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EPR402 Project Progress Meeting #1

Eng 1 13-17

* Start using lab book immediately
* Document progress + challenges for report in lab book
* 6 months down the line won’t remember challenges
* Sections 1+2 = Nature of problem/ how well solution will solve problem and quantify it
* Discussed embedded processor as opposed to microcontroller
* Worried about if even an embedded system can cope with 2 webcam streams + processing
* Literature review for feasibility, perspective and constraints – must really build prototype fast to estimate feasibility
* Performance characteristics important for later sections of proposal
* Objects placed must interact with reality of input – hand gestures must manipulate object in AR – Mr. Grobler and I on the same page with requirements
* Image recognition of reality can be depth/surface based + implementing systems like gravity as a stretch goal/additional requirement
* Generating graphics from first principles or using a library depends on relative complexity of rest of project – complete proposal specs to determine this
* Big block in hierarchical block diagram – nested components – number them and reference the numbers in functional description and explain why they are there and important
* In specifications: Each block relates to a numbered building block from block diagram
* Feature extraction as an example feature/requirement
* Discussed libraries for opening video/caching VS core algorithms from first principles
* Prototype important to see if certain things are possible and can be implemented
* Effective complexity + load changes whether to use libraries
* Need to move fast so iterative proposal can be approved
* Send pdf of minutes to Mr. Grobler
* Focus should be getting it working in realtime – REAL TIME performance is most important in Mr. Grobler’s perspective
* Rather spec the proposal correctly but conservatively – cube as base virtual object and dynamic car as stretch goal
* Additional features later after satisfying initial requirements and achieving 50%.