
Bi-Weekly Report 2

3D Reconstruction File Damaged Parchment

Date: 3rd November 2017

Team 35

Team members: Wanyue Zhang, Ionut Deaconu, Sergio Hernandez

OVERVIEW

During the past two weeks, we worked on the HCI website intensely. Our HCI report consists of the following sections: initial research with the client and user, sketches, personas, prototype, evaluation and future plan. This assignment helped us to gain a deeper understanding of human-centred design which revolves around the idea of designing software that meets people's needs. We learnt ways to convey our ideas to audience from non-technical backgrounds using stick figures, wireframes and video demonstration. We also applied the "thinking aloud" and heuristic evaluation methods to gather feedback and improve our design based on it.

MEETING SUMMARY

Besides meeting at the lab session weekly to work on different HCI sections, our team also arranged a meeting with an archivist from the British Library, which is a potential user of our web app to understand his perspective on parchment reconstruction. Here are some comments we gathered.

1. According to Richard, a web app for parchment flattening would be a terrific idea, as a lot of museums possess damaged parchments and would benefit from this technology
2. There are several reasons for developing the software such as preserving copy, enabling visual manipulation and enhancing virtual experience of manuscript
3. We have been advised to keep the User Interface intuitive and easy-to-use
4. Richard suggested some similar 3D reconstruction project sites we could look at

TASKS COMPLETED

1. We finished the HCI report, in which we achieved a greater level of understanding of the UI and UX needs of our product, as well as received valuable feedback.
2. We met with our client and discussed structured next steps which clarified our role in the project and specified a timeline. These steps are designed for, once completed, be able to connect the individual parts and obtain a working pipeline of the 3D flattening process.

3. We began working on our individual tasks assigned in the meeting, and advanced our progress in these.

PLAN FOR NEXT TWO WEEKS

Wanyue: Obtain a 3D mesh result from 3D Web Reconstruction using the data Professor Weyrich provided us with.

Ionuț: Compile the Parchment Flattener program and use the sample dataset to obtain a flattened result.

Sergio: Compile both Bundler and PMVS resolving any dependencies and linking errors which may arise and obtain a 3D mesh using the sample dataset.

REFLECTIONS

Wanyue: I worked on the personas and participated in the discussion regarding the design of the prototype in my team. I also did heuristic evaluation after we had the prototype. I learnt that we should always adopt an iterative approach to our project, which is to review our initial design constantly with the feedback from the user.

Ionuț: I worked with the team on certain parts of the assignment, and finally I edited the initial draft to a deliverable version of the report. In the meantime, I have also been working on installing the proper versions of the libraries needed to compile ParchmentFlattener (as some of them required earlier versions) and on fixing linking errors.

Sergio: I developed several parts of the HCI assignment, such as the final prototype, the sketches and storyboards, the initial research page and the user testing evaluation. Next week I will try to compile PMVS and Bundler.