

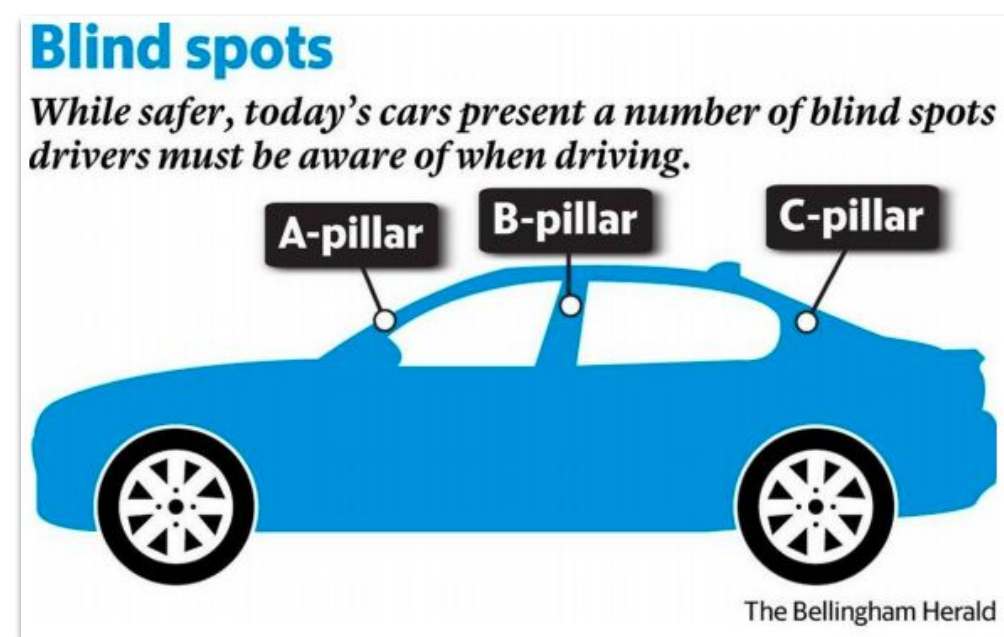
A Disappearing A-Pillar

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Introduction

The A pillars in many cars block or limit the driver's view, causing dangers and accidents.

This project aims to explore the feasibility of making the A pillar "virtually transparent" through the use of the camera, display, and computation capabilities of widely available, inexpensive tablets.



Design Requirements

Functional Requirements:

- Tablet (hardware): Nexus 7
- App development (software):
 - Camera activity: Zoom in/out, block size change.
 - Customization: Input the default size of the pillar.
 - The size of the tablet is supposed to be suitable for the width of the A pillar.
 - App can work at the speed below 10 miles

Non-Functional Requirements:

- About - Project statement, purpose, and design
- Contact us - Our introduction and contact information
- tablet is securely fixed onto the pillar

Operating Environment

- Tablet will be affixed to the A-pillar inside the car, so it doesn't need to be waterproof.

Technical Details

Java doc

```

com.example.lhan.crazypillar
├── views
│   ├── Camera_activity
│   ├── CrazyPillar
│   ├── HelpSupport
│   ├── Menu_Contact_Us
│   ├── Menu_Customize
│   ├── Menu_Introduction
│   ├── Menu_Pillar_Category
│   ├── Menu_Screen_Size
│   ├── Menu_Tools
│   └── Settings
                
```

Xml doc

```

drawable
├── layout
│   ├── activity_cameraactivity.xml
│   ├── activity_crazy_pillar.xml
│   ├── activity_help_support.xml
│   ├── activity_main.xml
│   ├── activity_menu_contact_us.xml
│   ├── activity_menu_customize.xml
│   ├── activity_menu_introduction.xml
│   ├── activity_menu_pillar_category.xml
│   ├── activity_menu_screen_size.xml
│   ├── activity_menu_tools.xml
│   ├── activity_privacy.xml
│   ├── activity_settings.xml
│   ├── app_bar_crazy_pillar.xml
│   ├── content_crazy_pillar.xml
│   ├── layout_shape.xml
│   └── nav_header_crazy_pillar.xml
                
```

Step1: Evaluate if the area touched is around the line.
 Step2: Depending on the movement of fingers, the blocks will pulled to left or right.
 Step 3: Create a new CustomView.

