

ICVGoggles Initialized

Variables Set:
Severity=0,
Type=0,
oculusRift.Setup,
float mult[3][11][3][3],
mirrorTexture
cam

void ofApp::draw()

Loops

If overlay=true,
the instructions
appear as an
overlay on the
rift.

oculusRift.beginLeftEye();
drawSceneLeftEye();

void ofApp::drawSceneLeftEye()

Loops

Push matrix, rotate and
scale.

Draw mirrorTexture

void ofApp::keyPressed(int key)

if keyPressed = left click

Severity = Severity + 1

Max value 10

if keyPressed = right click

Severity = Severity - 1

Min Value 0

if keyPressed = 1,2,3 or 4

Type is set to 0,1,2 or 3

update method called multiple times
a second

void ofApp::update()

Loops

if (cam.isFrameNew())
checks if there is a new
frame, if there is...

Assign
cam.getPixels to
unsigned char *

Split char array into Red
pixels, Blue Pixels and
Green pixels

Load new pixel
values to
mirrorTexture

Yes

Convert pixels using
monochromacy
values

No

Convert pixels using
values from mult 4D
array.

Is it set to Monochromacy mode?

Mirror these pixels
so the image appears
horizontally flipped

void ofApp::drawSceneRightEye()

Loops

Push matrix, rotate and
scale.

Draw mirrorTexture