

# Capstone Design

Team 12

|          |              |
|----------|--------------|
| 20165729 | Park SangWoo |
| 20161344 | Heo JeongWoo |
| 20161090 | Lee ChaeMin  |

## Contents

1. Feedback
2. Progress Report
3. Schedule Modification
4. Q&A

1.

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Feedback

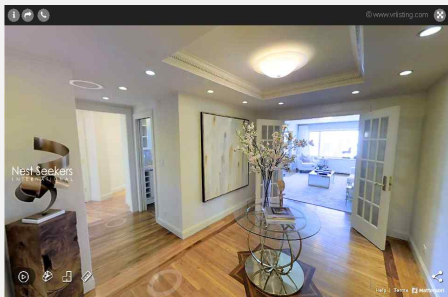
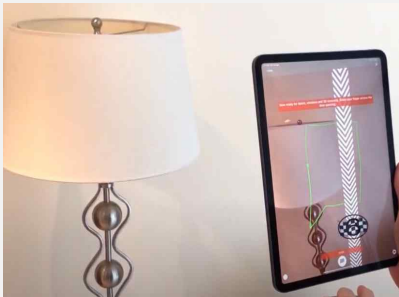
# Attract the sellers!



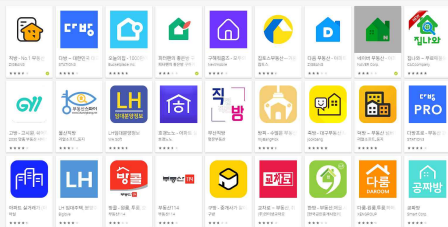
To discount fees

| 거래 내용 | 거래금액                | 상한<br>요율   | 한도액   | 중개보수 요율 결정   | 거래금액 산정                                      |
|-------|---------------------|------------|---|--|--|
| 매매 교환 | 5천만원 미만             | 0.6%       | 250,000   | 중개보수 한도<br>= 거래금액 × 상한요율<br>(단, 이 때 계산된 금액은 한도액을 초과할 수 없음) | 매매: 매매가격<br><br>교환: 교환대상 중 가격에 큰<br>중개대상물 가격 |
|       | 5천만원 이상<br>- 2억원 미만 | 0.5%       | 800,000   |  |  |
|       | 2억원 이상<br>- 6억원 미만  | 0.4%       | -   |  |  |
|       | 6억원 이상<br>- 9억원 미만  | 0.5%       | -   |  |  |
|       | 9억원 이상              | 0.9% 이내 협의 | 상한요율 0.9% 이내에서 개업공인중개사가<br>정한 좌측의 상한요율 이하에서 중개위원회<br>와 개업공인중개사가 합의하여 결정함. |  |  |

# Other Scanning Tools



# The main focus is to broker



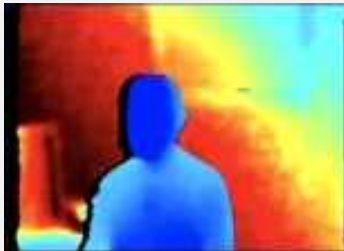
**Scanning is not the focus.  
It is just that it's different from other apps.**

# 2.

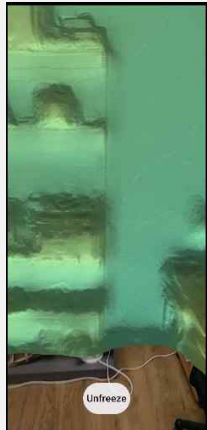
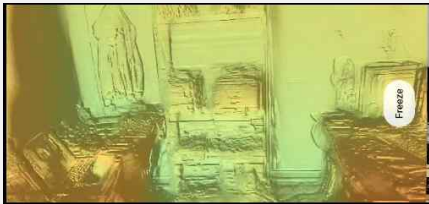
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## Progress Report

## RGB camera only vs Depth camera only vs ARCore?







## Unity Manual

- Unity User Manual (2019.4 LTS)
- Packages
  - New in Unity 2019
- Working in Unity
- Importing
- Input
- 2D
- Graphics
- Physics
- Scripting
- Multiplayer and Networking
- Audio
- Video overview
- Animation
- User interfaces (UI)
- Navigation and Pathfinding
- Unity Services
- XR**

- Getting started with AR development in Unity
- Getting started with VR development in Unity
- XR Plug-in Framework
- Configuring your Unity Project for XR
- XR API reference
- Single Pass Stereo rendering (Double-Wide rendering)
- VR Audio Spatializers
- VR frame timing
- Unity XR SDK

Unity User Manual (2019.4 LTS) / XR

## XR

## New to XR development? Start here.

XR is an umbrella term that includes the following types of applications:

- **Virtual Reality (VR):** The application simulates a completely different environment around the user.
- **Mixed Reality (MR):** The application combines its own environment with the user's real-world environment and allows them to interact with each other.
- **Augmented Reality (AR):** The application layers content over a digital view of the real world.