Step 1: Evaluate if the touch place is around the circle
 Step 2: Depend on the finger position, move the red circle to a certain place.
 Step3: Create a new CustomView.

```

public boolean onTouchEvent(MotionEvent event)
public void onDraw(Canvas canvas)
                
```

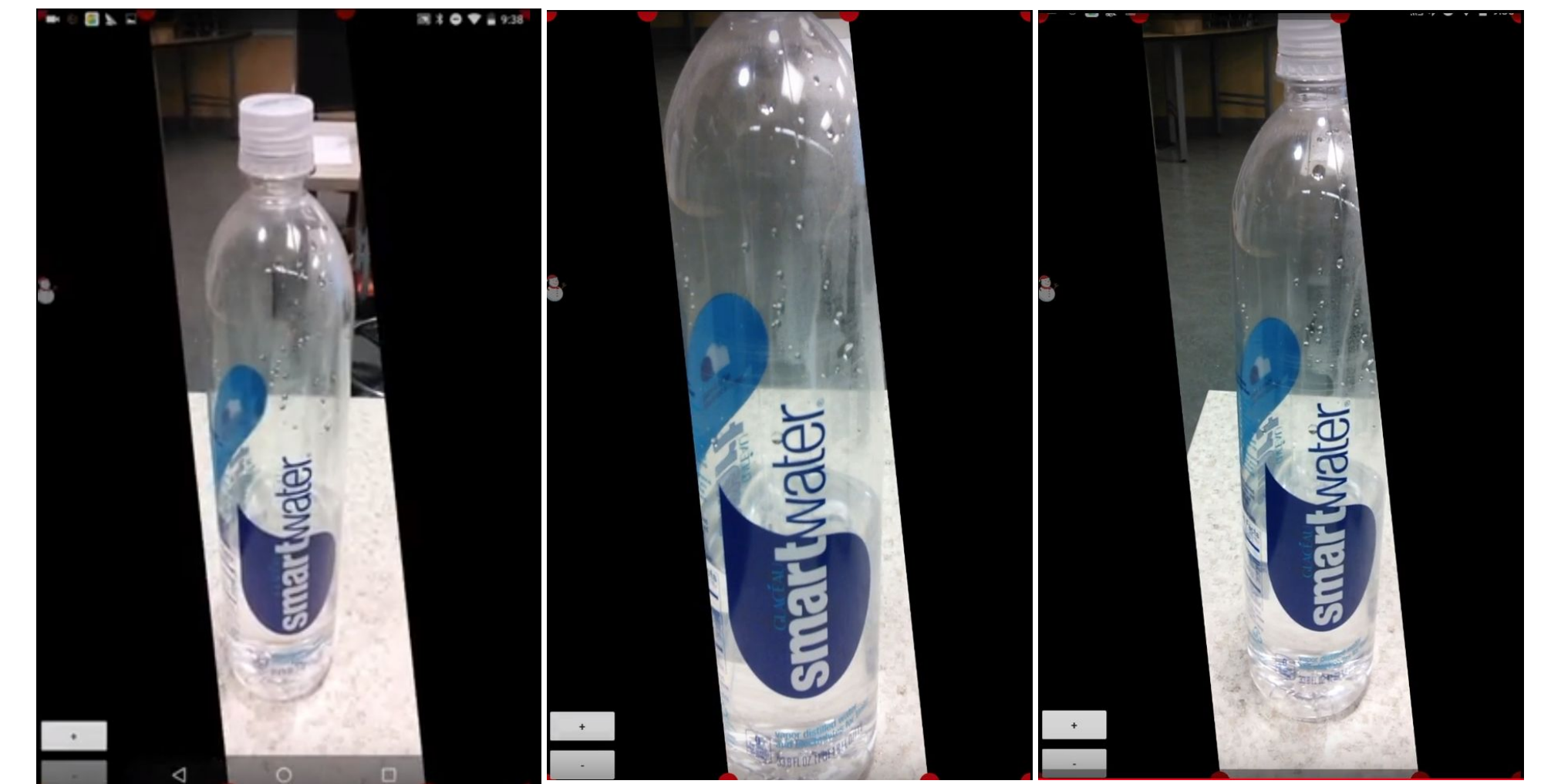
Technology platform

- Android studio 2.3.3
- Android 6.0 Marshmallow
- Nexus 7.0

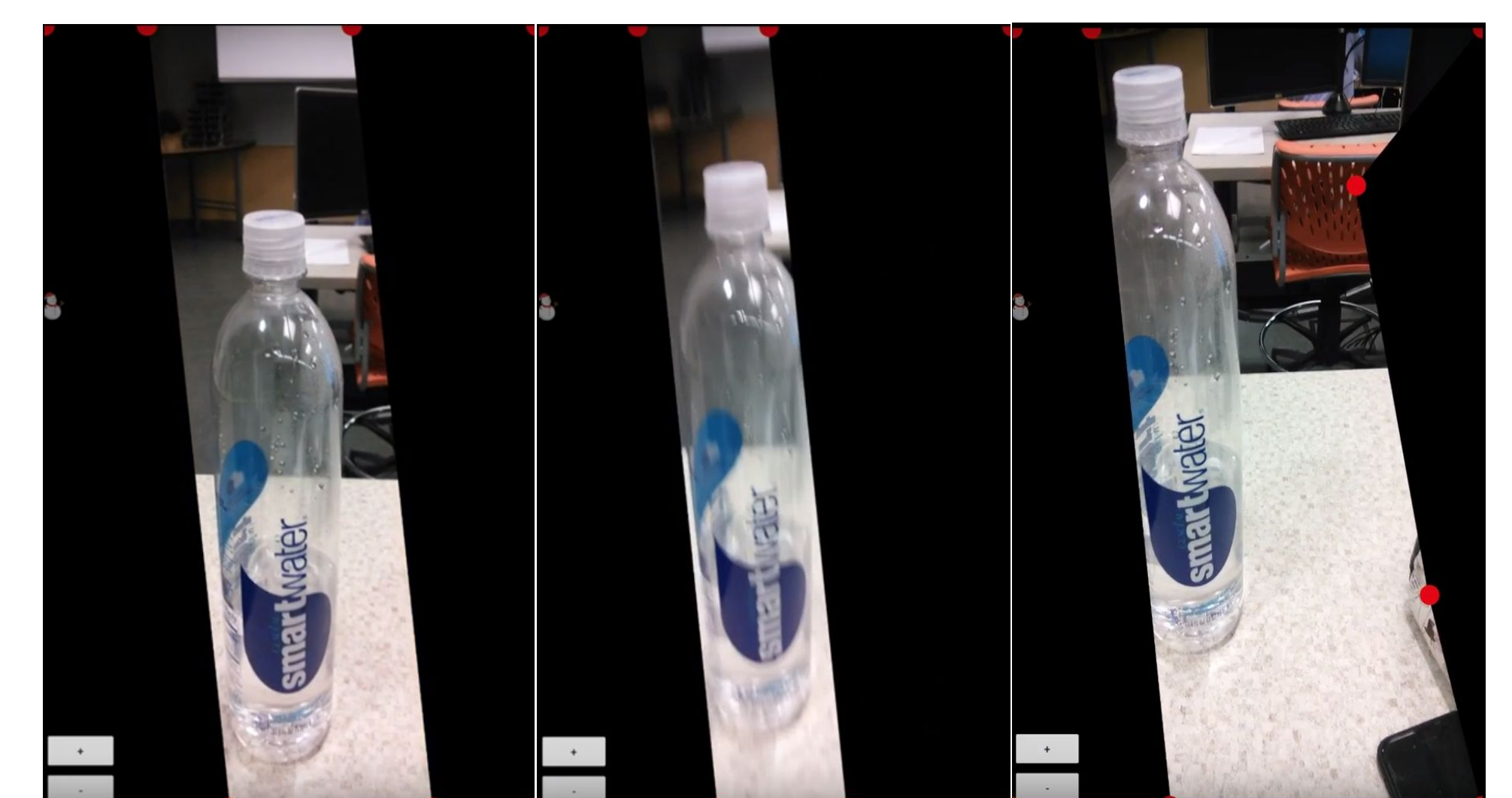
Testing Results

Application Functions Testing

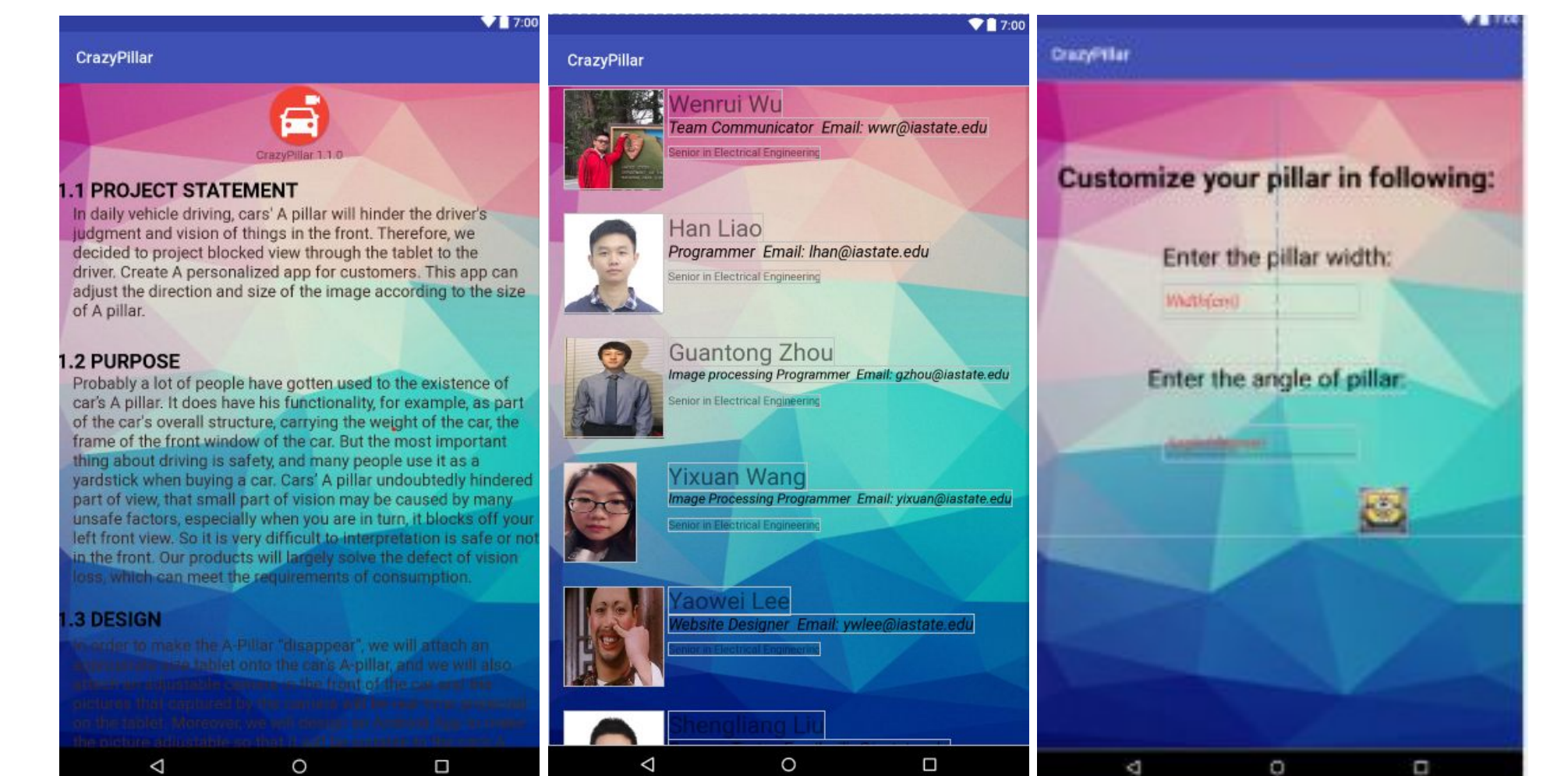
• Zoom in/out Function



