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Brooke Rakowitz Emotion Detection through Micro-expression Recognition
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Daniel De Gouw Tracking Fiducial Markers with a Drone
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Dylan White Anonymous lecture attendance detection using thermal images
Frederick Wright Gaze detection for object recognition
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Gurunnehelage Jayasiri Neural artistic style images processing
Hamish Ball Fatigue Detection Using Kinect
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Jessica Dunn Traffic Light Detection and State Recognition
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Kane Findlay CNN Translation of New Zealand Sign Language Alphabet to Text
Ke Gao Autonomous guided robot obstacle avoidance
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Sam Pell Pose Estimation for Interaction with a LED Feature Wall
Sam Spekreijse Autonomous Mobile Platform Target Recognition and Seeking
Samuel Hollis OpenCV and Raspberry Pi GPU: Friends?
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Shun Lyu Hand Detection System for Computer Interactions
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Tao Ren Steel Fault Detection
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Angu Chen Mushroom Identification with CNN
Angus Schuler Augmented Reality using Fiducial Markers within a Game Engine
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Brendon May Autonomous Navigation in Real Time using Hough lines and colour
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Fawzy Hend Bird Flock Detection for Robotic Applications
Fergus Speirs Hammer Throw Distance Prediction
Grace Lee Book Call Number Detection
Grant Harvey Road Region Identification for Unstructured Roads
Haipeng Yu Real-time Hand Gesture Recognition Using Webcam
Hangwen Hu Automatic License Plate Recognition System
Hayden McKechnie Automatic Facial Recognition in Large Scale Public Events
Isaac Beadle Motion Controlled Computer
Jeremy Ritchie Always Clean Kitchen
Jessica Robertson Detecting the presence of orange-fronted parakeets
Jordan Blackbourn Calculating bicycle geometry from an image
Jordan Gavan Automated Meter Installation Inspection
Joseph Weaver Kitchen Police: An Autonomous Kitchen Surveillance System
Ke He Public Interactive Display
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Liam McKee Guitar Chord Recognition
Logan Rogers-Jenkins Real Time Face and Eye Detection for Cosmetic Overlay
Louis Attenborough Recognising Sliding Puzzle Tiles and Solvability
Lydia Sainsbury Automated Electricity Meter Dial Reading
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Matthew Simpson Monitoring Sitting Posture
Matthew Aitchison Novelty Detection in Thermal Video
Matthew Jensen Speech Interpretation from Mute Video
Max Sun Ball Balancing Table with Image Processing Feedback
Megan Chu Facial landmarking for detecting driver drowsiness
Morgan King Insect Classification from Camera Trap Images
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Nathan Jones Image Classification of Mimicking Arachnids
Negar Mohammadhassan Crop-row Detection for Agricultural Robots
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Samuel Hooker Creating a Variable Depth of Field Effect Using a Webcam
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Toby Baker Automatic Text Extraction from Documents for Automation
Wallace Sharpe-Davidson Autonomous Navigation for the Double Robot
William Muir Real Time Analysis of Arcade Machines Captured via Live Recording
Xiaozhou Ye Virtual Cosmetic Products Trial

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| Andrew Liang | Interactive Public Display |
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| Ariel Yap | Automatic Face Recognition & Tracking |
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| Rajat Arora | Fast Object Detection using Color Filtering |
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| Will Richardson | Interactive Space Invaders |
| Xiran Zhang | 3D Motion Control of Avatar |
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# 2016

