

+ ◦ · AR Security 10/4

Allie Craddock & Casie Peng

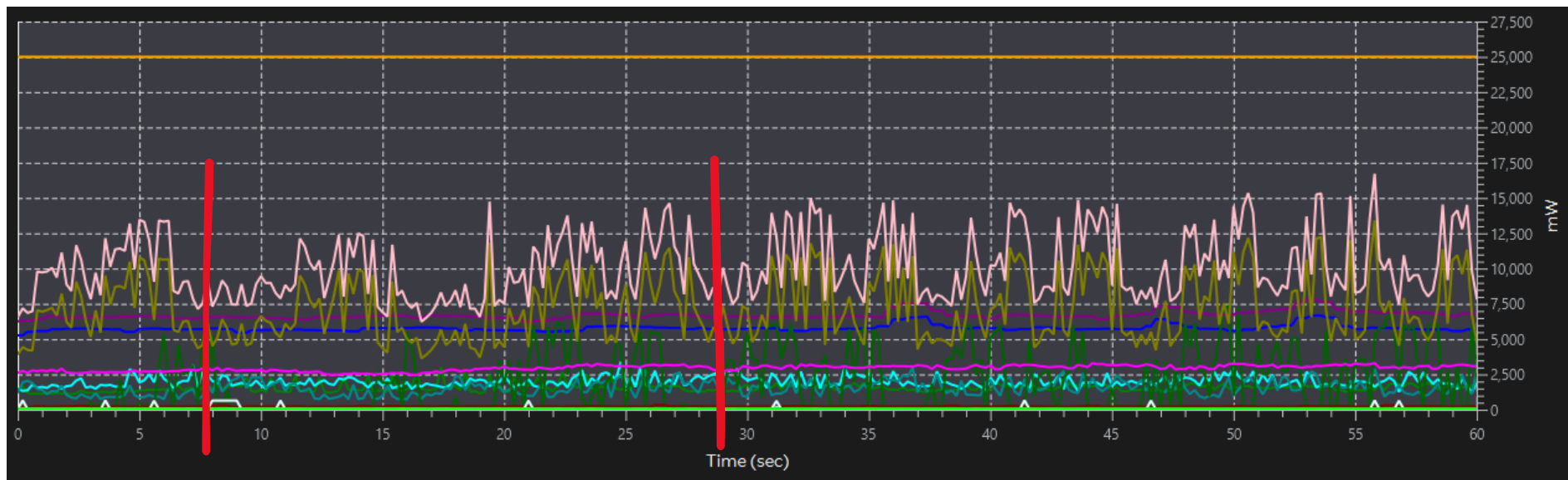


More Power Profiler!

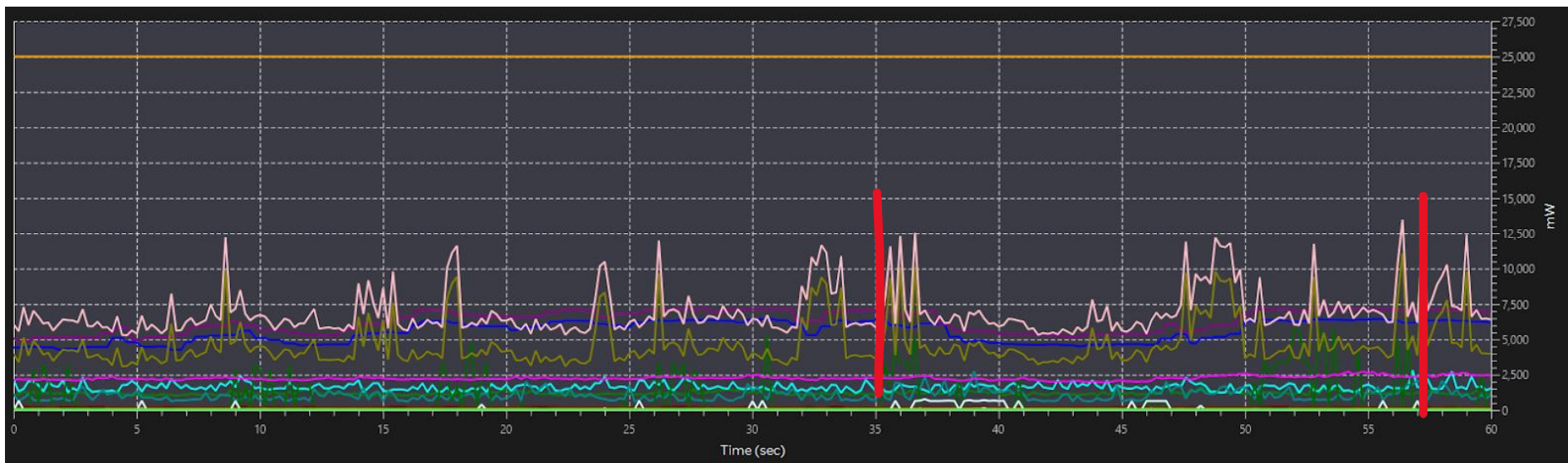
- Took scans of hallway and of a meeting room
- Recording video footage through the headset adds noise to the data
- Want to see how subsequent trials back-to-back affect thermal output
- Will be adding trials to both locations
 - Meeting room again with blinds up (Scanner struggles with windows)
 - Meeting room with less surface area (removing chairs from room)



