Development

Doubts

Recording – record with the mask otherwise image is not synchronized.

Next Steps

[00%] Create GUI to adapt planes (floor and mirrors) change the normal orientation (how do I do that?...) Cartesian coordinates to spherical coordinates, change angle(s), set it back to Cartesian.

[75%] Adjust depth range for each mirror and floor

* Use distance (0.75m) to plane mirror to filter the content.

[00%] Understand the error on 3D with more than one object.

[90%] Construct the 3D model with more than one frame. (Pass it to Arena?)

TODO

Comments!

Mirror

Use markers to detect mirror plane.

Floor

Floor Manage Window – Mask and Modifiable Values

3D

Save model to be opened with *meshlab.* Record separated files for each perspective.

Use a thread for continuous data acquisition and 3D mesh update.

Bugs

When the data is loaded, Mirror Manager crashes if not displayed before the loading.

3DView crash if system not initialized.