# Software Engineering Project Weekly Report ${f 3D\text{-}KORN}$

University of Bourgogne

Luca Canalini Roberto Paolella Albert Clerigues Garcia Ezequiel De La Rosa — Benjamin Lalande Chatain Umamaheswaran Raman Kumar — Savinien Bonheur Daniel Gonzalez Adell — Nayee Muddin Khan Dousai Pamir Ghimire — Di Meng

November 20, 2016

# 1 Tasks Completed

## • Point Cloud Operations Class

- Research and documentation about watertightness
- Conversion from vtk format to stl

#### • GUI Class

- Research, documentation and test for menubar, toolbar and statusbar.
- Kinnect stream add to the GUI

#### • Scan Registration Class

 Compensation with the scanner turntable known center of rotation and angle difference between scans

#### • Kinect Controller Class

- Fix the acquisition of null points
- Definition of a cropBox for the acquisition of points
- Complete the TDK\_KinectV2Controller class

### 2 Main Goals For Next Week

#### • Point Cloud Operations Class

- Complete the implementation of watertightness
- Save and Load Class

#### • GUI Class

- Integration of registration and meshing classes to the GUI
- Improvement of the GUI in term of Friendly User Abilities

#### • Scan Registration Class

- Research and Documentation for improvements
- Complete the Scan registration

#### • Kinect Controller Class

- Implement controller functions for R200

#### • Platform

A reunion with the different groups for the turntable issue has been organized. The main goal is now to evaluate the feasibility of the proposed design. 4 axes of development have been raised:

- The structure of the turntable itself
- The step motor and shield for the Arduino interface
- The traction belt

- The motor encoder

# ullet Knowledge transfer session

A knowledge transfer session will be organized this week, where each member will share the features implemented and the work in progress with the rest of the team.

# 3 Important links

- $\bullet$  Task allocation and progress (https://goo.gl/WDHEjf)
- Github repository (https://github.com/umaatgithub/3D-KORN)