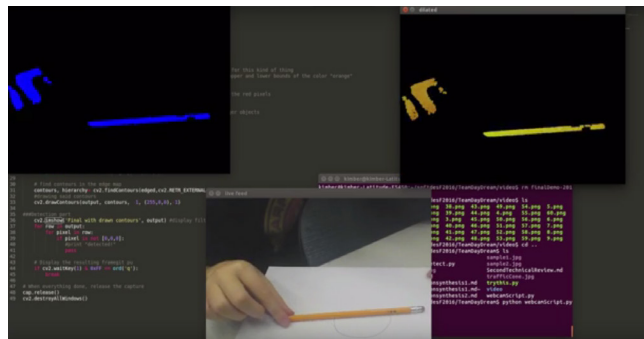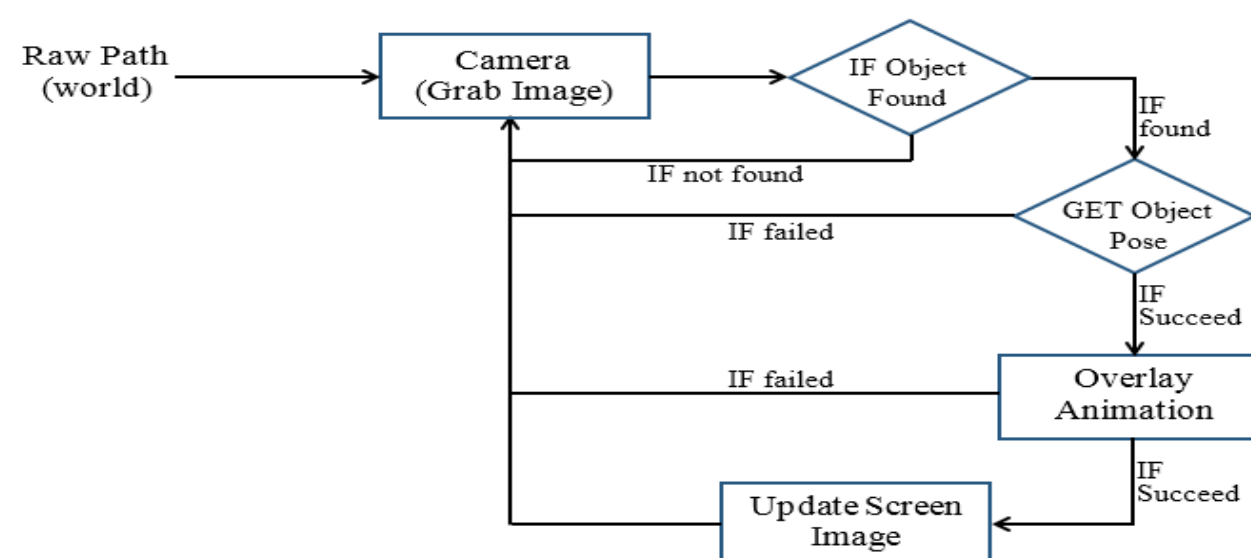# Project
Daydream

We hoped to create a live real-world cartoon interaction inspired by the work of artist Hombre McSteez (left).

We were able to identify objects based on color coding and tracing the contours of the objects. By identifying a "region of interest" we could overlay an animation.

We placed a hand-drawn picture in the identified "region of interests" once every 83 milliseconds, to create a 12 frame-per-second animation.

UML Diagram

To the left is an example of some key frames by the incredibly talented Chloe Brooke, hand-drawn for this project.

Objects attempted: