Self-/Peer Evaluation Form

Section 1: Personal Contribution
Name: Rahul

List and describe your significant contributions to the project:

I significantly contributed to the project by meticulously implementing texture mapping in Blender and executing precise removal of backgrounds from images to enhance the realism and clarity of 3D models. My contributions played a pivotal role in enhancing the visual appeal and user interaction within the project, providing clear and realistic 3D models that significantly elevated the overall user experience.

Navigating the complexities of Blender for texture mapping was a substantial challenge due to my initial lack of expertise, but dedicated self-learning, practice, and peer interactions enabled me to overcome it and proficiently execute my tasks.

Section 2: Peer Contributions and Assessment

Team Member Name: Sunny

List and describe this team member's significant contributions to the project:

Sunny has executed an exemplary role in the project by diligently handling background removal tasks to isolate the subjects accurately, paving the way for enhanced 3D visualizations. Additionally, they adeptly managed the 3D scanning process, utilizing Unity ARKit to create precise. The quality of the contributions was outstanding, marked by meticulous attention to detail in background removal and high precision in 3D scanning. Timeliness was maintained consistently, aligning with the project timelines and facilitating seamless progress

The effectiveness of this team member in overcoming challenges was notable. They tackled the intricacies of utilizing Unity ARKit for 3D scanning with a problem-solving mindset, quickly adapting and learning to implement the technology proficiently.

Section 1: Personal Contribution
Name: Sunny

List and describe your significant contributions to the project:

I am currently working on developing the iOS app that will scan plants using the LiDAR sensor in the Iphone. As of right now, I have set up the initial LiDAR scan and meshing of an area using Unity, Unity ARKit for 3D scanning, and Xcode. I am developing this app in Unity and porting it

for Xcode to build as an iOS product. The end goal will be to publish this as a full on app. The next step planned ahead is creating a UI so users can initiate a LiDAR scan. Also, I have contributed by organizing meetings, setting up our roadmap and the overall architecture of our project, planning meetings, as well as determining what we should do next to help our process of development.

Overall, Unity and Xcode have been challenging but a fun learning experience that I am glad to have, and will definitely prove to be a huge bonus to my skill set and potentially my resume as these are very important technologies to have as a data scientist.

Section 2: Peer Contributions and Assessment

Team Member Name: Rahul

List and describe this team member's significant contributions to the project:

Rahul has been responsible for the data engineering side for our project as of now. I am the owner of a mac which unity can only build on, and so Rahul is therefore left with the data engineering side of things. His contribution is to understand how to use Blender and how to do texture mapping to turn our 2D images into 3D leaf objects for our models to detect. This is a crucial step in the process of our project and our model training, so it is a very important task for Rahul and one that will make him a great data scientist. Rahul has done a good job at understanding the mechanics of Blender and how our next steps should be to push this project.

Overall Rahul has done a great job at beating the learning curve for Blender and organizing our data for our models that we will train our 3D YOLO model on and as well as our U-Net model.