

# From 2D to Real Life 3D -The Micheal Story

By Mikkel Svagård

# Anticipation

## **Image Processing**

- Definition of Segmentation
- Hugh Transform or Corner Counting
- Region Growing with Color Detection
- Reuse my own code as much as possible
- Bounding box or centre of mass

## **Graphics:**

- Build extruded objects or form outside app
- MVP transform for 1<sup>st</sup> person effect
- Use a SceneGraph for coordination
- Read objects from text-file

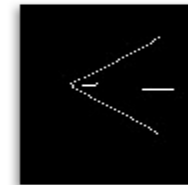
# Execution

## Image Processing

- Scikit, Pillow, Numpy, , Scipy,
- Canny Edge Detection
- Region Growing with closing
- Find Centroid through centre of mass
- Color-matching

## Graphics:

- Extrudes Triangles
- Some elements from Phong Illumination-
- MVP Transform for 1st person effect
- Use a SceneGraph for coordination
- Read from file



# Challenges

## **Image Processing**

- Not very clear how to meet requirements
- A lot of code
- Hard to find general methods
- Different types of

## **Graphics:**

- Extrudes Triangles, build objects
- Illumination
- Read from file