3Set

An iOS Game of Mixing & Matching

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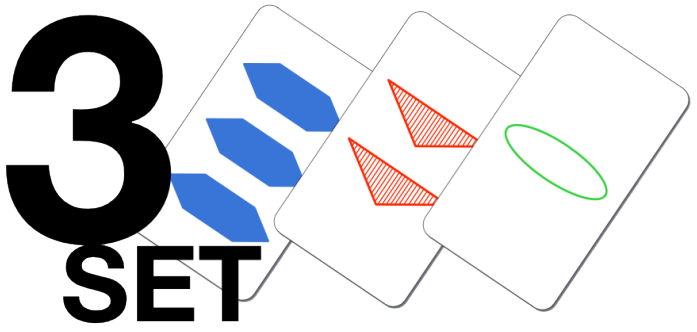
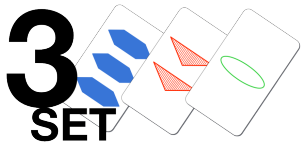
June 20, 2013



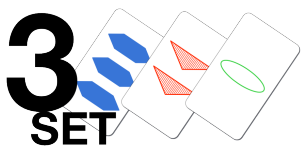
Rock Climbing



Rock Climbing

Problem Definition

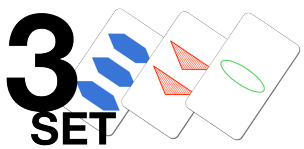
- Routes are color-delimited
- Use any subset of designated grips to get to the top
- Difficulty determined by size, spacing and surface properties of the grips
- Climbers have to determine a path



Solution Specifications

Input:

- A low-resolution color photo of a rock wall
- Single pixel selection by user that maps to one of the grips in the desired route



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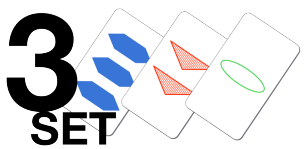
- Rendering of climber positions along the solution path
- Strain analysis



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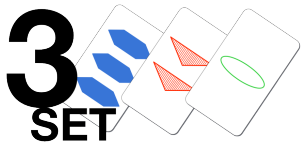
Tools:

- OpenCV Library
- Qt C++ Framework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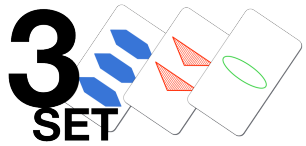
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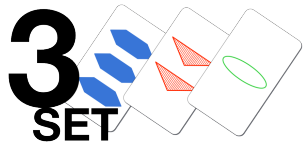
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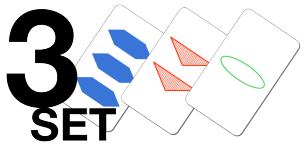
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