FINAL PROJECT

第四組

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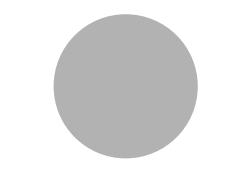
指導老師 帥宏翰 教授



3D-農療果球









以相機感測手勢-Gesture(Machine Learning)



結合手機感測器-加速度Sensor(Android)模擬體感遊 戲

3D-體感桌球問題

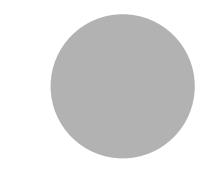
手勢偵測延遲稍大,雙人及時對戰,影響遊戲性

- 製作時間考量

3D-胃患法毒氏









以相機感測姿勢-Pose(Machine Learning)



結合手機感測器-加速度Sensor(Android)模擬體感遊 戲



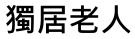
3D-體感撞球特色

兩人互動 遊戲

闔家歡樂 老少咸宜 無需撞球 桌也能打 撞球

手機體感發展

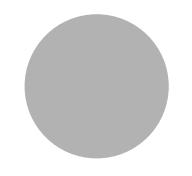




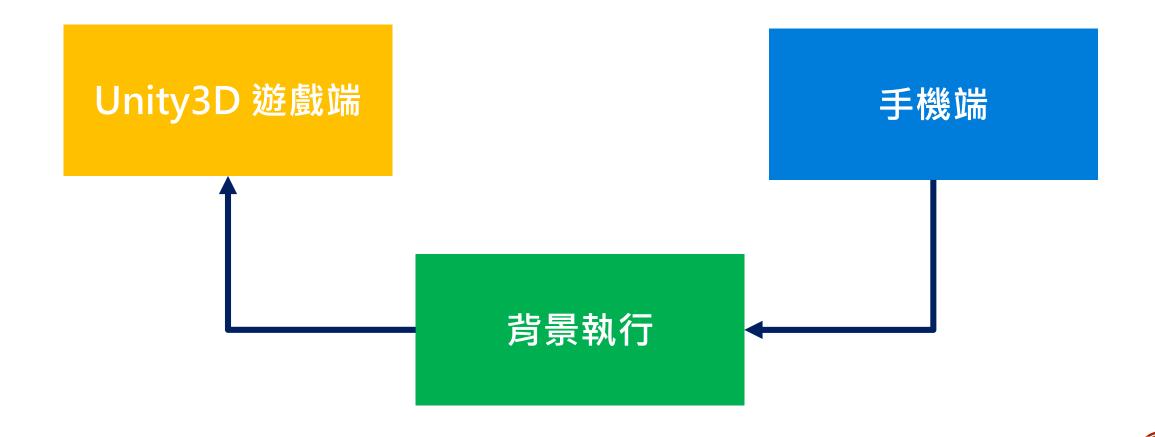


復健

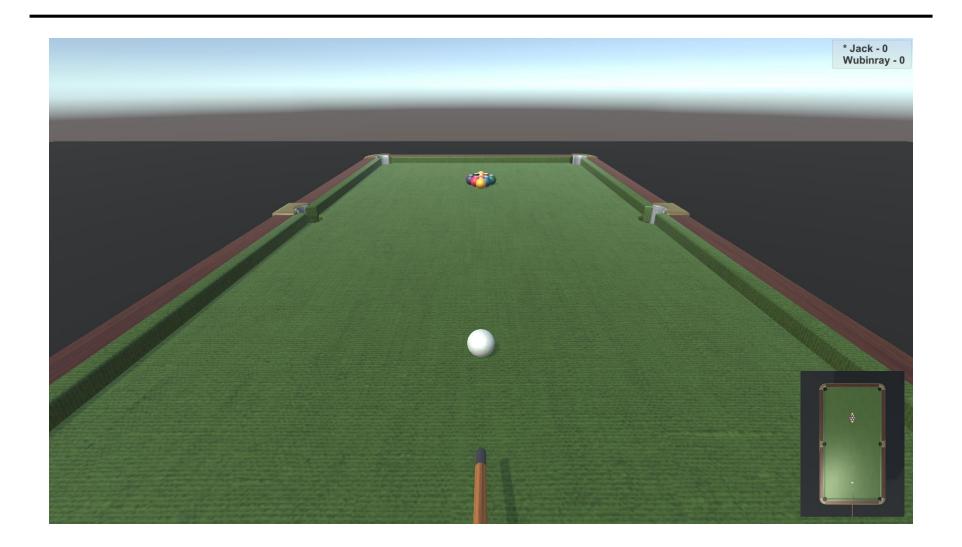
打發時間 預防失智 訓練反應 手機方便

