Week 1:

* Arranged project with Gregory as the projects I wanted to undertake were taken.
* Met with Gregory, decided on a real time facial recognition applications.

Week 2:

* Researched the OpenCv library and how to implement it into Unity.
* Discovered compatibility issues with OpenCv and Unity.
* Met with Gregory, discussed issues, I proposed finding a C# wrapper for the OpenCv library.

Week 3:

* Researched possible wrappers for the OpenCv library. Resulted in two possible wrappers. Emgu or OpenCvSharp.
* Discovered further issues with the wrappers and integrating into Unity Engine. This was due to an incompatibility with System.Drawing and Unity Engine.

Week 4:

* Implemented OpenCvSharp into Unity Engine.
* Researched into the wrapper and its functions.
* Found a demo project (URL please)
* Learned about Canny edge detection.

Week 5:

* Learned about cascade detection
* The version of the project is unable to utilise the cascade classifier classes.
* Research why it is would not work, was due to corrupted .dll
* Was able to capture webcam feed and save a ‘frame’ which allows operation for it to happen.

Week 6:

* Fixed the dll errors.
* Optimised the webcam capture to improve the real-time performance of the application.

Week 7:

* Used cascade classifer to detect face and eyes.
* Pre to detecting faces the frame is gray scaled then equalise the lighting.
* Look at ways to improve accuracy of the detection. Involves machine learning.

Week 8.

* During meeting Gregory asked if I could make some more documentation on my research, for whoever takes the project over after me.
* Started looking at wordpress and how to create a good blog site.

Week 9.

* Started documenting research done.
* Came to the conclusion his research idea is not ideal with the scope given.
* Researched jaw movement, not a lot of material available.
* Replanned detection algorithm, looked into how to calibrate the face.

Week 10.

* Learned how to train own cascade classifier.