

Introduction

This introduction represents about the project doing with Danny Chan Yi Xiang and Lim Hon Sheang , the project topic is machine learning of AR/VR. Our objective is to provide some education purposes or training in the future to educations fields, logistic fields,etc. According to my research, most of the organizations showing that this technology involves devices such as HTC Vive, Samsung Gear VR , etc. Although our first thought is do it with the devices, after done meeting with the supplier and trainers which is Silicon, they showed us that they have current technology and skill that we does not have to use the device for this technology. Our topic will then focused on the car engine. Furthermore, we have arranged a role for each team member. My role is arranged to be part of technician lead from the discussion made within us, my typical job is to taking research on how to do the 3D modeling and some AR/VR technology. Furthermore, I also take part of handling some of the 3D modeling.

Objective

The objective is to create some 3D models that based on the role arranged, has been discuss about what the object lack and what needed for the car engine. Learning about some blender skills from the trainers from Silicon and some from YouTube, after learning , was getting ready to start with the creating 3D models with texture and animations. The challenging part is how the project process going to make it become more realistic and also have to take a lot research on the car engine size, models. Furthermore, involved in some research of the AR and VR technology but not much on it. The main objective on this project is to provide skills in blender and some mindset on it and try my best to do what can to aim good results on the 3D models to my team. This project will be providing more classes additionally by learning from YouTube to learn more about the blender and also Unity in the future. As were on researching of what is needed for this project is required to involve Unity software, so the objective is to take take some of the research on the Unity for better understanding and better contribution on this project to team members.

Accomplishment

In this topic here will be talking about what we have done and completed, first accomplishment we have made is, the training class which was conducted by the supplier which is Silicon. The training class was training about the basic for blender, the skills are included such as texturing, animation, shaping, creating object, how to use the blender tools, etc. The second accomplishment is, we have done some parts of the 3D modeling such as overview of the car machine, coolant, windshield washer reservoir, car battery.

Contribution

My contributions made on this project are:

1. Researching on AR and VR technology
2. Research and 3D modelling involvement.
3. Involvement in documentation for Project Plan Validation Meeting report

I did some research on it and able to create some engine parts of the car engine, I did the labeling and the animation and some improvements on the realistic viewing for the 3D models. I was also involved in taking research on AR VR technology, but it is on a different spot from my team members. Lastly, I have been arranged to be responsible for some parts in the Project Plan Validation meeting report such as initial requirement model by use case diagram and communication part and drawing out the use case diagram and planning out the communication plan with the client.

Area for improvement

During our meeting results and while we were doing the project together, I recognized that I have some areas that needed improvement and that we have merged the information during the course of our evaluation.

1. Documentation: As what I knew was my skill of the documentation is quite bad all of the time and might not be able to help much to contribute to the team members, I keep looking for ways to keep improving my documentation and hoping that I also can be helpful in documentation in someday. I will keep on practicing and do research on this area.
2. Algorithm and mindset: Although I have provided some of the ideas and information to the team members, I recognized that some of the ideas and information were not being very helpful to the team members. This is the second area that I think I have to improve with it by taking some research and also more training needed for the mindset.
3. Communication: This area is further needed if we aiming for good results, Danny and Hon Sheang has been doing very well for their communication on it and myself I feel like I did not perform it very well on the communication.

As what I have listed for the area above is what I have to improve more on it to be better helping and contribution to the team members and also to the future requirements. I will take some research and more practical to train myself on these areas.

Conclusion

In summary, the collaborative project on machine learning of AR VR, undertaken with my team members. Our objective was to be into the realms of AR/VR technology that focus on education and training applications. However, our path also involved taking some discussions meeting with Silicon for more information who demonstrated an alternative approach without the need for external devices. The process is going well so far with team members and will conduct more meetings with Silicon in the future for further information.

In conclusion, this project has been a dynamic and more into educational experience, getting some challenges that inspire personal and professional growth. I will be looking forward to apply the lessons learned, overcoming the areas of improvement I have mentioned on above topic, and making valuable contributions as we will proceed to the next phases in the future.