

12/9/21

New changes

Things done:

- Changing of ideas
- Researching of guides
- Changing and updating of BOM (Changing of lidar to stationary but more greater range up to 40m)
- Submission of BOM for approval
- Replacing lidar and camera with a 3d camera
- Researched on various 3d camera models (stereo vs lidar)
- Researched on how to work with rgbd channels
- Learning about formatting of the jetson nano
- Tried to use a jetson nano emulator

Current state of project:

- Replaced lidar and camera with a 3d camera
- Waiting for approval for BOM

Problems faced:

- Does not have the jetson nano (waiting for approval)
- 3d camera over-exceeded budget
- The emulator does not seem to work very well

Work to be done:

- Once the BOM is approved and we get hold of the items, start installing the jetson nano image
- Installation of jetpack SDK
- Connect and test out the data feed from the 3d camera
- Implement object detection on stationary human