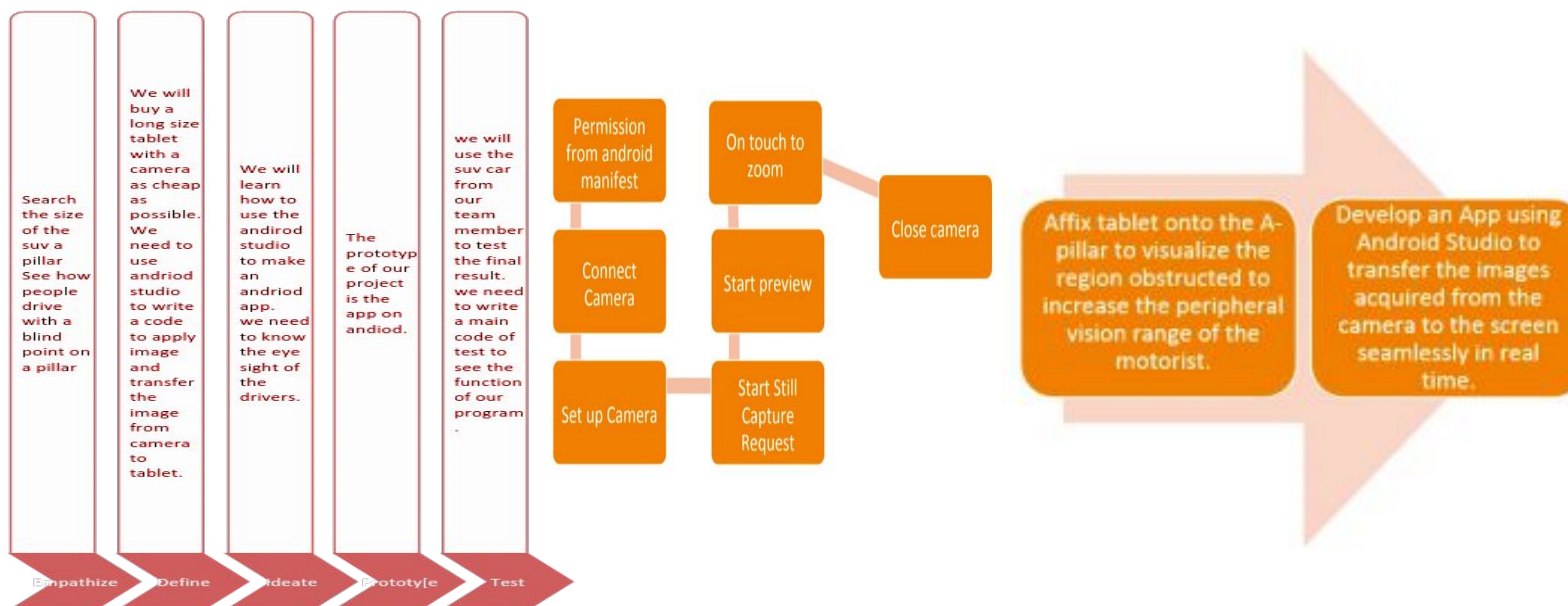
• Block size Adjusting Function



• About / Contact us / Setting pages



Design Approach



Testing in real condition

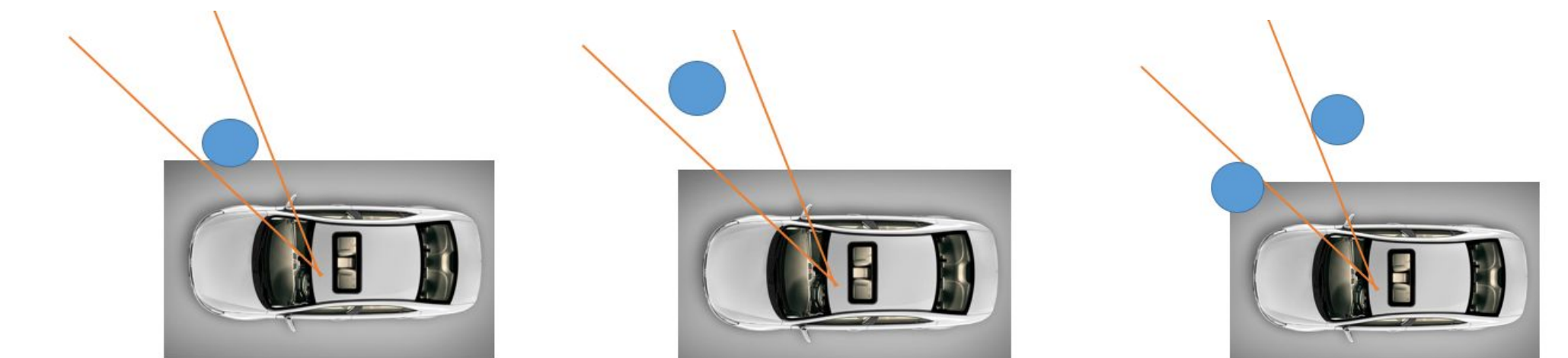


Data Collection

Distance: 1.2m
 Up boundary 1.275m
 Bottom boundary 1.02m

Distance: 4.2m
 Up boundary 1.5m
 Bottom boundary 0.17m

Visual Angle
 Left: 70 degree
 Right: 30 degree



Intended Users / Intended Use

Our target user base for this project are motorists whose vehicles have wide A-pillars, due to the fact that vehicles with wider A-pillars will obstruct