**Digital Canvas Plan**

*Individual contribute- Pio Kim*

* **Can accurately locate a user’s hands**  
  I have found the specific code (resetting hands position) that occur no detecting hands in second try so by deleting the code made detection smooth.
* **Creating mask with the shader on 3 different layers.**  
  I put lots of effort to this one, talked to Matt about this many times, looked at examples.  
  After I understand the example, I could easily do it; put webcam feed at very back of layer and black background over it, lastly made shader to see through the black background by interactive mask. There was one final problem that was the shader was shading the place where it passed so able to shade all of black background. Brought this to Matt and he fixed by adding code to the update method.
* **Playback video recording**I had video recording and playback function working but user had to hit the space bar to recorded the current mask and press space once more played the recording mask on the specific place.
* **Records when interacting**The recording the mask was successful but after discussion with Matt, I had to record to whole screen to record exact same place of the previous mask and Matt helped me to record start automatically as soon as user create mask.

* **Timer for screen saver**

I got this timer from example that Matt showed me, I could not find it by myself.

This one was not very difficult. I put a percentage of countdowns that was set to 10 sec on the left top below it, made temporary percentage bar that start from 0% and when there is no interaction with user, the bar moves to 100%. When it reaches 100% the screen saver active.

Last semester, Ben and me worked with Evan in our lab spent 12 hours for us and 24 hours for Evan because he was doing one semester and had just this paper and Ben and me had 4 papers. Therefore the workload between Evan and us must have difference. Evan and me spent 4 hours in each 3days weekly and Ben did the same. I helped him researching codes, suggested solution when we had issues, wrote codes when he did not know etc. In my opinion, Evan has contributed more of his time to this project and left our team, however, that does not mean myself and Ben did not devote our time to this project.