AR Security 9/20
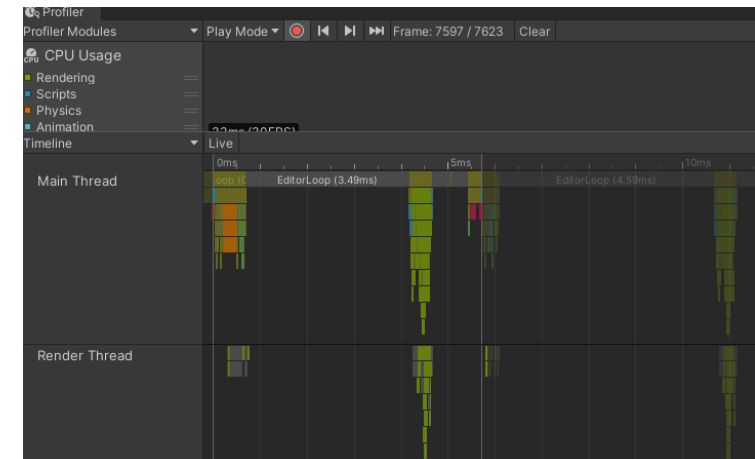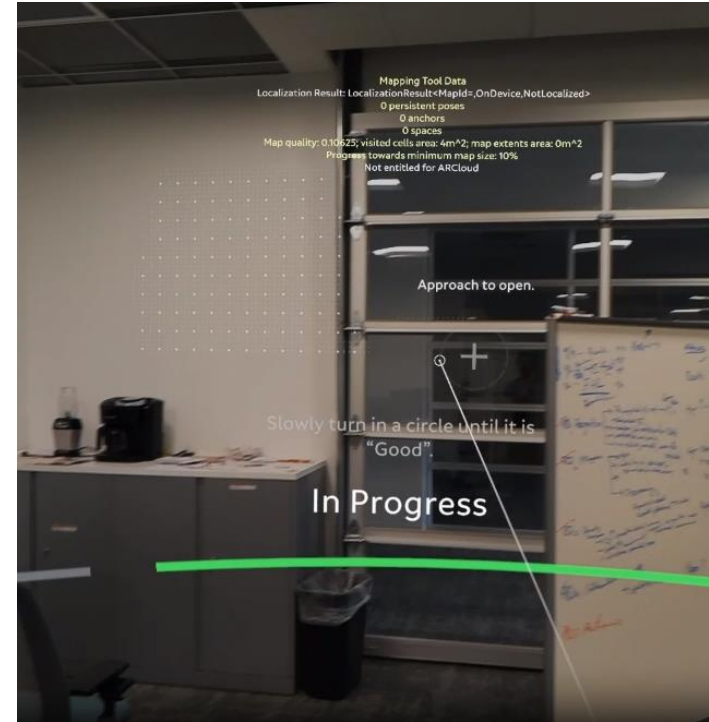
Allie Craddock & Casie Peng

Updates
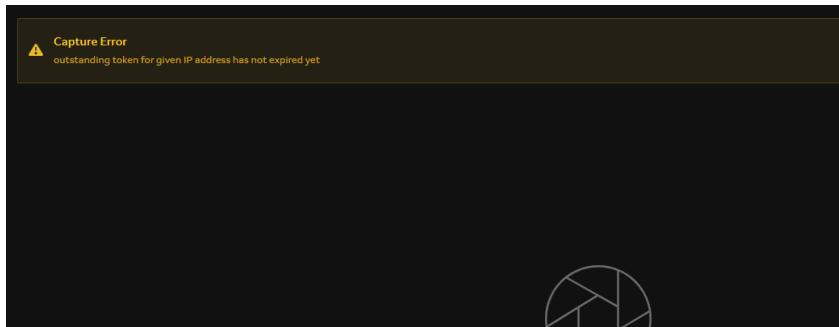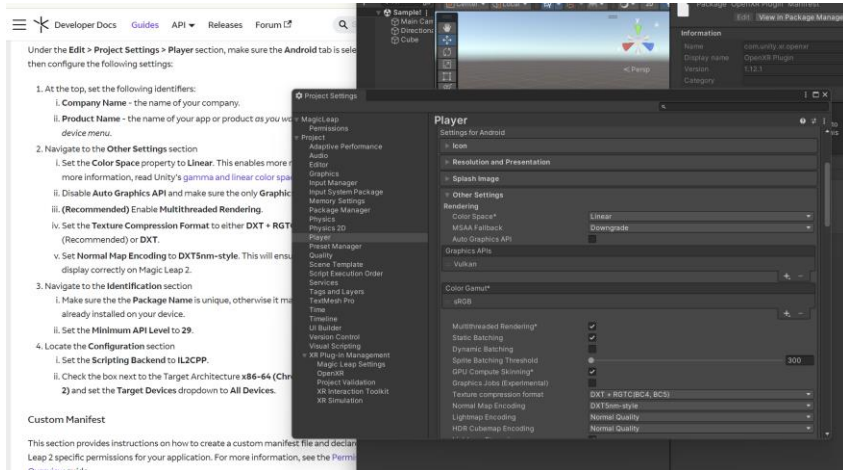
- Setup software
  - Magic Leap Hub 3
  - Unity
  - FrameTimeManager API
- Recorded first local map data

Where We're Stuck

- Linking Unity and Magic Leap Hub 3
  - Some bugs in the software
  - Unable to connect to the headset over the internet
  - Long process
- Exporting Unity performance counters data

Current Questions

- Research Collection Options:
  - Create program that forces the headset to make mesh scans every second while in Unity.
  - Using concurrent applications to track the performance counters in Unity while taking mesh scans in Magic Leap 2 scan feature. Memory allocation API?
- Which rooms are available to record scans of? How do we ask for consent to scan?
- Long term Questions:
  - Are we developing a framework or model that can predict the room someone's located in?
  - Or are we performing statistical analysis on the data by ourself?