# Atlas (Globe)

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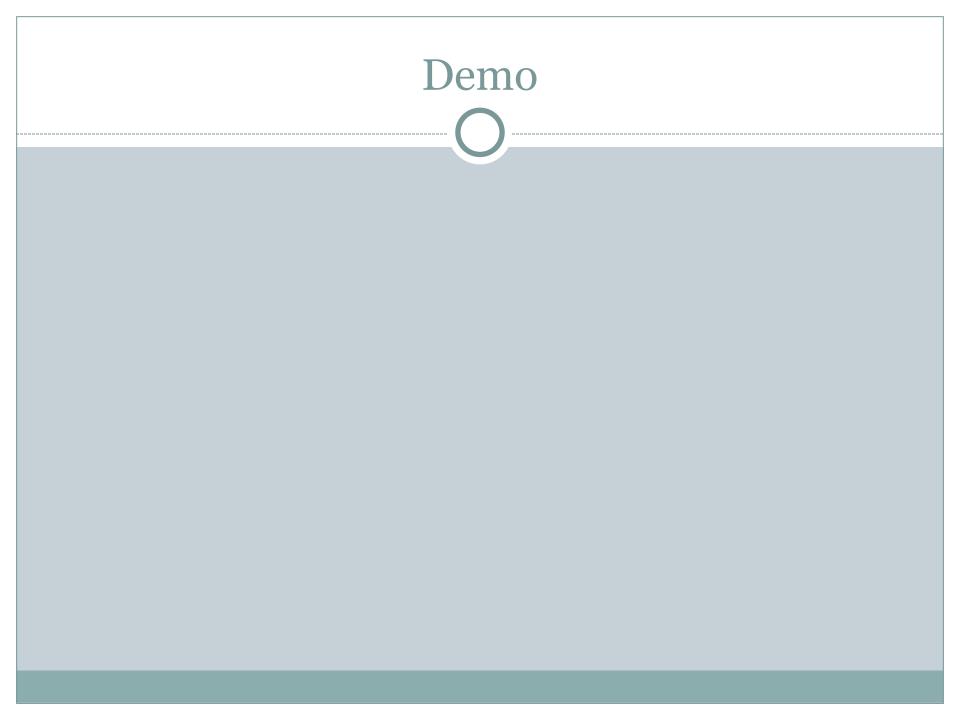SUVAMSH SHIVAPRASAD

# Objectives

- Objective: Use Unity to create the virtualized version of Earth's globe
- Objective: Integrate Kinect with Unity
- Objective: Use Kinect to interact with game objects in Unity

# Results

- We accomplished all of our objectives
- Planning to include using Vuforia as an additional objective as well

# Gestures

- Zoom in and out of a globe
- Enter Google Streetview
- Turn by turn directions (using your arms) in Google Streetview
- Exiting Google Streetview

# Demo

# Challenges

- Getting the Zoom gesture to be recognized correctly
  - How fast should we have the Kinect detect the distance between your hands?
  - Depending on how fast we collect the images, that could making the gesture recognition better/worse
- Getting our development environments setup
  - We develop on OSX, and none of us own Windows machines
  - Should we use a Windows VM or stick with 3rd party Kinect Drivers?
- Getting Vuforia to work (sometimes our target wasn't the best)