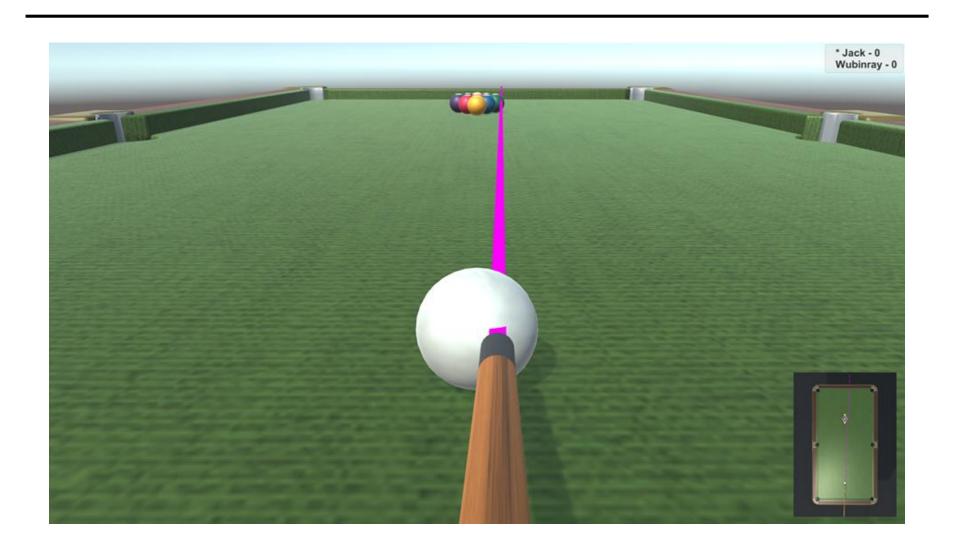


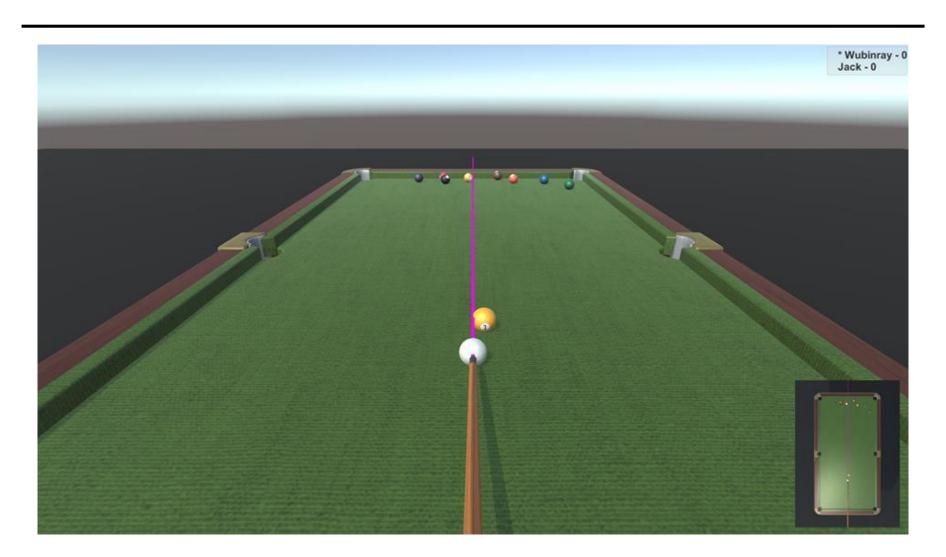
3D-體感撞球 架構圖

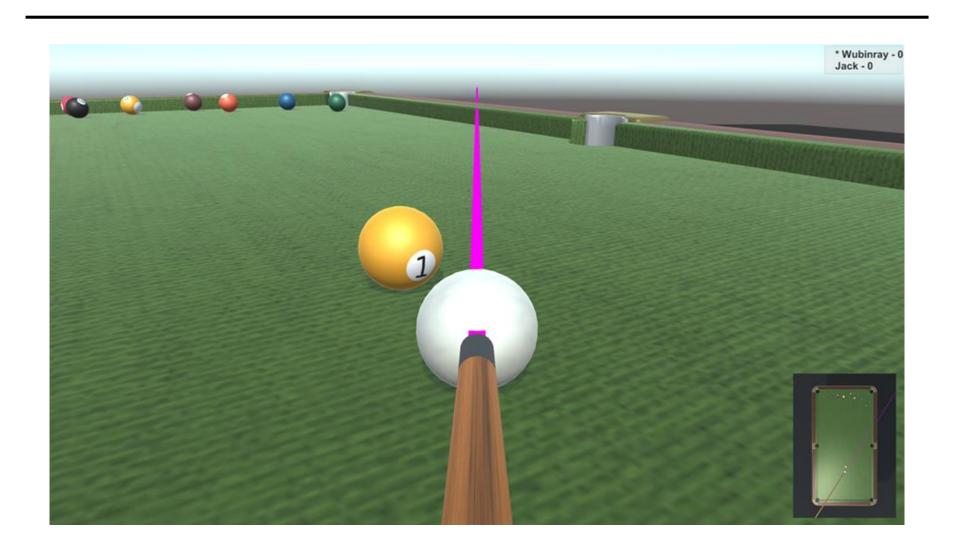


3D-體感撞球遊戲端



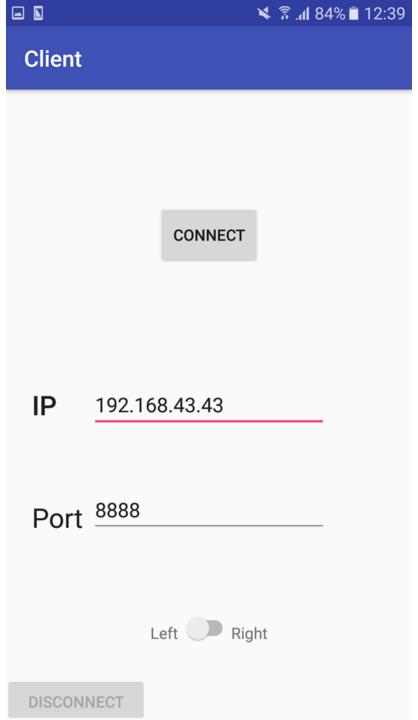


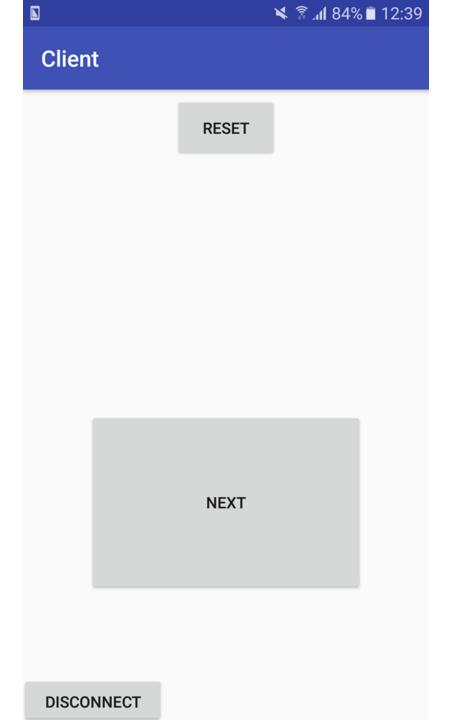


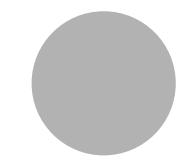


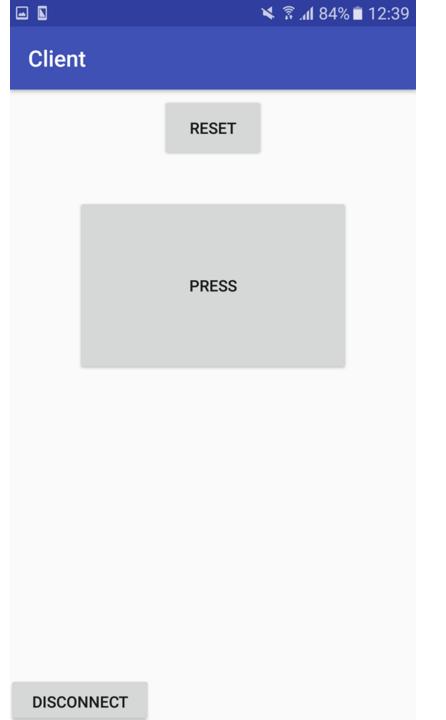
3D-體感撞球手機端

