

**STUDENT INDUSTRIAL INTERNSHIP PROGRAMME LOGBOOK**

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**Matric No: 24657**

**Programme: Bachelor (Hons.) of Technology in Information System (IS)**

**Place of Training: Murdoch University, Australia**

**Period of Training: 6 months**

**Project Title: Neuromender**

**SIP LOGBOOK REPORT**

**LOG BOOK WEEK NO: 11-12**

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| **WEEK NO** | **DATE** | **BRIEF DESCRIPTION OF DAILY ACTIVITIES** |
| **13** | **25/11/2019** | * **Take a leave** |
| **26/11/2019** | * **Managing Student Industrial Internship Programme (SIIP) file.** |
| **27/11/2019** | * **To fix the object jittering** |
| **28/11/2019** | * **To fix the object jittering** |
| **29/11/2019** | * **To fix the object jittering** |
| **14** | **02/12/2019** | * **Meeting with supervisors** * **To differentiate players** |
| **03/12/2019** | * **Edit the documentation** * **Planned the storyboard for the project documentation video** |
| **04/12/2019** | * **Doing script for the video** |
| **05/12/2019** | * **Edit video documentation** |
| **06/12/2019** | * **Submit the video.** * **End of internship** |

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| Logbook Weekly Evaluation by HOST COMPANY SUPERVISOR | | | | | |
| I**nstruction to Host Company Supervisor**  Please refer to the student’s to assess his/her performance.  Please award the scores based on the range below: | | | | | |
| **Student’s Score** | **Beginning**  **(<2.0)** | **Developing**  **(2.0 to <3.25)** | **Accomplished**  **(Rare)**  **(3.25 to <4.0)** | **Exemplary**  **(Exceptionally Rare)**  **(4.0 to 5.0)** | **Score** |
| Initiative & Creativity | Had little observable drive and did not have new ideas | Some observable drive and some new ideas | Mostly self-starter and sometimes sought new challenges and offered new ideas | Always a self-starter and consistently sought new challenge and offered new creative ideas | **/5** |
| Task Accomplishment & Commitment | Partially accomplished given task despite full supervision | Accomplished given task but with full supervision | Accomplished given task but with some supervision | Accomplished given task with very minimum supervision | **/5** |
| Attendance & Punctuality | Frequently absent and always late | Sometimes absent and sometimes late | Never absent and almost always on time | Never absent and always on time | **/5** |
| Attitude & Self Control | Unable to demonstrate positive attitude and hardly maintained self-control under pressure | Occasionally demonstrated positive attitude and occasionally maintained self-control under pressure | Sometimes demonstrated positive attitude and maintained self-control under pressure | Consistently demonstrated positive attitude and consistently maintained self-control under pressure | **/5** |
| Total Score | | | | | /20 |
| **Comments:** | | | | | |
| **Host Company Supervisor’s Signature & stamp:** | | | | | |
| **Name & Designation:** | | | | | |
| **Date:** | | | | | |

*(make copies if necessary)*

**DETAIL REPORT WEEK NO: 13**

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| **Objective(s) of the activities :**   * **Take a leave** |
| **Contents :**   * **Take a leave** |
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**DETAIL REPORT WEEK NO: 13**

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| **Objective(s) of the activities :**   * **To manage Student Industrial Internship Programme (SIIP) file.** |
| **Contents :**   * **We were required to send our Student Industrial Internship Programme (SIIP) file to Career Development Office in Universiti Teknologi Petronas (UTP).** * **We have to create a folder for Student Industrial Training (SIT) and a folder for Student Industrial Project (SIP).** * **After that, we need to submit one soft copy (in CD) of the Student Industrial Internship Programme (SIIP) documents after completion of both SIT and SIP.** |
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**DETAIL REPORT WEEK NO: 13**

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| **Objective(s) of the activities :**   * **To fix the jittering object.** |
| **Contents :**   * **Many virtual environments allow users to manipulate three-dimensional objects.** * **Latency, or lag, is the delay in device position updates** * **For high-precision tasks, designers may choose a device with low jitter.** * **To fix the jittering object, we tried to lower and higher the time maximum particle time step of the player setting in the Unity.** * **However, the result is still same where the object is still jittering.** |
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**DETAIL REPORT WEEK NO: 13**

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| **Objective(s) of the activities :**   * **To fix the object jittering** |
| **Contents :**   * **We tried to use other alternatives to fix the jittering problem by adding Photon Transform View Classic component and removed the Photon Transform View component on the object.**      * **After that, drag the Photon View Classic Script component into the Observed Components of Photon View.** * **Result: The object is less jittering.** * **The players can stack the cubes but only on their own cubes.** * **When the other players tried to stack the cubes on the other player’s cubes, the cubes will jitter.** |
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**DETAIL REPORT WEEK NO: 14**

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| **Objective(s) of the activities :**   * **Meeting with supervisors** |
| **Contents :**   * **We had a meeting with the supervisors to update the progress of the project.** * **We also got some feedbacks from the supervisors after they tested the modules:**  1. **Put label on the Photon Server desktop and application (XAMPP).** 2. **Stabilize the project (fix the jittering object).** 3. **Differentiate the players ( Put the player name on the head)** 4. **Prepare the documentation** 5. **Prepare the 10 minutes video of the whole project.**  * **To differentiate the players, we put the nickname of the player on the player’s head.** * **The steps are:**  1. **Under the camera rig, create Canvas GameObject and create Text GameObject under the Canvas.**        * **The picture above shows the important components in the Canvas GameObject.** * **In order to create player’s nickname:**   **Declare player’s nickname under MyPlayer script🡪 *public Text \_PlayerNickname;***  **If the player is a local player,**  ***\_PlayerNickname.text = "" + PhotonNetwork.LocalPlayer.NickName;***    **If the player is not a local player,**    **\_PlayerNickname.text = "" + photonView.Owner.NickName;**   * **Result:**      * **The picture above shows the player’s nickname on the head. Thus, the player can be differentiated in the module.** |
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**DETAIL REPORT WEEK NO: 14**

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| **Objective(s) of the activities :**   * **To edit the documentation** |
| **Contents :**   * **I edited the documentation by adding some information.** * **The information that has been added was:** * **The function of both controllers in the module.**   + - * + **How to do teleportation.**         + **How to differentiate players in the module.**         + **How to create ray cast to hit the button in the scene.**         + **Possible solution to fix the jittering object.** * **Other than that, we also planned the story board for the video documentation content.**      * **The picture above shows the story board as planned.** |
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**DETAIL REPORT WEEK NO: 14**

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| **Objective(s) of the activities :**   * **To provide script for the video documentation.** * **To start edit the video documentation.** |
| **Contents :**   * **We provided the script for each scenes for the video documentation.** * **We also started to record the voice as the video sound background.** * **The purpose is to explain each scene in the video.** * **Other than that, we also started editing the video documentation.**      * **The picture above shows the process to make the video documentation for Project Neuromender.** |
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**DETAIL REPORT WEEK NO: 14**

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| **Objective(s) of the activities :**   * **To continue with the preparation of video documentation.** |
| **Contents :**   * **We continued with editing the script and the video for the project documentation.** |
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**DETAIL REPORT WEEK NO: 14**

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| **Objective(s) of the activities :**   * **End of Student Industrial Internship Programme.** |
| **Contents :**   * **End of Student Industrial Internship Programme.** * **We submitted the final project and video documentation to the supervisors.** |
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