

## Summative Assignment

<b>Module code and title</b>	COMP3617 Virtual and Augmented Reality
<b>Academic year</b>	2023-24
<b>Coursework title</b>	VR Coursework
<b>Coursework credits</b>	10 credits
<b>% of module's final mark</b>	100%
<b>Lecturer</b>	George Koulieris
<b>Submission date*</b>	Thursday, May 02, 2024 14:00
<b>Estimated hours of work</b>	20 hours
<b>Submission method</b>	Ultra

<b>Additional coursework files</b>	3D Graphics engine code, VR headset 3D model, additional literature related to motion tracking and physics. All files are available in the Blackboard coursework folder.
<b>Required submission items and formats</b>	<p>Please submit a compressed archive (.zip) with:</p> <p>(a) all your source code, original/modified engine source code files and 3D model. I should be able to run your software just by running <code>python3 render.py</code> on terminal. Include a readme file with instructions on how to run your program and what external resources you require if this is not obvious.</p> <p>(b) A .pdf report no longer than 6 pages including images (max ~2500 words). At the top of the first page of the document identify yourself using your CIS username.</p> <p>(c) A short video demonstrating the full sequence (compressed to &lt;100MB).</p>

\* This is the deadline for all submissions except where an approved extension is in place.

Late submissions received within 5 working days of the deadline will be capped at 40%.

Late submissions received later than 5 days after the deadline will receive a mark of 0.

It is your responsibility to check that your submission has uploaded successfully and obtain a submission receipt.

Your work must be done by yourself (or your group, if there is an assigned groupwork component) and comply with the university rules about plagiarism and collusion. Students suspected of plagiarism, either of published or unpublished sources, including the work of other students, or of collusion will be dealt with according to University guidelines (<https://www.dur.ac.uk/learningandteaching.handbook/6/2/4/>).



## COMP3617 Summative Assignment Virtual & Augmented Reality

### Important, please read first!

- The assignment should be submitted via Blackboard; the deadline is May 2<sup>nd</sup>, 2pm. All deadlines can be found in SharePoint.
- Your software will be tested and should work with Python 3.11.1. You can use additional Python libraries to achieve any additional functionality (e.g., NumPy). However, the methods asked in problems 1 - 6 should be implemented by you, as evidenced in the source code that you will submit, not via existing libraries that implement these algorithms.
- Please submit a compressed archive (.zip) with: (a) all your source code, original/modified engine source code files and 3D model. I should be able to run your software just by running `python3 render.py` on terminal and see the requested sequences on screen one after the other. Include a readme file with instructions on how to run your program and what external resources you require if this is not obvious. (b) A .pdf report no longer than 6 pages including images (max ~2500 words). At the top of the first page of the document identify yourself using your CIS username. (c) A short video demonstrating the full sequence succession (compressed to <100MB, you can use any online video compression platform to compress it). The video should show the movement in real time as indicated by the tracking dataset, i.e., each sequence should last ~ 27 seconds. When running your software though, it is ok if the rendering takes more time - software renderers are slow. You can speed-up the video to make it 27 seconds.
- The marks available for correct implementations/answers to each question are indicated. Partial credit will be given for good attempts.
- The level of achievement (good/very good/excellent/etc.) for each marking criterion is determined based on the marking and classification conventions published in the university core regulations (pp 15-16): [link](#).
- The Virtual & Augmented Reality module is only assessed by this coursework (100% of the module mark).
- A FAQ section in Blackboard will be updated with questions as they arise.

You are developing a prototype 3D graphics engine capable to render content for VR headsets. You have been tasked to develop basic rendering, tracking, physics and level-of-detail. You are provided with a basic 3D engine [1] (available in Blackboard), capable of rendering simple 3D objects using orthographic projection only (i.e., no perspective projection, depths are projected on the screen without taking their depth -distance from camera- into account instead). The engine can perform simple shading too, based on vertex colour interpolation. The engine outputs a single framebuffer on the disk. Your assignment is to extend the 3D engine, to handle perspective projection & object transformations, tracking, physics, and level of detail. Your task list is below. You should demonstrate your development in a demo scene by **rendering a VR headset (3D model is provided) rotating in the middle of the viewport (based on provided tracking data of a real headset rotating) while other headsets come flying from all directions under the effect of gravity hit it and bounce off.**

**Before proceeding**, please read LaValle's relevant chapters in the free book available in Blackboard, attend

all relevant lectures and read [2] carefully (Please note the typo in the order of operations in eq. 8 & 10).

PROBLEM 1, RENDERING - 15 MARKS:

The provided engine currently only produces static renders. Add the following features to the rendering engine by updating its source code as required:

1. Enable real time output of the frame buffer on the screen, instead of output to the disk. You could use PIL / Matplotlib / OpenCV / etc. to show the buffer on the screen. (1 mark)
2. Implement perspective projection instead of orthographic projection. You will need to extend some elements of the engine to handle homogeneous coordinates. (6 marks)
3. Implement the basic transformation matrices, in particular add the ability to translate, rotate, and scale objects. (8 marks)

PROBLEM 2, TRACKING: HANDLING POSITIONAL DATA - 10 MARKS:

In the Blackboard coursework folder, you can find a sample dataset (6959 records) acquired from a VR headset's IMU. The headset was sequentially rotated from 0 degrees, to +90 degrees and then to -90 degrees around the X, Y and Z axes (Z is up due to the way the IMU was soldered to that particular headset). IMU observations were recorded at a rate of 256Hz: Time in seconds, Tri-axial velocity (rotational rate) in deg/s, tri-axial acceleration in  $g$  ( $m/s^2$ ), and tri-axial magnetometer flux readings in Gauss (G).

