**Holiday Break**

**(14 Jan - 27 Feb 2015)**

**Wed 14th Jan**

2hr - Started holiday schedule, remind the project and plan.

**Thu 15th Jan**

2hr - Client suggest a new way of creating a real image mask. Making 3 layers: real image from webcam< black background < shader so user can see real image mask through the black screen.

**Wed 21st Jan**

2hr -  Setting the background to real image from webcam using vidGrabber.

**Thu 22nd Jan**

2hr - Setting a next layer background to black so screen is black while webcam is running. Started little bit of shading method.

**Wed 28th Jan**

2hr - keep getting an error after cancel users interaction but don't know how to fix it.  I have to research the error more. Continuing shading work from last week. played around the shading examples to understand.

**Thu 29th Jan**

2hr - The shading method was the best way to create a mask. we were using a setFromPixel method but this makes the frame rate too high. Still have not yet used shading to our project because need to understand more to have confident to change the method.

**Mon 9th Feb**

2hr - Finally shader method has been applied to our project. we have copied the instructors and update codes to the correct place for our project. The mask shades out the black screen but its just erasing the black part. nearly done for shader.

**Fri 13th Feb**

2hr -  Continued from Monday’s work. showed current work to our client and he understand the problem and he fixed it. The solution was adding fbo begin and end at end of update method. Now the mask and 3 layers working perfectly.

**Mon 16th Feb**

2hr - Looked at and play around with recordedVideo example. tried to understand and thinking how we are going to use it on our project.

**Fri 20th Feb**

2hr - After copied the codes from recordedVideo to our project, it worked exactly same with example. pressing spacebar while interaction is recording the mask. and then pressing spacebar again display the playback the recorded mask. The position of playback has to be the same as recording position.

**Mon 23rd Feb**

2hr - Fixed the coordinate of hand position because it disappear from screen if hands goes outside of distance and tried to fix resolution for auto detecting but I decided to do it after finish the project.

**Fri 27th Feb**

2hr - Showed our video part to our client and he changed some of code to became auto recording if user create a mask with their two hands.

*Holiday hours spent:* ***24 hours***

*Total hours spent:* ***154 hours***

**Semester 1 2015**

**Week 1**

Wed 4th Mar - **2 hours** developing project (recording part) making another recording while playing back the recorded mask.

Thu 5th Mar - **3 hours** developing project (playback recorded mask)

Fri 6th Mar-  **3 hours**  wrote mid review with Ben after meeting with a new supervisor Greig. we generally told him about our project and current status.

*This week hours spent:* ***8 hours***

*Total hours spent:* ***162 hours***

**Week 2**

Tue 10th March - **4 hours** still writing mid status report.

Thu 12th March - **2 hours** finally we have final version of mid status review, sent it to Anne and Greig our supervisor.

*This week hours spent:* ***6 hours***

*Total hours spent:* ***168 hours***

**Week 3**

Mon 16th March - **1 hour** client meeting, reschedule our due date for each parts(function). The final product due date is still same which is before May.