Aadam Mir, Localization of Pallet Features through Plastic Wrap
Ambrose Warburton, Interactive Virtual Board
Andrew Bell, Computer Vision in the Computer Science Field Guide
Anthony Lefebvre-Allen, Texture Boundary Segmentation of Blood Stains
Anton Van Vugt, Finding Birds in Crop Foliage
Ben Fortune, Underwater Geo-Referencing
Ben Mitchell, Thinning Algorithm using GPU Computing
Bobby Richards, Coaching the Perfect Cover Drive
Bradley Kirwan, UAV Loitering with an RGB-D camera
Bradley Meredith, Augmented Reality Climbs Setting Assistance
Bryn Kingston-Richards, Iris Pattern for Identification of Geckos
Callum Stewart-Ward, SIFT feature mapping and recognition
Divya Saini, Wheelchair Navigation and Slope Detection Using Kinect
Edward Armstrong, Colour & Light Correction of Crop Images from a UAV
Frank Sullivan, Autonomous Kitchen Surveillance System
Geoffrey Irons, Low Ram Centroid Location
Guillaume Payet, Disparity Computation for Wide-Baseline Stereo
Hamish Black, Interactive Display Using Hand Tracking with the Kinect
Haydon Baddock, Assisted Wheelchair Hallway Manoeuvring
Hugh Baird, Body Motion Capture For 3D Animation Using Kinect
Jack Hendrikz, Analysis of Wire Fencing Rolls
Jack Ma, Real-time UAV Collision Avoidance
Jake Campbell, Detection and Size Determination of Volcanic Ash
James Fairbairn, Automatic UAV landing
James Harrison, Proximity UAV Hovering
James Wagner, Football Player Identification and Tracking
Jamie Bowers, Improving pedestrian detection
Jamie Getty, Effects of Multi-threaded Programming on Stereo
Jason Lai, Real Time Face Recognition
Josh Norton, Calculating Dimensions of Feature Points on an Object
Kaan Arik, Hands Free Wound and Skin Lesion Perimeter Detection
Keng-yin Lai, Controlling 3D Avatars Using Kinect
Lachlan McKenzie, Beginner Piano Hand Posture Analysis
Levi Fawcett, Using stereo to calculate material stockpile volume
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Priyesh Jain, Automatic Face Recognition and Tracking
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Reo Roy, Collision Prevention of Objects
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Simon Crequer, Guitar String Detection
Simon Jones, Stereo Bird Detection for GPS Positioning
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Tim Irving, Coaching the Deadlift Using a Real-time Overlay Feedback with Kinect
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Daniel Morris, A Novel Approach to Tree Limb Identification
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Dylan Mackie, Application of video magnification techniques to cattle
Hayden Jackson, Extendible Edge Detection for Real-time Systems
Jack Linton, Character Detection and Recognition in TV Series
Jamie Spyker, Tracking Birds in Motion
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Jialu Li, Colored Object Detection and Tracking
Jie Fan, Motion tracking and movement prediction for a robot arm
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Justin Standring, Stateful Carpark Occupancy Monitoring
Mahmoud Abduo, Enhancing Parking Space Monitoring Systems
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Matthew Stephenson, Methods for Creating 3D Models of Real-World Objects
Matthew Young, Rain Removal from Videos using a Temporal Mode Filter
Michael Lu, 3D Model Reconstruction Using a Series of 2D Images
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Mo Chalabi, Bilingual Number Plate Recognition
Parth Thakur, Third Umpire in Cricket
Rachel Ellena, Gesture Recognition Tracking using a Kinect Sensor
Sam Hasson, Iris Recognition Using Visible Light Images
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Brenton Milne, Lighting Independent Image Capture Using The Xbox Kinect
Bue Bjerre, Optimizing Image Processing using CUDA
Cain Cresswell Miley, Automated Planogram Compliance Testing
Campbell Reid-Tait, Calibrating Stereo Web Cameras
Chris Markham, Automatic Snooker Scoring System
Cid Gilani, Automatic Face Recognition and Tracking
Corey Barnard, Estimating positions of Pool balls
Daniel Glassenbury, Real-time Tracking for Lower Body Flexibility Measurement
Daniel Lower, Touchscreen Emulation
Dave Newell, Pears don't float
Ford Bockman, Solving a Rubik's Cube Using Computer Vision
George Xian, Controlling Blender's Sculpt Tool using LEAP Motion Controller
Hugh Bisset, Low Cost Stereo Vision
James Duley, Tracking for an Autonomous Flying Camera following On-road Sports
Jared Sanson, Face Replacement Demo using the Kinect Depth Sensor
Jared Weston, Cricket Batsman Poser
Johann Reiher, Paper-actuated MIDI
Jonathan Vaz, Robust Motion Tracking
Joseph Corbett-Davies, Single-Camera 3D Hand Tracking for Virtual Interaction
Joshua Chen, Music through Movement
Laura Grundy, Tracking Spider Retinas
Matthew Bennett, Stereo Disparity Map Inpainting Using Linear Interpolation
Matthew Edwards, Low-Latency Filtering of Kinect Skeleton Data for Video Game Control
Michael Gibson, A Robust Visual Heart-Rate Detector
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Nathan Park, Development of a Parking Space Monitoring System
Nicholas Latham, Robust Document Segmentation using Stable Extremal Regions
Nicole Chim, Classifying movement in surveillance systems
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Sam Easton, A Study on the Face Detection of non-normal Faces to the Image Plane
Sam Jarman, Optical Character Recognition of Natural Images
Satyam Sandhu, Automated Kitchen Surveillance
Scott Kim, Motion Music
Simon Molenaar, Fish Measurement
Simone Bebawy, Lip Reading using Kinect Sensor
Stuart McAdam, Chess move Tracker and Coach
Stuart Wilson, Robust Pen Tip Tracking
Swetha Yadamreddy, Smart Ohm
Thomas Potter, Detecting and Reading Street Signs with Smart Phone Camera
Tom Harrison, Analysis of Tennis Service Action using Microsoft Kinect Sensor
Tom Walsh, Stereo Vision as a Collision Avoidance System for Mobile Robotics
Vincent Crowe, GPU's for stitching various kinds of microscope images
Zane Barker, A Comparison of Object Recognition Algorithms for Mobile Devices
Zihua Hong, Music Sheet Format Synchroniser

