

[VRCOLLAB-88] [Dokumentácia](#) Created: 19/Nov/15 Updated: 19/Nov/15

Status:	To Do
Project:	Interakcia a kolaborácia vo virtuálnej realite
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Epic	Priority:	Major
Reporter:	Lenka Kutlikova	Assignee:	Lenka Kutlikova
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original Estimate:	Not Specified		

Epic Name:	Dokumentácia
Sprint:	Sprint 4

Generated at Sat Nov 28 22:08:00 CET 2015 by Lenka Kutlikova using JIRA 6.4.12#64027-sha1:e3691cc1283c0f3cef6d65d3ea82d47743692b57.

[VRCOLLAB-92] [Integrácia dokumentácie do šablóny](#) Created: 19/Nov/15 Updated: 21/Nov/15

Status:	In Progress
Project:	Interakcia a kolaborácia vo virtuálnej realite
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Task	Priority:	Major
Reporter:	Lenka Kutlikova	Assignee:	Mario Csaplar
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original Estimate:	Not Specified		

Epic Link:	Dokumentácia
Sprint:	Sprint 4

Generated at Sat Nov 28 22:07:48 CET 2015 by Lenka Kutlikova using JIRA 6.4.12#64027-sha1:e3691cc1283c0f3cef6d65d3ea82d47743692b57.

[VRCOLLAB-73] [Vvexportovať úlohy z Jiry.](#) Created: 14/Nov/15 Updated: 19/Nov/15

Status:	To Do
Project:	Interakcia a kolaborácia vo virtuálnej realite
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Task	Priority:	Major
Reporter:	Lenka Kutlikova	Assignee:	Lenka Kutlikova
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original Estimate:	Not Specified		

Epic Link:	Dokumentácia
Sprint:	Sprint 4

Description

Cieľom je vyexportovať stav úlov z Jiry po každom stretnutí.

Generated at Sat Nov 28 22:07:09 CET 2015 by Lenka Kutlikova using JIRA 6.4.12#64027-sha1:e3691cc1283c0f3cef6d65d3ea82d47743692b57.

[VRCOLLAB-72] [Napísať retrospektívu šprintu 3.](#) Created: 14/Nov/15 Updated: 23/Nov/15

Status:	In Progress
Project:	Interakcia a kolaborácia vo virtuálnej realite
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Task	Priority:	Major
Reporter:	Lenka Kutlikova	Assignee:	Lenka Kutlikova
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original Estimate:	Not Specified		

Epic Link:	Dokumentácia
Sprint:	Sprint 4

Description

Cieľom je napísať retrospektívu tretieho šprintu.

Generated at Sat Nov 28 22:06:50 CET 2015 by Lenka Kutlikova using JIRA 6.4.12#64027-sha1:e3691cc1283c0f3cef6d65d3ea82d47743692b57.

[VRCOLLAB-87] [Vytvoriť hĺbkovú reprezentáciu rúk](#) Created: 19/Nov/15 Updated: 19/Nov/15

Status:	To Do
Project:	Interakcia a kolaborácia vo virtuálnej realite
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Story	Priority:	Major
Reporter:	Erik Bujna	Assignee:	Erik Bujna
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original Estimate:	Not Specified		

Epic Link:	Práca s Kinectom
Sprint:	Sprint 4

Description

Vytvoriť model rúk s využitím hĺbkového senzoru

Generated at Sat Nov 28 22:06:36 CET 2015 by Lenka Kutlikova using JIRA 6.4.12#64027-sha1:e3691cc1283c0f3cef6d65d3ea82d47743692b57.

Integracia do Slack-u (VRCOLLAB-94)

 [VRCOLLAB-96] Integracia Jiry Created: 19/Nov/15 Updated: 21/Nov/15

Status:	In Progress
Project:	Interakcia a kolaboracia vo virtualnej realite
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Major
Reporter:	Martin Petras	Assignee:	Ondrej Vlcek
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original Estimate:	Not Specified		

Sprint:	Sprint 4
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Description

Cielom je integrovat Jiru.

Comments

Comment by [Ondrej Vlcek](#) [21/Nov/15]

Integracia JIRY do slacku, v ktorom sa budu zobrazovat o kazdej ulohe kedy bola dana do stavu IN PROGRESS a kedy bola DONE

Generated at Sat Nov 28 22:06:05 CET 2015 by Lenka Kutlikova using JIRA 6.4.12#64027-sha1:e3691cc1283c0f3cef6d65d3ea82d47743692b57.

Integracia do Slack-u (VRCOLLAB-94)

 [VRCOLLAB-95] Integracia Dropboxu Created: 19/Nov/15 Updated: 19/Nov/15

Status:	To Do
Project:	Interakcia a kolaboracia vo virtualnej realite
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Major
Reporter:	Martin Petras	Assignee:	Ondrej Vlcek
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original Estimate:	Not Specified		

Sprint:	Sprint 4
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Description

Ciel ulohy je integrovat Slack a Dropbox.

Generated at Sat Nov 28 22:05:50 CET 2015 by Lenka Kutlikova using JIRA 6.4.12#64027-sha1:e3691cc1283c0f3cef6d65d3ea82d47743692b57.

