

WEEK 5:

Hours: 12

Most of my time this week was spent on physical construction of the necessary parts of our prototype.

First, I spent about an hour cleaning up the workshop area of the EE007 lab. Before and after pictures are shown below:



After that was done, I put together a mount for our camera and projector, so that they could be hung over the table in a secure and stable manner.



Attaching this mount to the ceiling in the lab was as simple as finding some conduits which were all roughly at the same height and using zip ties to attach the wooden mounting bracket. This bracket took about four hours to construct, and also incorporates the bent sheet-metal camera bracket from last week.



I next turned my attention toward painting the top surface of our table. I want to paint the playing surface white so that it makes a better projection screen. Shown above are some of the steps of painting up a test piece. With this test piece, I was comparing two ways of making black line on a white playing surface, one with paint and one with tape. The team preferred the look and durability of the paint, so after finishing the test piece I moved onto painting the actual table.



The first and most important step is masking off the parts of the table that I don't want painted. After the edges were covered, I went around the table with an X-Acto knife to trim the tape precisely to the edge of the wooden playing surface.

The next step was to paint black everywhere where I wanted a black line on the final table. After that, I laid tape over the areas where I wanted black lines at the end and started painting the rest of the table white. I've currently run out of white paint, so I don't have a photo of the painted table. Next week I plan on finishing this paint job and continuing work on the ball-tracking code which jack and I have been making progress on.