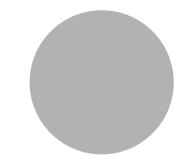






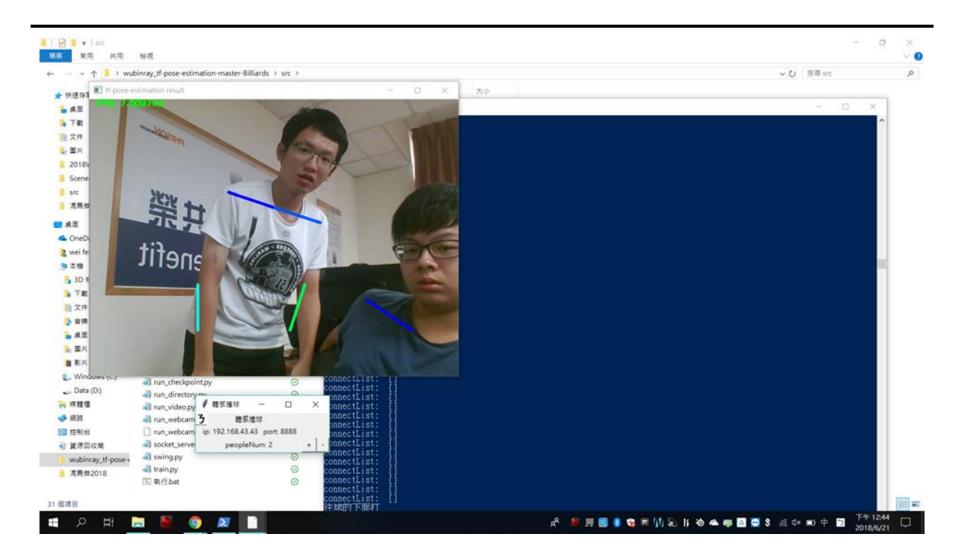


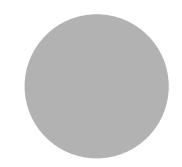




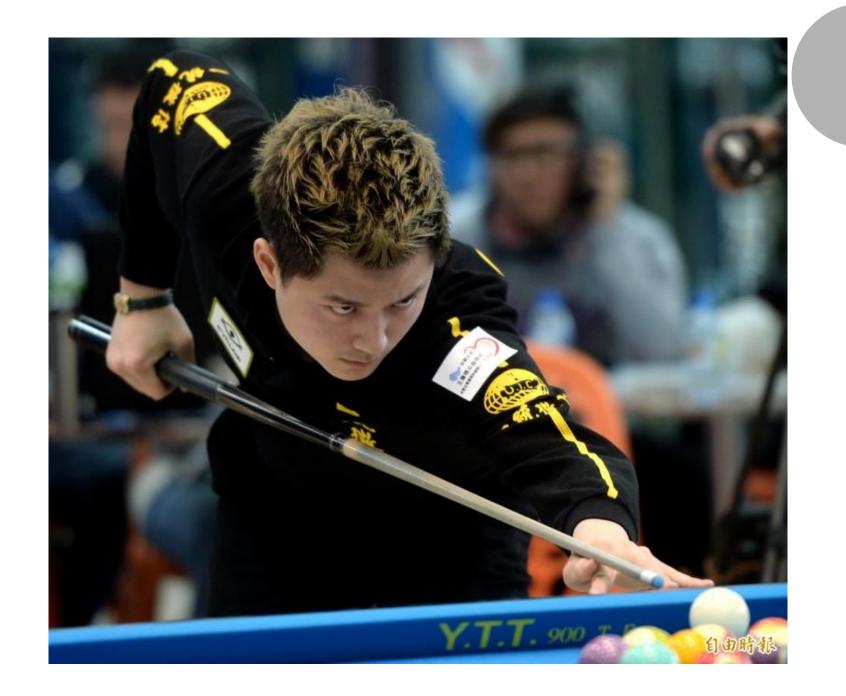
3D-體感撞球 背景執行

3D-體感撞球 背景執行





DEMO





林志恩、陳胤銓

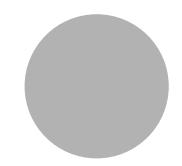
Unity 3D 遊戲端

許軒瑋

Android App 手機端

吳彬睿

背景執行 Python



Q&A

Thank you