

starry☆ Today at 7:09 PM
 since it's due tonight, it would be a good idea to start discussing the aesthetic/technical components for this phase @everyone

hope you guys don't mind, but i thought of some general questions that might help us think of ideas

- What kind of virtual object are we looking to create? (a sculpture, an environment, etc)
- What kind of aesthetic should we aim for?
- What kind of code/programs can we use to make these ideas? (edited)

Imran Today at 7:17 PM
 For my initial thoughts on what we can do for the project, I was thinking on the lines of an app that can create filters on real world objects such as texture change/colour change or the addition of other 3d models with the use of the camera

AJ11 Today at 7:17 PM
 that actually sounds kinda cool

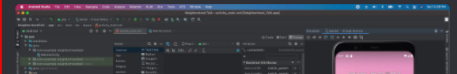
starry☆ Today at 7:18 PM
 that's really interesting!

Imran Today at 7:19 PM
 we could use android studio for the ide to develop this

starry☆ Today at 7:19 PM
 what kind of text editor would it be done on? processing or something like vs code?

Imran Today at 7:21 PM
 u can actually just configure your project there i believe
<https://www.youtube.com/watch?v=kMl2jy-WlGM>

YouTube
DJ Malone
 Android Studio Tutorial (2021 Edition) - Part 1




its a pretty cool ide

AJ11 Today at 7:22 PM
 interesting
 ive never seen this

starry☆ Today at 7:22 PM
 thats neat!
 convenient as well

AJ11 Today at 7:23 PM
 so in other words, instead of a virtual object, we are altering the real life objects
 with filters

7:23 PM
 8-bit texture would be cool lol



starry☆ Today at 7:24 PM
 kind of like photo filters, but like in real time

Imran Today at 7:24 PM



Imran Today at 7:24 PM

well thats initial thoughts on it but we could do other things, in general im leaning towards the use of android studio to develop some sort of app



AJ11 Today at 7:25 PM

we can do like an 8-bit real life filter, living in the world of like nintendo or something lol
or multiple filters
variety



Imran Today at 7:25 PM

only thing im not too sure about is how we can use an example for this filter idea with the use of a camera on the ide
so how would we be able to see our work
unless its possible to do live capture with the use of a webcam
which once again not too sure
but i do remember in 1710 we did use the webcam filtering is one of our labs



AJ11 Today at 7:27 PM

ya



starry☆ Today at 7:27 PM

yeah, one of the later labs



AJ11 Today at 7:27 PM

extrapolated body
lab 6 i think



Imran Today at 7:27 PM

ya



AJ11 Today at 7:27 PM

used openCV



Imran Today at 7:27 PM

so that can be a sort of reference point



unless anyone has any other idea



starry☆ Today at 7:28 PM

i think that this idea is a good start



AJ11 Today at 7:28 PM

well honestly i was thinking more of a filter/alter of the real life rather than object too, i just wasnt sure exactly where to go from there
(so like what filter etc)



Imran Today at 7:28 PM

any virtual ideas in case this is a bit more complicated then we think lool



AJ11 Today at 7:29 PM

is it possible to make a nighttime vision filter lmaoo



Imran Today at 7:29 PM

cause honestly another cool thing is we are right now learning how to make 3d worlds with max so who knows we could use that too
pretty convenient