



# reenviro

Conveniently Carbon Free

# TOC

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Target audience

Market trends

Cycle diagram

Introducing: Lorem ipsum

Spotlight on desktop

Spotlight on mobile

Spotlight on landscape view on mobile

Spotlight on wearables

Spotlight on tablet

Spotlight on landscape view on tablet

Spotlight on wearables

Project timeline



# Understanding the problems

- 01 Many people still have difficulties understanding the types of trash and the ways they are recycled or disposed.
- 02 Few people who understand the ways trash should be recycled or disposed, don't see the impacts of their little decisions on the environment so, they are less motivated to spend couple more minutes in organizing their trash.



WASTE PRODUCTS



WATER POLLUTION



SOIL CONTAMINATION




AIR POLLUTION



**The negative effects of improper waste management is real and needs immediate action!**



# Solutions

 eNviro is here to

- **Help** users categorize garbage and further help them to appropriately dispose them
- **Help** connect users with the reality that their every action has a significant effect on environment
- **Gamify** the whole idea of recycling in order to give the users instant satisfaction of their good action.



# Features of nviro

- Classifying the user's image and provide which category the trash is in for a recycling purpose
- Providing information of a quick fact check about the recycling category as well as educate how to recycle it
- Measuring the user's impact on the environment



# Different Categories for trash classification

1. Cans
2. Cartons
3. Cigarettes
4. Foils
5. Paper
6. Paper Cups
7. Plastic Bags
8. Plastic Bottles
9. Plastic Lids
10. Straws
11. Styrofoam



# How Does work?

## User Interface

Users are able to take a picture of a piece of trash using camera functionality in our demo

## Classify

Our app will classify the trash based on 14 categories.



## SHARE

Based on that category, the user is taught how to recycle, repurpose or dispose of that trash

## Measure Impact

The impact of the user's actions measured and quantified.





# How was **enviro** built?

- Developed a computer vision algorithm using Google Cloud Platform's AutoML
- Ended up with a model that had around 95% accuracy in detecting and classifying trash across 11 different categories
- Web app was created using React and Redux



# Challenges While Building enviro

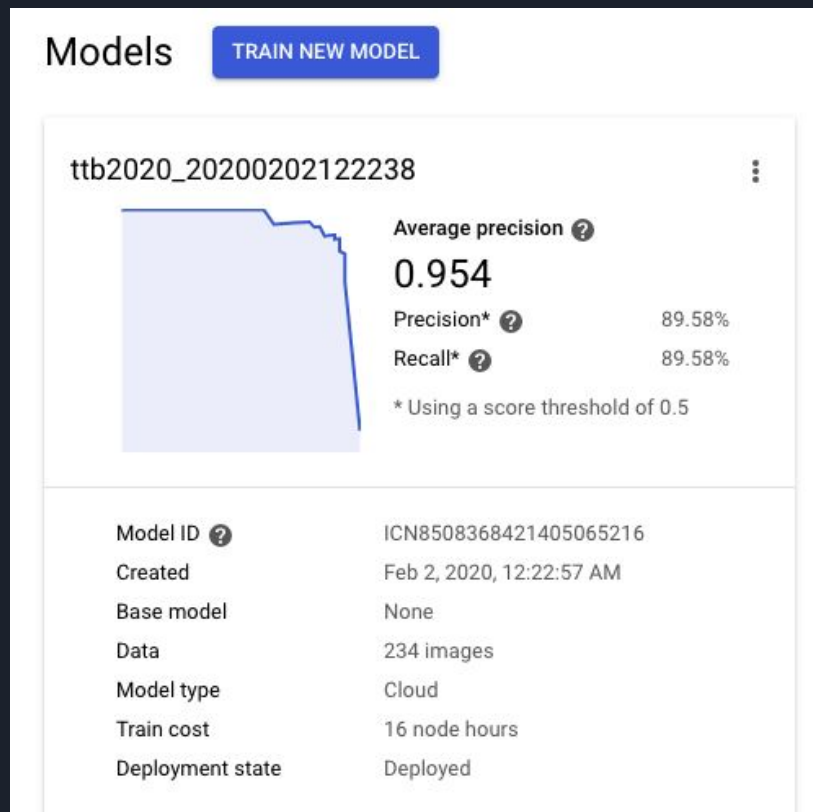
- Difficulty in the refinement of idea which led us to have less time actually building enviro
- Unfamiliarity with Google Cloud Platform in the beginning
- Slight difficulty training the model against hundreds of images and deploying the model on cloud



