Net-a-Porter VR Project

Bi-weekly Report 5
16 December 2016
Group Members: Vania D. Gunawan Setiono (Team Leader), Haran Anand, Yll Kelani

Overview

Over the past two weeks we have been focusing on setting up our website and making it accessible for our clients. We have created basic UI prototypes on Sketch and on the Hololens emulator. We have also done research on testing on the Hololens and how we can automate the testing process.

Summary of Meetings

Meeting 1 (Thursday, 8 December 2016)
Attendees: Vania D. Gunawan Setiono, Haran Anand, Yll Kelani
Location: MPEB Labs

This meeting was a discussion about how we used the HoloLens as a part of our project in the future. Now we had a better idea of how it works, we understand more what's possible and not possible. Our original idea to map a 3D model to a reflection was still our primary goal but our understanding of the system led us to believe that it would be more difficult than originally thought. For that reason, we formally decided to make that idea our plan A and the idea of observing an avatar wearing clothes from different angles as plan B. This second idea was thought of with the help of our TA.

Meeting 2 (Monday, 12 December 2016)
Attendees: Vania D. Gunawan Setiono, Haran Anand, Yll Kelani
Location: Anatomy Hub

This meeting was purely focused on completing the project website, so although we didn't work on the project directly, it was good to sit down and review everything we had done so far through the means of the website. I believe in this session that the three of us worked together optimally and it reassured our confidence in the potential success of the project. This is largely down to the major success that was our website, not just in our opinion, but in the opinion of our clients as well.

Meeting 3 (Wednesday, 14 December 2016)
Attendees: Vania D. Gunawan Setiono, Haran Anand, Yll Kelani, Dr. Harry Strange and other Net-a-Porter teams.
Location: 66 Gower Street

This meeting was after the project website deadline and so the whole discussion centred around the future steps over the holiday and into next term. We told Dr. Strange about our intentions to figure out how to get the HoloLens to map a model onto a mirror reflection and we discussed how that would work in terms of equipment and what we could be if our initial ideas didn't work. An example being using additional Kinect cameras to obtain depth information. We mentioned our back-up plan would be to view an avatar to the likeness of the user wearing the clothes, focusing on the experience of seeing it from all angles. We also discussed the distinction between our group's project and the other NAP VR group's project. We are continuing to discuss what is the best way to approach the similarities in our projects.

Tasks Completed

- Updated our website with our progress this far
- Embedded our 3D scans into our website
- Designed a basic UI on Sketch
- Created the user interface for the menu on Unity
- Researched about testing and automated testing on the Hololens

Problems

As of now, the two Net-a-Porter teams have similar objectives and our projects are almost identical. Some suggested merging the two teams together but we still need to clarify this issue and ask our client as well as the module lead regarding team merging. We are also not sure about the user interaction with the product, whether we are still going to use a mirror reflection or create an avatar that wears the product.

Next Steps

Our clients have sourced some sample garments for our team and we are hoping to start scanning them once they are ready for collection. Over the Christmas break, we are going to keep doing experiments on the Hololens emulator and create the final version of the user interface of our application. We are also going to research more on integrating Kinect cameras with the Hololens so that it can receive depth information from a mirror reflection.

Individual Contribution

Vania D Gunawan Setiono

Over the last two weeks I have worked on the project website like adding some elements on the page, making the UI of our website look presentable and filled in the content of some pages on the website. I did some research to justify why we decided to use certain hardware and software for our project. I set up the website on the UCL CS server and asked for feedback from our client regarding our project website. I have also looked into Unity UI tutorials to gain a deeper understanding of how to create the UI for the Hololens.

Haran Anand

Over the last two weeks, I have worked largely on the project website, as this was a significant piece of documentation with regards to the project. This gave me a chance to review what we had done, and get analytical about the goals for our project. Specifically for the website, whilst working on the “Experiments” section, I figured out a perfect approach for displaying our 3D models to the client: using a website called SketchFab, which allowed us to embed fully rotatable models into our site. Like my teammates, I also looked further into the Unity tutorials as the bulk of second term will be spent actually developing the app.

Yll Kelani

Over the last two weeks, I've worked on the UI for the HoloLens application. Using sketches drawn during labs, I created a UI prototype. I did this using Sketch, the software on MacOS. It is a wireframe of the UI pages to be used and also an idea of how the UI will integrate into the display phase of the application. Using Unity, I then attempted to create an actual prototype for the UI to be used on the HoloLens. I managed to create a the first page but it had issues with graphics and responsivity although it had basic gesture control. I also worked on the project website. My main focus was on the Prototype, Development and UI sections.