Hallway (while filming)

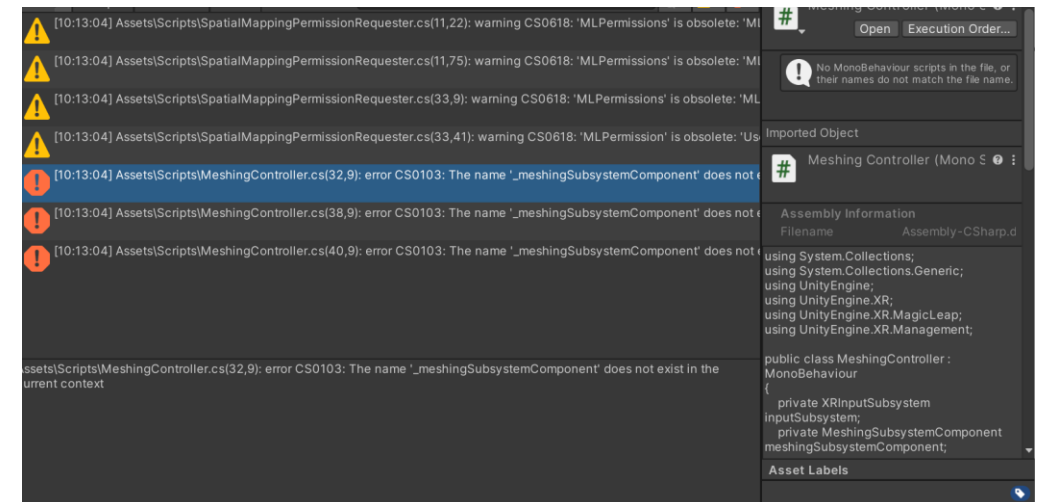
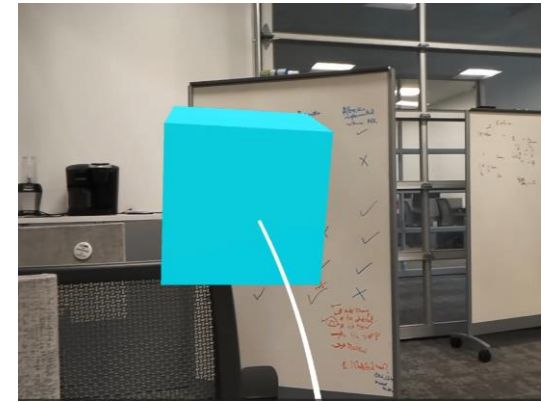


Meeting Room (blinds)



Unity

- Created an interactable color cube
 - Hope to put spatial mapping on environment once figured out
- Looking into spatial mesh:
 - Unity's guide for "simple spatial mesh"
 - Outdated
 - Had errors in its code
- Started watching a video showing how do spatial mapping
 - Worries: will be outdated



Current Questions

- I have a good feeling that larger rooms, rooms that are more cluttered, and rooms with windows have a higher processing time. However, do you think it's possible to determine just through the data what is causing the spikes in processing time?
- Mid-semester BURGS presentation- taking the headset out of the lab for demo?