07/03/2016

Spoke to David about the errors I have encountered:

I could possibly recreate this in Unity OR

Try and debug it and fix it OR

Use VirtualDesktop.

I could possibly try to pre distort the cameras and use a 3rd party program to display it to the Rift.

I will attempt to use VirtualDesktop, and try to get one camera working giving the user a monocular vision.

I should try to choose a path and get it to work:

Easiest path should be a single camera.

I should spend some time this week thinking about the evaluation,

I should show them a dichromatic simulation first

Then let them tune it.

Explain how the tuning works.

Get their opinion, let them explore coloured items.

Something to think about:

It would be really good to hear my thoughts about the second evaluation.

12th March:

Think about next stage evaluation

Add some content to report

Virtual desktop single camera, not blurry or to make me sick, play about and see if its viable.

Transcriptions

Investigate other 3rd party display programs