

sdmay18-20: A Disappearing A Pillar

Week 9 Report

November 13 - November 19

Team MembersShengliang Liu — *Program Tester*Guantong Zhou — *User Interface Programmer*Han Liao — *User Interface/Image Acquisition Programmer*Wenrui Wu — *Team Communicator*Yixuan Wang — *Image Processing Programmer*Yao-Wei Lee — *Webmaster/Image Processing Programmer***Summary of Progress this Report**

1) After doing testing with external camera, our team members are not satisfied with the results because of the image quality displayed on the tablet is even worse than the embed camera. After consideration, we decided to give up with this option and the whole group will focus on doing the image processing with the embedded camera.

2) We divided into two groups, one group will focus on the zoom in and zoom out function for the camera image, and the other group will accomplish the function that can adjust the shape layout by dragging with finger.

Pending Issues

1) We still need to accomplish the Zoom in/out function in our app so that it would match the outside view and make the pillar looks like "Transparent". And basically, this is the only issue that we got left at this point.

Plans for Upcoming Reporting Period

1) Group one should Finish the zoom in and zoom out function over the Thanksgiving break.

2) Group two also needs to finish the finger dragging shape function.

Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hours
Shengliang Liu	This week's work is divided into two parts, so we divided into two groups to finish our plan. I worked with Liao Han and Yaowei Lee to do the touchable screen cut. We have the ideas on how to do this, but we have not figure out. The output of our code looks like people can change the four point on the screen to change the screen cut. We are not satisfied with this function and we will continue to do	5	51

	this work later.		
Guantong Zhou	In the past week, I was working with Wenrui Wu and Yixuan Wang on using the external camera. We bought a fisheye camera and attached on the tablet. However, we are not satisfied with the result. So we abandoned this plan.	5	51
Han Liao	Wenrui and me went to test our extension camera on the car. Since the test failing on the extension camera. We separate our group into two. I will group with another 2 teammates to work on the touchable and customized block. I finished a customized pillar function which will allow the user to type in the width and angle themselves, then our block will modified depend on the data typed in.	5	56
Wenrui Wu	In this week, what we have done is that we test out our project with my model car. Unfortunately, due to safety concern, in the test, our extension camera falls down couple of times, and the result does not work well and can not be accepted. So we want to give up this ideal and start to work on the code of image processing itself. As our professor mentioned, we divided into two groups based on the task we signed for. And I am in charge for the Zoom in/out function on the tablet and do the test to see if it can work.	5	51
Yixuan Wang	We separate us to two groups, one is continue to do the block size function. I am working with the Guantong Zhou, Wenrui wu. We choose one fisheye online. We try to use the fisheye to make the image connected with the real world. So that there is no difference to see our app image with the scene in the real world. However, the angel is not that correct, we cannot accurate replace the scenes with our image exactly, besides, this fisheye cannot connect with our app, it can only use the tablet original camera. So, we decided to build the zoom function instead of using the fisheye.	5	51
Yao-Wei Lee	For this week, I worked with my teammates in implementing the block size feature in the	5	46

	camera UI. The "block" is now adjustable just by dragging in or out using one's fingers.		