# 2013

Adam Goodwin, Learn Basic Piano Chords, Scales and Fingering

Alexander Bailey, Tracking of bees using image processing

Andrew Errington, Music in Motion

Ashok Fernandez, Air Drums - Collision detection between physical and virtual objects

Brendan Schwass, Solving a Standing 3x3x3 Rubik's Cube Using Two Webcams

Brian Goulter, Eye Tracking for Text Message Creation

Caitlin Duncan, Construct models of rooms from the motion of an iPhone camera (ESR)

Callum Galbreath, Gaze Tracking Solution Using a Standard High Resolution Webcam

Carlos Ramirez, Wheelchair navigation

Chad Oliver, Detection of Text Structure from Scanned Pages

Chen Chong, Robot Arm Tracking Motion

Craig Gray, Statistic Tracking System for Snooker and 8-Ball Players

Daniel Jensen, Monitoring parking spaces

David James, Gesture tracking for Presentations

Emma Parish, Stereo webcams

Francis Baster, Control your computer with hand gestures and a webcam

George Wareing, Machine usage tracking using face detection

Hope Reid, Automatic Face Recognition

Jacob Wang, 2D location and motion tracking of objects using a single camera

Jamie Schiel, Interactive Art Display for Reboot Café

Jared Klopper, Contour based cane detection for 2D vine modelling

Jason Orchard, Sign Language to Speech Converter

Jonney Huang, A movement-based Cat Recognition System

Joshua McCulloch, Feature Emphasis using DFT and genetic algorithms

Kevin Gong, Multiple Camera Video Delay

Lofan Chin, Face Replace Improvements

Marco Politakis, Cricket Batsman Wagon Wheel

Matt Kokshoorn, Acquiring Depth Information Using a Low Cost Stereo Webcam System

Matthew Smith, Augment Face Replace Demo

Michael Gorman, Finding free parking spaces

Michael Lancaster, Face Replace and GPGPU

Nick MacDonald, Perimeter and area at ground level of a fire (Tait)

Nick Wareing, Automatic detection of caries in digital dental x-rays

Nissanka Weerekoon, Steering a go kart towards a checkerboard target

Oliver Fisher, Computer vision controlled robotic arm movement

Paul Davey, Stereo Webcams

Robin Watson, Face-Hand Association in a Crowd Scene

Ryan Mitchell, Track the trajectory of a squash ball

Shasha Yeung, Image Recognition for Rural Fires (Tait)

Steven Bates, Individual tracking for session based surveillance

Tasman Marshall, Use of Scanning Laser Sensing to detect obstacles in the path of a UAV

