

Experiment no.	Experiment Title	Experiment Details	Experiment Results	Success and Failure	Done By	Date
1	3D scan of hat	<p>PLEASE REFER TO EXPERIMENT PAGE FOR THIS INFORMATION</p>			Haran	22/11/16
2	3D scan of YII's head				Haran, YII, Vania	24/11/16
3	3D scan of box				Haran, YII, Vania	24/11/16
4	1st 3D scan of coat				Haran, YII, Vania	31/11/16
5	2nd 3D scan of coat				Haran, YII, Vania	31/11/16
6	3rd 3D scan of coat				Haran, YII, Vania	31/11/16
7	4th 3D scan of coat				Haran, YII, Vania	31/11/16
8	5th 3D scan of coat				Haran, YII, Vania	31/11/16
9	Increasing the resolution of the UI panel	The resolution of the UI panel in the HoloLens display isn't as good as we would like.	We attempted to adjust graphical settings but could not improve them a sufficient amount.	We improved it by a little, but we still have to work on it.	YII Kelani	10/12/16
10	Displaying the Net-a-porter logo	We have to display the Net-a-porter logo on the front page	We added a 'Raw Image' component and sourced it from the Net-a-porter image	It worked as intended apart from the resolution of the image and the difficulty in scaling that is present in Unity.	YII	10/12/16
3	Displaying the search bar	We have to display a search bar that allows text input	We couldn't find a suitable resource in the assets we had to create a search bar in Unity so we substituted it with a button for now.	We have a method of searching but it is not the intended method and requires a change in number of pages.	YII	10/12/16
4	Making the UI panel	In Unity, we had to	We attempted to scale it	We got it to look approximately	YII	10/12/16

	the right shape and size	make the panel according to the standard, which involved putting an 'Image' component in a 'Canvas' component.	right using the settings of each component but we could not find an optimal and clear way to scale them as intended.	how we want it to but we have to make more changes to make it clear and right.		
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