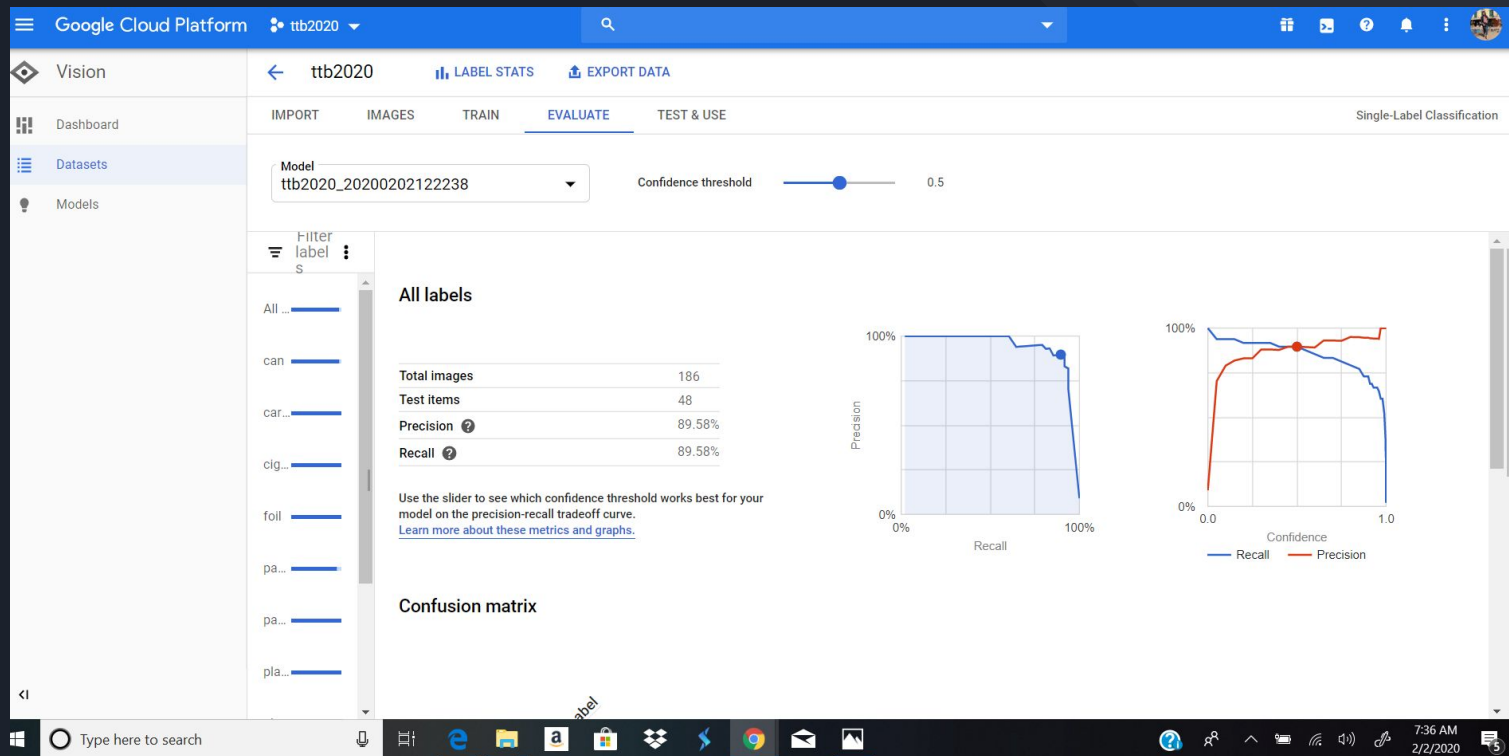
# Evolution of enviro

- Add a game feature to enviro so that users can collectively manage trash with their friends and family while getting instant results of their actions
- Add real time location to every picture user takes so that trash can be easily located and concerned authorities be notified

# Appendix 1 : Model Results



# Appendix 2 : Model Results Cont'd



# Appendix 3 : Model Results Cont'd