Vytvoriť zápisnice v štvrtom šprinte. (VRCOLLAB-71)

 [VRCOLLAB-98] Napísať zápisnicu po 10. stretnutí Created: 25/Nov/15 Updated: 25/Nov/15

Status:	To Do
Project:	Interakcia a kolaborácia vo virtuálnej realite
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Major
Reporter:	Lenka Kutlikova	Assignee:	Lenka Kutlikova
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original Estimate:	Not Specified		

Sprint:	Sprint 4
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Description

Cieľom je spísať zápisnicu podľa metodiky.

Generated at Sat Nov 28 22:05:35 CET 2015 by Lenka Kutlikova using JIRA 6.4.12#64027-sha1:e3691cc1283c0f3cef6d65d3ea82d47743692b57.

Demo aplikacie pre Oculus (VRCOLLAB-83)

 [VRCOLLAB-85] [Testovanie aplikacii pre Oculus bez Oculusu](#) Created: 19/Nov/15 Updated: 19/Nov/15

Status:	To Do
Project:	Interakcia a kolaborácia vo virtuálnej realite
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Major
Reporter:	Martin Petras	Assignee:	Unassigned
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original Estimate:	Not Specified		

Sprint:	Sprint 4
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Description

Cielom ulohy je preskumat moznosti vyvoja bez pristupu k zariadeniu Oculus Rift a vytvorit aplikaciu ktora to demonструje.

Generated at Sat Nov 28 22:05:14 CET 2015 by Lenka Kutlikova using JIRA 6.4.12#64027-sha1:e3691cc1283c0f3cef6d65d3ea82d47743692b57.

Demo aplikacie pre Oculus (VRCOLLAB-83)

 [VRCOLLAB-80] Spojizdnit SDK pre OCULUS RIFT DK2 Created: 19/Nov/15 Updated: 24/Nov/15

Status:	In Progress
Project:	Interakcia a kolaborácia vo virtuálnej realite
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Major
Reporter:	Michal Dobai	Assignee:	Michal Dobai
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original Estimate:	Not Specified		

Sprint:	Sprint 4
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Description

Cielom tasku je najst a skompilovat jeden s prilozenych prikladov k Oculus SDK a zaroven spustit a otestovat priklad priamo na dostupnom hardveri.

Task je vykonanvany spolocne s Lukasom Doubravskym.

Task bude povazovany za dokonceny po vytvoreni spustitelneho suboru, ktory komunikuje s Oculusom.

Comments

Comment by [Michal Dobai](#) [22/Nov/15]

Najdene jednoduche demo Oculus DK2 / OpenGL

<https://codelab.wordpress.com/2014/09/07/oculusvr-sdk-and-simple-oculus-rift-dk2-opengl-test-program/>

Podarilo sa skompilovať testovací program, jeho funkcnost je potrebne odslusat v laboratoriu s oculusom.

Comment by [Michal Dobai](#) [23/Nov/15]

Zistili sme, ze stara verzia Oculus SDK (0.5.0.1) nekomunikuje s oculusom v lalboratoriu. Zacali sme prepisovat najdene demo tak, aby pouzivalo Oculus SDK 0.8. Zatial sa nam podarilo inicializovat a vytvorit session na oculus.

(spolupraca s Lukas Doubravsky)

Comment by [Michal Dobai](#) [24/Nov/15]

Zistili sme, ze princip narabaia s HMD v Oculus SDK 0.8 sa znacne lisi od sposobu v starsom Oculus SDK 0.5.0.1. Preto sme zvolili inu cestu.

Planujeme vykreslit jednoduchu staticku scenu pomocou OpenGL a tu zobrazit v Oculuse.

Potrebuje vykonat nasledujuce kroky:

Vytvorit FrameBuffer a vlozit do neho obraz, ktory chceme vykreslit.

Odoslat framebuffer do Oculusu.

<https://developer.oculus.com/documentation/pcsdk/latest/concepts/dg-render/>

Generated at Sat Nov 28 22:04:55 CET 2015 by Lenka Kutlikova using JIRA 6.4.12#64027-sha1:e3691cc1283c0f3cef6d65d3ea82d47743692b57.

Demo aplikacie pre Oculus (VRCOLLAB-83)**[VRCOLLAB-84]** [Zobrazenie OSG sceny na HMD](#) Created: 19/Nov/15 Updated: 19/Nov/15

Status:	To Do
Project:	Interakcia a kolaborácia vo virtuálnej realite
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Major
Reporter:	Martin Petras	Assignee:	Unassigned
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original Estimate:	Not Specified		

Sprint:	Sprint 4
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Description

Cielom ulohy je vytvorit jednoduchu aplikáciu, ktorá zobrazuje scenu na display zariadenia oculus.

[VRCOLLAB-87] [Vytvoriť hĺbkovú reprezentáciu rúk](#) Created: 19/Nov/15 Updated: 19/Nov/15

Status:	To Do
Project:	Interakcia a kolaborácia vo virtuálnej realite
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Story	Priority:	Major
Reporter:	Erik Bujna	Assignee:	Erik Bujna
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original Estimate:	Not Specified		

Epic Link:	Práca s Kinectom
Sprint:	Sprint 4

Description

Vytvoriť model rúk s využitím hĺbkového senzoru

Generated at Sat Nov 28 22:00:16 CET 2015 by Lenka Kutlikova using JIRA 6.4.12#64027-sha1:e3691cc1283c0f3cef6d65d3ea82d47743692b57.