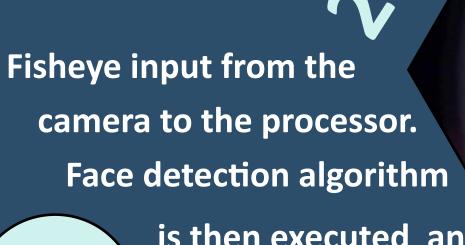
Methodology

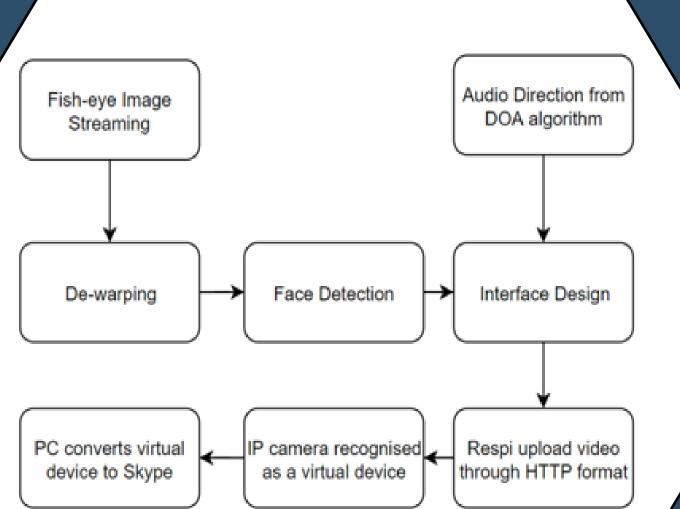
360 Degree Web

Conference

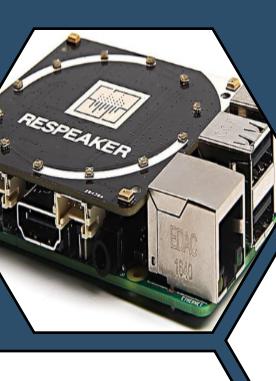
Fisheye input from the camera to the processor.

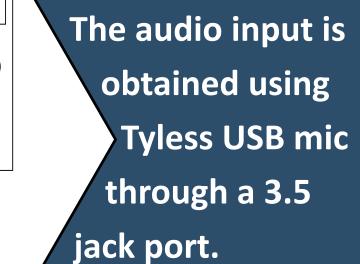
> is then executed and video feed de-warp.





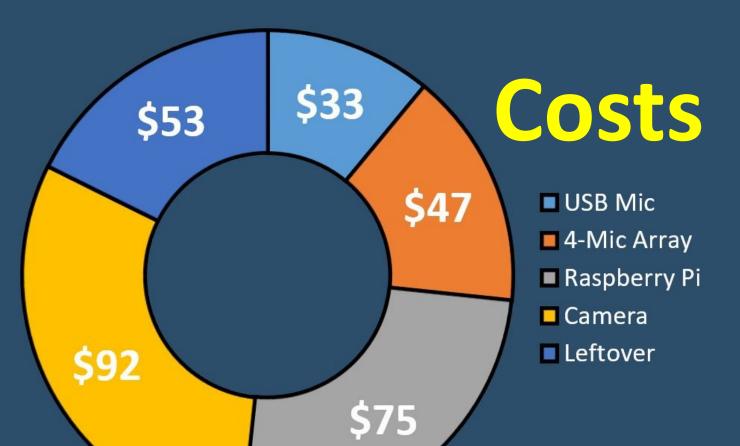








First open source 360 degrees web conferencing camera system.





Face Detection Algorithm

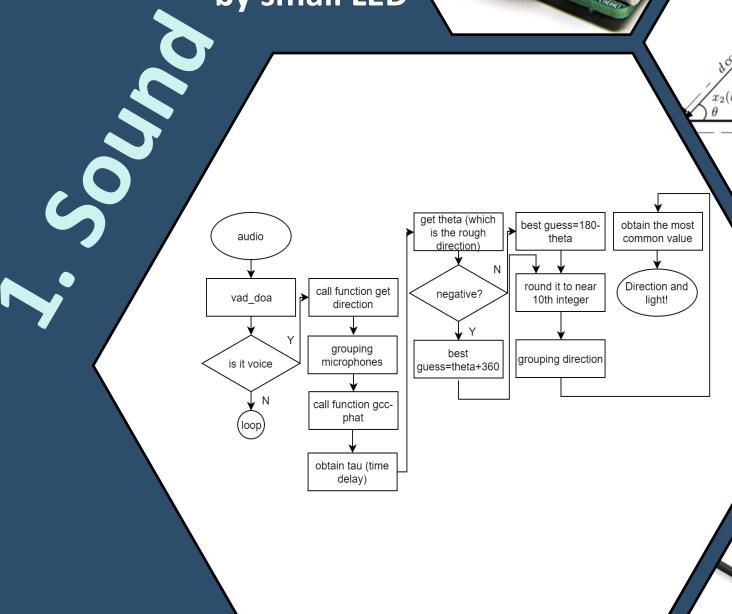
Rotation-invariant face detector:

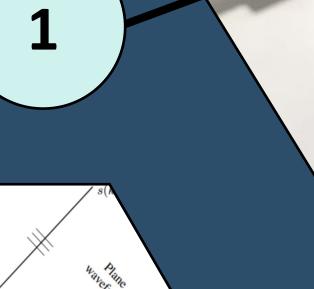
- . Real-time but high computational requirement
- . Can detect user at almost any angle

Cascade face detector:

- . Real-time and low computational requirement
- . Require user image to be right angle







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