Minute Meeting 16 22/02/2016

Application now has left and right eyes connected and shows them on screen.

Next step is to somehow get this onto the Oculus Rift.

Ben recommends the ofxOculusRiftDK2 addon by Obvious Jim, which is a fork of a repository by Andreas Muller.

David showed me how to do colour conversions at a bit level and so it SHOULD work if OFX does not already have the capabilities to do pixel colour conversions. I have taken a picture of this to remind me how to do it.