Cognitive State Representation and Visualization of Human Brain

Simple Labs / 20.04.2014

Iteration Report II

Introduction

As Simple Labs, we completed some tasks which belong to this iteration. The detailed information about this iteration and tasks are given below.

Iteration II

Task 1: Processors

We have begun implementing processors necessary for voxel and edge manipulation. Currently, only processors that are deemed necessary by our client is being implemented.

Task 2: GPGPU Integration

GPGPU integration is done via CUDAfy.NET . We are looking for processors that can benefit from GPGPU processing.

Task 3: Line Drawing Optimizations

Line geometry is generated on the fly with minimal triangles needed and generates very little game objects. Frame count is satisfactory.

Task 4: Regioning

This task is currently incomplete. This functionality will be implemented as a processor in the third iteration.

Task 5: Coloring

Coloring is implemented via texture mapping. Thus it is easier to change coloring or use arbitrary color maps.

Conclusion

As of second iterations end, only incomplete task remaining is brain regioning. This task is transferred to third iteration. Our plans on next iterations will continue as written before.