Date: October 2, 2017

Start time: 4:30pm

Location: WMC 5201

Meeting called by: Jia Hui (Mandy) Xiao

Facilitator: Jia Hui (Mandy) Xiao

Timekeeper: Jia Hui (Mandy) Xiao

# **Attendance**

|  |  |  |
| --- | --- | --- |
| Attendees | Status | Reason (if absent) |
| Sheung Yau (Gary) Chung | Present |  |
| John Ko | Present |  |
| Ryan Kiew | Present |  |
| Zavier Aguila | Present |  |
| Jia Hui (Mandy) Xiao | Present |  |

# **Today’s agenda**

1. Discuss the tools to use for our project.

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| **Agenda Item #1** |
| Discussion  R: Unity. 360 picture in unity (ray-cast) transfer touch into a ray and once the ray touches a part of the  Z: Open-cv  J: UI kit place button on a panorama.  Z: Using button UI. Think about how you’re going to refresh when you’re going through the 360 pic. Unity might take care of that for us. We have to think about Unity’s upport on IOS.  Z: how to display a panorama (ct panorama view). On github. If we use unity, it will track the display for us but if we use that panarama, then it’s more difficult.  G: Google street view is not an option. Free.js place the buttons on top of the image.  G: Sceenkit and Coremotion will allow you to display the image. Look more into libraries that can support ios 11. No support for API.  Z: without Unity, we will have to use UIKit.  Z: Look into using Unity. Can we use editor with Unity. |
| Conclusions  We will finalize on this on Friday. Things to look for:   1. Stitching pictures together (native phone takes a 180 capture) 2. Displaying the picture 3. Overlaying the buttons 4. See if anyone have done this before 5. Try to make prototype |
| Action items   |  |  |  | | --- | --- | --- | | Description | Person Responsible | Deadline | | Unity | Ryan, John, Gary | Oct. 6th @ 1:30pm | | Open CV | Zavier | Oct. 6th @ 1:30pm | | SceneKit | Mandy | Oct. 6th @ 1:30pm | |

# **Next Meeting**

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| Date | Time | Location | Notes |
| Oct. 6th | 1:30pm | Lab 1 | Final discussion about implementation |

End time: 5:20PM