more of the driver's field of vision. This blind spot will be further exacerbated and ameliorated depending on the size of the A-pillar which differs from vehicle to vehicle. For our project however, it is assumed that the user base mainly drive Sports Utility Vehicles (SUVs) since these cars generally have wider A-pillars.

The motorists can attach the tablet onto the A pillars of their vehicles. The region outside the vehicle obstructed by the A pillar will be displayed on the screens of the tablets, giving the illusion of it being transparent. The section of the camera screen displayed will be parallelogram shaped, mirroring the shape of the A pillar.

Engineering Constraints & IEEE Standards

In terms of the constraints of our project, because the image quality of our tablet and the setup issue with model car, our project could not totally make car pillar transparent. And because of the aim of this project is to provide an affordable method to increase the viewability of driver, we may not choose to use some high quality equipments, like go-pro camera. The image that we provide might not be that clear. But as time goes by and when we learn more, we hope to solve the setup issue with model car and make it as close to transparent as possible.

IEEE Standard on Video Techniques for measuring the resolution of camera systems are described

IEEE standard for Social Responsibility Assessment of Computers and Displays

Works Cited

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- <http://www.bellinghamherald.com/news/traffic/rules-of-the-road/article160216674.html>
- <https://www.designboom.com/technology/jaguar-land-rover-360-virtual-urban-windscreen-12-16-2014/>