Tegan Harrison, It all starts with an ace: The biomechanics behind an expert server

Tim Pomroy, 3D Model Builder

Tim Smaill, Estimating the Velocity of a Camera Fixed to an Automobile

Tom Blake, Access Control using Face Detection

Tony Booth, Trailer Backing Assist

Tristan Scott, Computer vision aided Circuit Diagram construction

Victor Wang, Chess move tracking

# 2012

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| Adrian Cook | 3D Imaging using Kinect camera |
| Alaeddin Nassani | Kinect as Natural User Interface for Windows 8 |
| Alex Drinkwater | Ground Plane And Drop-Off Detection For Autonomous Wheelchairs Using The Kinect Camera |
| Alistair Hudson | Tracking Individual Personal in a Group |
| Amr Dahawi | Visitor Management Systems using real-time face recognition |
| Andrew Poland | Automated Firearm Detection Using a SIFT Algorithm |
| Anna Fields | Characteristic-Based Vehicle Identification For Driver Assistance and Collision Mitigation |
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| Greg Signal | Robust OCR for specific applications on a mobile platform |
| Jason Motha | Provide Robust Depth Information using Two Inexpensive Stereo Webcams |
| Joel Harrison | Automatic Face Recognition for User Authentication |
| Joel Mason | Monitoring an individual's blink rate using the average linear luminosity value |
| Joshua Gibson | Localization for Autonomous Robot Navigation |
| Joshua Leung | SwipeArcs – A Real-time Hand Tracking Menu System for Large Interactive Public Displays |
| Joshua Scott | Public Interactive Displays |
| Laura King | Robustly tracking the movement of a rock climber’s centre of mass |
| Manoj Kharb | Real Time Face Recognition Using Eigenfaces |
| Matt Lang | Musical desktop: A webcam piano |
| Michael McGee | Foreground segmentation for interactive displays |
| Robin Candy | GPU-Accelerated DIA for Gravitational Microlensing |
| Sam Corbett-Davies | Physically interactive tabletop augmented reality using the Kinect |
| Scott Ngan | Dual Iteration Eigenfaces for Improved Facial Recognition |
| Simon Flowers | Hand Tracking and Gesture Recognition as User Input |
| Thomas Loudon | Real Time Analysis of Movement Technique using Structured Light |
| Timothy Hobbs | Mobile Automatic Number Plate Recognition |
| Zac Frank | Extracting Stave Lines from Music Scores |

