03/02/15 Monday

Tae got 3D blob from simple wooden cylinder, and it looks pretty good. However, the top and the bottom are conical where they should have been flat. This is due to the angle of the camera at which the pictures were taken. Since all pictures were taken from 30’ elevated angle, there is no way for the space carving algorithm to know what the top and the bottom of the cylinder would look like. Possible solution may be to take more pictures at more angles.

02/24/15 Tuesday

Met with professor and group in the SL. Also took new pictures at 36 different angles (18 at each elevation of 30’ and 15’) with new object. Devised an algorithm to efficiently implement magnetic lasso without having to edge-detect the entire image. My algorithm currently is to let the user pick the center of the object, and at each mouse pointer location, iterate in the direction towards the center and find the first sharp contrast in color. To be implemented…

02/25/15 Wednesday

My magnetic lasso algorithm is implemented, but it’s pretty bad. There are lots of parameters I need to tweak: number of pixels to move in each iteration, b/w vs color, threshold to determine the edge, etc… I am also thinking the threshold should be dynamically determined, but I am not sure how that can be done.

02/26/15 Thursday

No significant progress.

02/27/15 Friday

No significant progress.