## Officially supported platforms

Unity works closely with strategic partners to make sure that creators have all the support they need when developing content for Unity's supported platforms. This involves deep platform integration, Unity engine improvements, and XR tech stack optimizations for each platform.

As of 2019.3, Unity officially supports these platforms for XR:

- ARKit
- ARCore
- Microsoft HoloLens
- Windows Mixed Reality
- Magic Leap
- Oculus
- PlayStation VR

Note: Valve and Google have used Unity's XR SDK to develop their own [plug-ins](#) for



## 유니티 강좌 기초 채널 Basic

골드메탈 · 업데이트: 오늘

[유니티 기초 - B] 유니티3D 알아보며 설치해보아요 · 4:47

[유니티 기초 - B1] 인터페이스와 조작법 살펴보기 · 4:52

모든 재생목록 보기



## 유니티 강좌 [입문, 초보]

케미디

유니티 입문 강좌 part 1 - 게임 오브젝트 · 10:06

유니티 입문 강좌 part 2 - 트랜스폼 · 29:29

모든 재생목록 보기



## 유니티 C# 강좌

케미디

유니티로 배우는 C# 강좌 Part 1 - 변수 · 11:01

유니티로 배우는 C# 강좌 Part 2 - 자료형 · 13:32

모든 재생목록 보기



# 3.

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## Schedule Modification

# Total Schedule

|  | September |    |    |    | October |    |    |    | November |    |    |    | December |   |    |  |
|--|-----------|----|----|----|---------|----|----|----|----------|----|----|----|----------|---|----|--|
|  | 9         | 16 | 23 | 30 | 7       | 14 | 21 | 28 | 4        | 11 | 18 | 25 | 2        | 9 | 16 |  |
| Development Contents                             |           |    |    |    |         |    |    |    |          |    |    |    |          |   |    |  |
| Content Acquisition & Data Survey                |           |    |    |    |         |    |    |    |          |    |    |    |          |   |    |  |
| Study android API for camera                     |           |    |    |    |         |    |    |    |          |    |    |    |          |   |    |  |
| Implementing 3D reconstruction using unity       |           |    |    |    |         |    |    |    |          |    |    |    |          |   |    |  |
| Implementing RGB-D camera scanning               |           |    |    |    |         |    |    |    |          |    |    |    |          |   |    |  |
| Implementing application UI                      |           |    |    |    |         |    |    |    |          |    |    |    |          |   |    |  |
| Study Unity3D and AR Core                        |           |    |    |    |         |    |    |    |          |    |    |    |          |   |    |  |
| Implementing Database                            |           |    |    |    |         |    |    |    |          |    |    |    |          |   |    |  |
| Implementing Sensor tracking                     |           |    |    |    |         |    |    |    |          |    |    |    |          |   |    |  |
| Preparing Midterm Demonstration and Presentation |           |    |    |    |         |    |    |    |          |    |    |    |          |   |    |  |
| Test and Debugging                               |           |    |    |    |         |    |    |    |          |    |    |    |          |   |    |  |
| Preparing Final Demonstration and Presentation   |           |    |    |    |         |    |    |    |          |    |    |    |          |   |    |  |
| Writing manuals and reports                      |           |    |    |    |         |    |    |    |          |    |    |    |          |   |    |  |

1. Heo Jeong-woo

|  | September |    |    |    | October |    |    |    | November |    |    |    | December |   |    |
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2. Lee Chae-min

|  | September |    |    |    | October |    |    |    | November |    |    |    | December |   |    |
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| Writing manuals and reports                      |           |    |    |    |         |    |    |    |          |    |    |    |          |   |    |

3. Park Sang-woo

|  | September |    |    |    | October |    |    |    | November |    |    |    | December |   |    |
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| Writing manuals and reports                      |           |    |    |    |         |    |    |    |          |    |    |    |          |   |    |

# 4.

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Q&A