# 2011

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| Simon Barr | stb44 | Robot Arm Tracking Motion |
| Daniel Bentall | djb216 | Application Control Through Accurate Finger Tracking |
| Chris Bloomfield | cjb212 | Low Cost Laser Profiler to Produce a 3D Image of a Horses Hoof |
| Brett Clark | bab72 | Face Recognition for Mobile Phone |
| Chris Deaker | cjd113 | A Computer Vision Method of Piano Tutoring, Without the Piano |
| Devatanu Deka | dde23 | Pre-conditioning for low cost visual servoing for a robot arm with an eye-in-hand set up |
| Myse Elmadani | mae54 | Face Replace |
| Edwin Flores | erp25 | Vision-Based Gesture Recognition as an Input Method |
| Samuel Frei | sjf96 | Real-Time Face Recognition using Eigenfaces for use on the iPhone Mobile Platform |
| Ben Gibson | big13 | Real-time kinetic analysis of video using structured light |
| Will Gittoes | weg18 | Robust Monocular Obstacle Detection Using a Hybrid Ground Plane Detection Method |
| Simon Gow | seg54 | Interactive Public Display Game |
| Regan Gunther | rjg136 | Automatic Number Plate Recognition on an Android Smartphone |
| Jin Hong | jho102 | Pet Human Categorisation to reduce the surveillance false alarms |
| Tracy Jackson | tnj14 | Interactive Public Display Game |
| Henry Jenkins | hvj10 | Improved Method of Face Replacement |
| Josh Jordan | jns44 | Using a Skeletal ‘stick figure’ to track kinematic motion and determining the forces a climber exerts |
| Tim King | tdk17 | 3D Model Builder |
| Joel Koh | jmk35 | Music Moves |
| Kathy Kok | kwk17 | Low Cost Stereo Vision with Webcams |
| Andy Lewis | agl42 | Number Plate Recognition at Petrol Stations to Assist in Automation |
| Bo Li | bli62 | Interactive Sport Coaching - Real-time ball tracking |
| Cheng-Wei Liu | cwl33 | Real-Time Face Recognition Using Eigenfaces on Mobile Platforms |
| Wim Looman | wgl18 | Music Moves |
| Henry Malthus | hwm19 | GPU-Accelerated Haar Classification for Face Detection |
| Forrest McKerchar | frm25 | Music to Movement with Computer Vision |
| Simon McMahon | sgm54 | Number Plate Recognition using an Android-powered Mobile Device |
| Kirstin Middelkoop | kem79 | Colour detection and tracking of a moving object with a robotic arm |
| Ben Norquay | bjn40 | Optical Flow to Determine Relative Motion of a Camera in 3D Space |
| Elijah Phillips | ecp15 | Robot arm tracking motion |
| Simon Richards | scr52 | Head Orientation and Translation Tracking with Stereopsis |
| Sam Sanson | scs53 | Real-Time Hand Gesture Recognition for use with an interactive public display |
| Daniel Scott-Weekly | dwj24 | Face Detection and Tracking |
| Lazar Sumar | lsu36 | OpenCV Number Plate Recognition on a Mobile Phone |
| Matt Tait | mdt45 | System for tracking ball trajectory in three dimensions |
| Peter Tan | xta18 | Robotic Arm Tracking Motion |
| Zachary Taylor | zjt14 | Using head orientation to control a mouse |
| Sean Thomas | skt32 | RGB-D Modeling |
| Wiremu Thomson | wlt17 | A Study on a Sphere's Shadow with the Aim of Recovering Camera Pose |
| Sasha Wang | xhw11 | Number Plate Recognition using OpenCV for Public Safety |
| Che Williams | cbw35 | Using Head Orientation to Control a Mouse |
| Jack Wu | hhw26 | Real-time face recognition system on mobile device |

## 2010

· aje58: tracking ball w 2 cams
· amj76: eye detection
· bdy12: CV virtual DJ
· csf24: Hough vine location
· djb207: tailgate detection
· dns23: calibrating stereo
· eld25: piano tutor
· gmw75: barcode edged marker
· ijg20: waterweed detection
· jch231: colour seg board game
· jjo54: iPhone geolocation
· jjp50: sign language
· jls129: guitar transcription
· kbp20: 3D map from stereo
· ljp51: webcam stereo
· lko15: depth from face tracking
· mjs232: Kalman ball tracking
· njd50: track multiple players
· njm82: track gestures
· ohh11: uncurl music scores
· orc13: face track for perspective
· pjc176: robot platform for nav
· plo32: Hough bud location
· pwc40: steam wetness
· rmc113: wheelchair guidance
· sgw35: robot paint
· sjk114: tree growth rings (piths)
· spa77: embedded video delay
· sxc10: colour robot soccer markers
· tma92: iPhone speed gun
· wrp24: tailgate detection
· ysp13: CV air guitar game

## 2009

· Alex robot soccer
· Alexander wind speed from flag shape
· Ben AR factory maintenance
· Ben stereo footsteps on a plane
· Bertrand stereo from webcams
· Billy music moves
· Bo auto face recognition
· Brian Python CV
· Cam cricket batter poses
· Cass 3D model builder
· Greg ground-plane ball tracking with stereo
· Hamish brain region volumes
· Hamish optical music recognition of staff lines
· HuaQing track ball in 3D with webcams
· Jacky animate avatar from motion capture
· Jun track cycles
· Karl guidance using optical flow
· Kelvin fast ground-plane from stereo
· Matthew interactive floor
· Michael MonoSLAM object avoidance
· Nick parking spaces
· Olgierd optical flow to avoid obstacles
· Paul CV interactions with Second Life
· Robert inverted pendulum robot
· Zhichao face replace

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