using OpenGL and then using IoT(Internet Of Things) devices we connected the limbs of the human host which replicates the movement of an arm, the domain of this project is in relation to Computer Graphics and IoT.

METHODOLOGY

On the basis of roll, pitch, and yaw values model replicates the movement of an arm.

Madgwick's filter was applied to eliminate the distortion caused by the earth's gravity and to eliminate gyroscope bias drift.



DEVICES

- MPU9250 Accelerometer.
- ESP8266 NodeMCU.



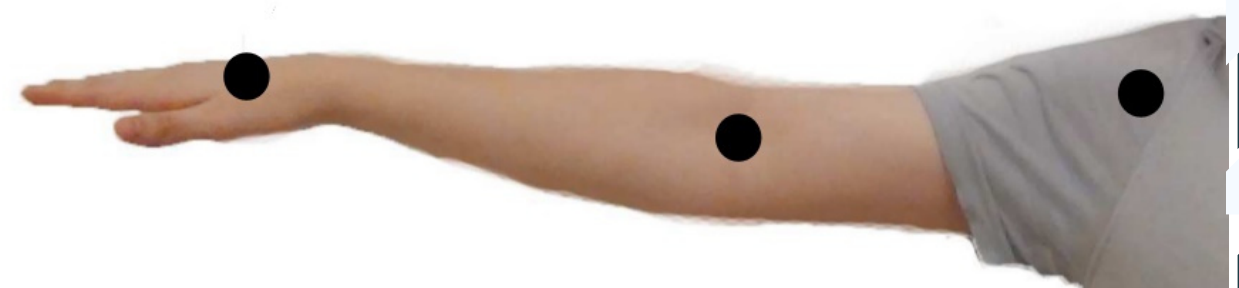
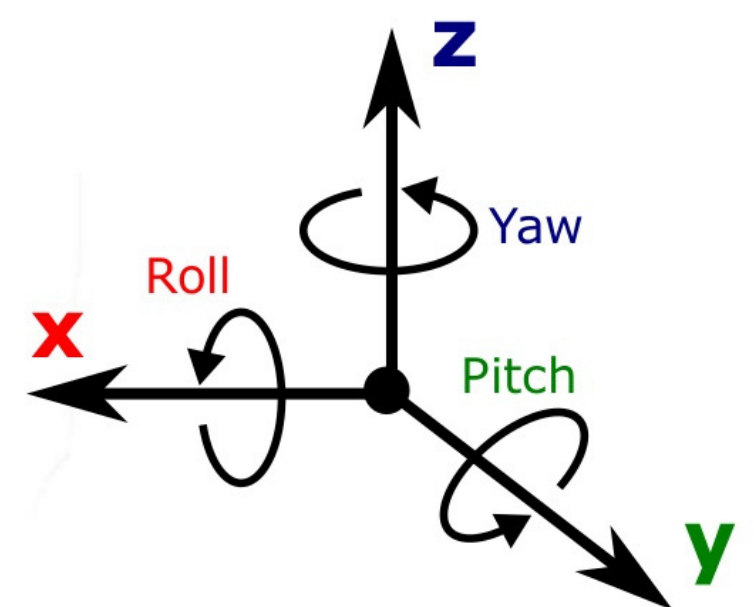
TOOLS & LIBRARIES



Processing



Arduino IDE



GROUP MEMBERS

Muneeb Muzammal p16-6093

Hamza Amir p16-6142

Muhammad Shaoor Fahim p16-6102

SUPERVISOR

Dr. Omar Usman Khan