开题答辩ppt规划

1 项目背景与研究现状

1.1 项目背景：对于血液检测和检测过程中涉及到的样本分类和制备方法做简要介绍；双光照系统的作用（蓝光照片有效的原因）

1.2 项目流程和需求总结：项目需要有哪些模块框架（夹取系统，拍摄系统，图像识别，交互界面，数据库入库）；需求有哪些（双光照输入，分层识别，识别精度，错筛率和漏筛率指标）

1.3 双光照系统数据集介绍：预采数据集900对，带有标签

1.4 血液目标检测的算法研究现状

1.5 多光照条件/多模态输入的目标检测的算法研究现状

1.6 目前方法的总结与问题

因而产生了我们的课题要解决的关键问题。

2 目前研究基础

2.1 平台设计与搭建：系统工作流程设计（夹取系统进料，拍摄模块，机械爪旋转，蓝光拍摄模块，视觉算法，前端UI显示，结果处理和数据库入库）+视频演示

2.2 单光照（蓝光图片）的视觉算法效果验证；数据打标，数据增强，模型微调；以该结果作为创新算法效果的基线比对

2.3 双光照摄像模组的设计与搭建：光照实现与光照控制介绍

2.4 双光照算法设计：双主干网络架构+多种特征融合模块选择（跨注意力机制的引入）

3 下一步研究计划

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Purpose:

I am preparing a comprehensive rewrite of an existing web-novel, reshaping it into a Western-market \*\*werewolf saga\*\*.

• Replace 100 % of personal names with common Western names.

• Re-cast every setting—cities, forests, schools, cafés, festivals—into North-American or European locales that fit werewolf mythology.

• Swap ≥ 80 % of foods, hobbies, brands, idioms, social customs, and other culture-specific references for equivalents that resonate with English-speaking readers and reinforce the lupine theme.

• Keep every primary plot beat, cliff-hanger, pay-wall hook, and chapter card-point intact, while allowing secondary sub-plots, minor characters, and scenery to be freely re-imagined.

Deliverable: an \*\*initial adaptation plan\*\* that lists all required replacements, supplies a complete character-mapping, and outlines scene-level changes, ensuring full consistency with earlier guidance.

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# Revision Goals — \*Stricter Edition\*

1. Retarget the story for the European & American online-fiction market.

• Replace \*\*every\*\* personal name (no exceptions).

• Replace \*\*most\*\* locations, everyday objects, foods, hobbies, pets, brands, etc. (≥ 80 % of distinct entities).

• Preserve all primary plot beats, cliff-hangers, pay-walls, and chapter card-points exactly.

• Secondary sub-plots, side characters, and scenery may be altered freely for flavour or coherence.

2. Transform \*\*all protagonists, antagonists, and major supporting roles into werewolves\*\*.

• If a character was originally human, rewrite them as a werewolf with culturally coherent traits.

• Minor non-werewolf creatures are allowed only if they serve the werewolf lore.

3. \*\*Character-Mapping Consistency\*\*

• Extract every character reference across chapter {old\_ranges}.

• Merge aliases and nicknames.

• Produce a \*one-to-one\* mapping table to new names and keep it consistent with prior advice.

4. \*\*Scene & Culture Adaptation\*\*

• Swap culturally specific references (food, holidays, slang, geography) for Western equivalents.

• Ensure any new setting supports the original story logic.

# Return Objectives

A. \*\*Global Re-write Plan\*\*

1. High-level rewrite strategy.

2. Cast-adjustment list:

• \*Primary pack\* (main cast)

• \*Secondary pack\* (recurring)

• \*Transient figures\* (cameos / chapter-only)

B. \*\*Entity Replacement Ledger\*\*

• Key objects / hobbies / foods / venues → proposed Western or werewolf-lore substitutes, flagged by \*must-replace\* vs \*keep\*.

C. \*\*Complete Character Map\*\* (all {lens\_characters} entities, none omitted).

• Follow previous mappings through chapter {old\_ranges}.

• Include the {len(unmapped\_characters)} newly detected names.

D. \*\*Faction / Pack Mapping\*\* — old clan → new werewolf pack.

E. \*\*Plot-Item Adaptation Table\*\* — events or props that require werewolf-flavoured tweaks.

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…summary and strategy…

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2. OldNameB → NewNameB

…

{lens\_characters}. OldNameZ → NewNameZ

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1. OldFaction → Silver-Claw Pack

2. …

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1. Beijing roast duck → Texas smoked brisket

2. Guzheng → Electric guitar

…

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1. “Full-moon festival rival duel” → “Blood-howl pack challenge”

2. …

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