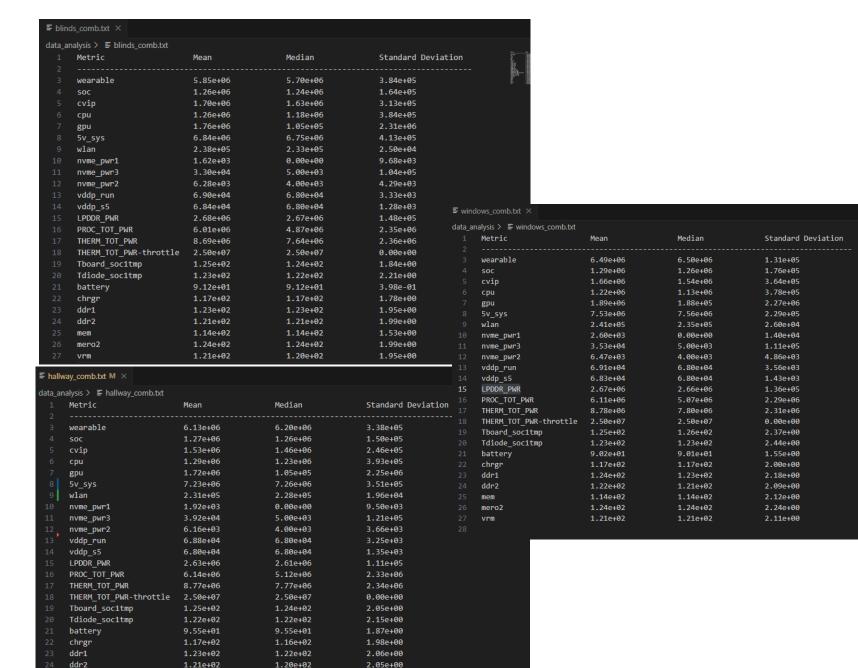


#### Scans

- Finished three trials for three room types!
- Found averages for each performance indicator after combining the three trials
- Need a way to output data into neat table for reading



1.14e+02

1.24e+02

1.21e+02

mero2

vrm

1.13e+02

1.23e+02

1.20e+02

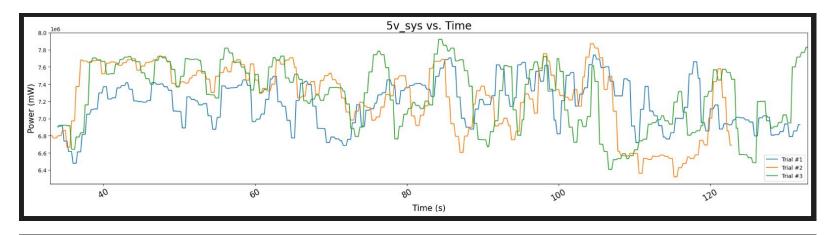
1.91e+00

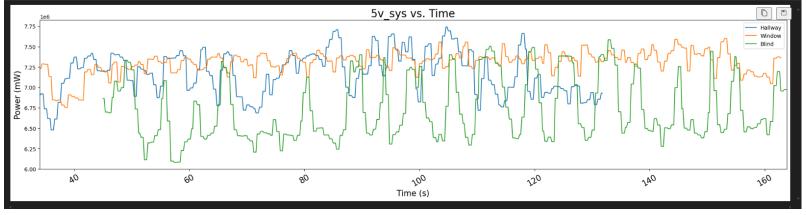
2.07e+00

2.04e+00

## **Plotting**

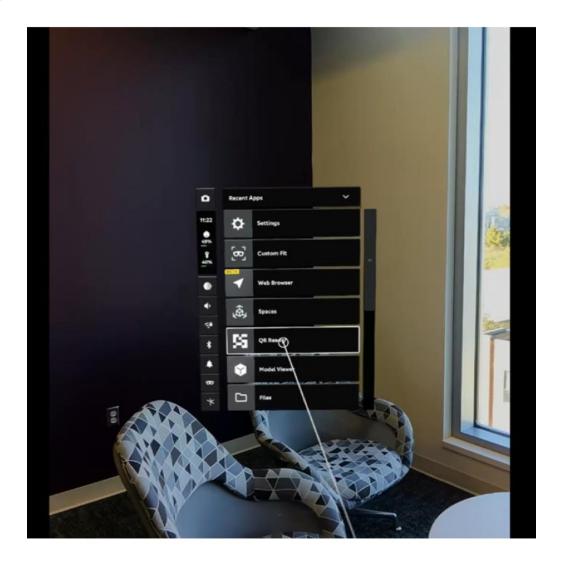
- Still need to rewrite function that plots three trials of two room types side-by-side for comparison
- Fixed legend names for more clarity





### **BURGS Presentation Week!**

- Video Demos
- Reviewing Previous Work
- Reviewing Progress
- Reflecting on future processes



## Unity

- Got Spatial Meshes to show up!
- Going to figure out how to use the profiler from there next week (as well as debugging my project to work)
- Going to try to collect data in the next couple of weeks once profiler is set up and procedures are made



# **Current Questions**

- What's the best way to deal with noise in data analysis?
  - Another BURGS team did a window-sliding technique to make some of the important performance indicators more neat (aka. With CPU)
  - Any libraries which help with this?