1. Read and import the provided (.csv) dataset (5 marks). You can use a CVS reader, but it might be easier to write a bit of custom read code since you know the format of the dataset. Convert rotational rate to radians/sec (1 mark).
2. Implement *your* methods to (i) convert Euler angle readings (radians) to quaternions (1 mark), (ii) calculate Euler angles from a quaternion (1 mark), (iii) convert a quaternion to its conjugate (inverse rotation) (1 mark), and (iv) calculate the quaternion product of quaternion a and b (1 mark).

PROBLEM 3, TRACKING: POSE CALCULATION - 20 MARKS:

1. Implement a dead reckoning filter (using only the gyroscope-measured rotational rate): Calculate current position by using a previously determined position (consider the initial orientation  $q[0]$  to be the identity quaternion  $[1,0,0,0]$ ) and re-evaluate that position based on an estimated speed over the elapsed time (5 marks).
2. Add gravity-based tilt correction by including accelerometer information in the computation: Transform acceleration measurements into the global frame (2 marks). Calculate the tilt axis (2 marks) and find the angle  $\phi$  between the *up* vector and the vector obtained from the accelerometer (2 marks). Use the complementary filter to fuse the gyroscope estimation and the accelerometer estimation (4 marks). Upon firing up the engine, the first sequence should show the headset in the middle of the viewport rotating based on the fused gyroscope & accelerometer data.
3. Try a few different alpha values (e.g., 0.01, 0.1, ...), investigate and comment on their effect on drift

compensation in your report. Implement any other processing of the accelerometer values that you consider important / necessary and discuss this in the report. (5 marks)

PROBLEM 4, ADVANCED TRACKING: MITIGATING YAW DRIFT - 10 MARKS:

For advanced tracking you need to mitigate yaw drift.

1. At every measurement use the magnetometer to estimate if there has been yaw drift by comparing a reference magnetometer reading taken at the beginning of the IMU rotations and each current magnetometer reading. Construct and apply the appropriate complementary filter (5 marks). Upon firing up the engine, the second sequence should show the headset in the middle of the viewport rotating based on all available fused input data (gyroscope, accelerometer, & magnetometer).
2. Try a few different alpha values (e.g., 0.01, 0.1, ...), investigate and comment on their effect on drift compensation in your report. Implement any other processing of the magnetometer values that you consider important / necessary and discuss this in the report (5 marks).

PROBLEM 5, PHYSICS - 10 MARKS:

1. Implement simple Physics in the engine, simulating gravity acceleration and air resistance applied on the flying objects. See additional literature in the Blackboard coursework folder for formulas on calculating air resistance. Choose arbitrary values for the *drag coefficient* (e.g., 0.5), *air density* (e.g.,  $1.3\text{kg}/\text{m}^3$ ) and *area* (e.g.,  $0.2\text{m}^2$ ). (5 marks)
2. Implement simple distance-based collision detection between the objects. Use spheres of an appropriate radius as bounding regions to perform the calculation. For your demo scene, arrange the objects in such a way so that a few collide and change direction. (5 marks)

PROBLEM 6, LEVEL-OF-DETAIL - 15 MARKS:

Implement a level-of-detail optimisation strategy to ensure smooth performance in VR, considering the high rendering requirements.

1. Use MeshLab (open-source free download) to simplify the provided VR headset model to two additional versions having (i) half, and (ii) a quarter of the polygons (2 marks).
2. Introduce a Level of Detail (LoD) system based on distance, where the model with only a quarter of the polygons is utilised for distant views. As the headsets approach, seamlessly transition to the model with half the polygons, and finally, switch to the highest-quality version (original 3D model) when they are in close proximity to the camera. The specific transition distances should be determined to ensure that the changes are mostly imperceptible to the viewer. (10 marks).
3. Benchmark the performance of your LoD system, i.e., average frame generation time with or without LoD enabled (3 marks).

PROBLEM 7, RESEARCH REPORT & VIDEO - 20 MARKS:

The main purposes of the research report is to include evidence of testing, provide images/answers to the questions below, and for you to comment on anything else that you consider important or were asked in the problems above.

1. Produce static renders for the report, for different orientations of the camera, demonstrating

- that your tracking and transformation matrices work. Do not forget to attach a short video demonstrating the full tracked motion of the camera. (5 marks)
2. What are the advantages and disadvantages of using simple dead reckoning vs including the accelerometer? Support your claims with data from your simulation. (5 marks)
  3. Comment on the performance of the methods in point 2 above, i.e., comment on the expected number of calculations for each method. (2 marks)
  4. Could positional tracking be implemented from the data provided? If so, how? Comment on the expected accuracy of positional tracking based on the IMU data. What are some potential limitations of this approach? (2 marks)
  5. Comment on collision detection using spheres. How could you improve collision detection and what would the effects of those improvements be on performance? Support your arguments with data for the particular 3D model of the headset that you were provided with. (4 marks)
  6. What other techniques for LoD could be easily implemented in this engine and would be useful to accelerate VR? (2 marks)

## References

- [1] CANN, E. RenderPy. <https://github.com/ecann/RenderPy>, 2023. [Online; accessed 9-Jan-2023].
- [2] LAVALLE, S. M., YERSHOVA, A., KATSEV, M., AND ANTONOV, M. Head tracking for the oculus rift. In *Robotics and Automation (ICRA), 2014 IEEE International Conference on* (2014), IEEE, pp. 187–194.