180 hour work plan

Goals

* Create a facial recognition application to be used in the Unity engine.
* Use the previously created application to animate a facial modelling rig in real time.

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| Aim | Week beginning | Hour(s) allocated | Hour(s) remaining |  |
| Meet client, specify aims. | 23/01/2017 | 1 | 179 |  |
| Create unity project. | 30/01/2017 | 1 | 178 |  |
| Install OpenCV plugin/ get working with Unity. | 30/01/2017 | 8 | 170 |  |
| Update client. | 30/01/2017 | 1 | 169 |  |
| Research work/ decide what algorithm to use for facial recognition | 6/02/2017 | 15 | 154 |  |
| Update client. | 6/02/2017 | 1 | 153 |  |
| Implement algorithm. | 13/02/2017 | 15 | 138 |  |
| Update client | 13/02/2017 | 1 | 137 |  |
| Finish basic implementation of algorithm | 20/02/2017 | 15 | 122 |  |
| Update client | 20/02/2017 | 1 | 121 |  |
| Fix bugs, Improve jaw detection. | 27/02/2017 | 11 | 120 |  |
| Update client. | 27/02/2017 | 1 | 119 |  |
| Interview. | 27/02/2017 | 2 | 117 |  |
| Improve eye detection. | 27/02/2017 | 17 | 100 |  |
| Update client. | 6/03/2017 | 1 | 99 |  |
| Fix bugs. Ensure project is on track. | 6/03/2017 | 9 | 90 |  |
| Update client. | 13/03/2017 | 1 | 89 |  |
| Research stage 2, using information to animate a rig. | 13/03/2017 | 20 | 69 |  |
| Update client | 20/03/2017 | 1 | 68 |  |
| Start animation | 20/03/2017 | 20 | 68 |  |
| Finish animation | 27/03/2017 | 15 | 73 |  |
| Update client | 3/04/2017 | 3 | 70 |  |
| Rest of month is tidying project, finalising paperwork. | 3/04/2017 | 65 | 5 |  |
| Hand in project, conform with client project is complete. | 17/04/2017 | 1 | 0 |  |