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EPR402 Project Progress Meeting #2
Eng 1 13-17

- First requirement in proposal must be whole system – complete system and global overview
- Proposal still too specific – 21 point-skeletal model is too constraining. Specifications more generic – “hand model” as opposed to “skeletal model”
- Just cameras as input not RGB or RGBD – constraining project later and limiting self – too detailed specs might not actually solve the problem/be overkill
- Specification should focus on how accurate/how well/number gestures/latency/ not exact 21-point hand model
- Accuracy + latency specs more important than the implementation details – that’s what the actual project is for
- Cover basic elements in FBD – make sure to cover whole process
- Change small elements for tomorrow’s deadline
- Focus on performance specification – real-time is the most important aspect as this means the system doesn’t have to be on an embedded system – not the focus
- Standard 3D environment library like OpenGL is the predicted path for graphical side of the project – the project is not a graphical generation project
- Augmented reality is the real focus – rendering platform not the main focus
- Merging the real world and virtual world is the main focus and challenge
- Depth information might be necessary for gesture recognition - once again don’t constrain implementation artificially in the proposal
- Discussed Micrososft Kinects, Intel Realsense and how they are likely a good solution to the hardware requirements of the depth-sensing aspect of the project
- Two Kinects may interfere with each other’s light-fields – may have to work around it if two are needed.
- Before starting the lab book entries – write goals for the day – an intro + conclusion to make searching through it easier and more intuitive
- Explore different facets of problem with different prototypes – make sure you have investigated all facets with different prototypes
- Prototype with a Kinect for more information about depth
- Hardware checkout today in order to begin Kinect prototyping