

3D Reconstruction using Time of Flight Sensors

EE/CprE 491 Weekly Report

Dec15-09

Week 3 (2/16/15-2/22/15)

Adviser: Tom Daniels
Client: VirtuSense Technologies
Members: Team Leader – Monica Kozbial
Team Webmaster – Sarah Files
Team Communication Leader – Kyle Williams
Team Key Concept Holder – Yee Zhian Liew



Weekly Summary

- Completed and submitted project plan assignment
- Got access to senior design lab and set up Kinect and Windows 8 computer

Meeting Notes

2/18 Group meeting with members, and advisor

Duration: 1 hour **Members Present:** All members

Purpose and Goal: Review project plan with advisor and have conference call with client

Achievements: Advisor provided feedback for project plan and gave additional advice for project. Kyle talked with Jason about lab space and emailed

Note: Client asked for conference call, but did not pick up. Waited in call for 45 minutes for client.

2/19 Skype Call with members

Duration: 1.5 Hours **Members Present:** Kyle, Yee Zhian and Sarah

Purpose and Goal: Met to finish details on project plan.

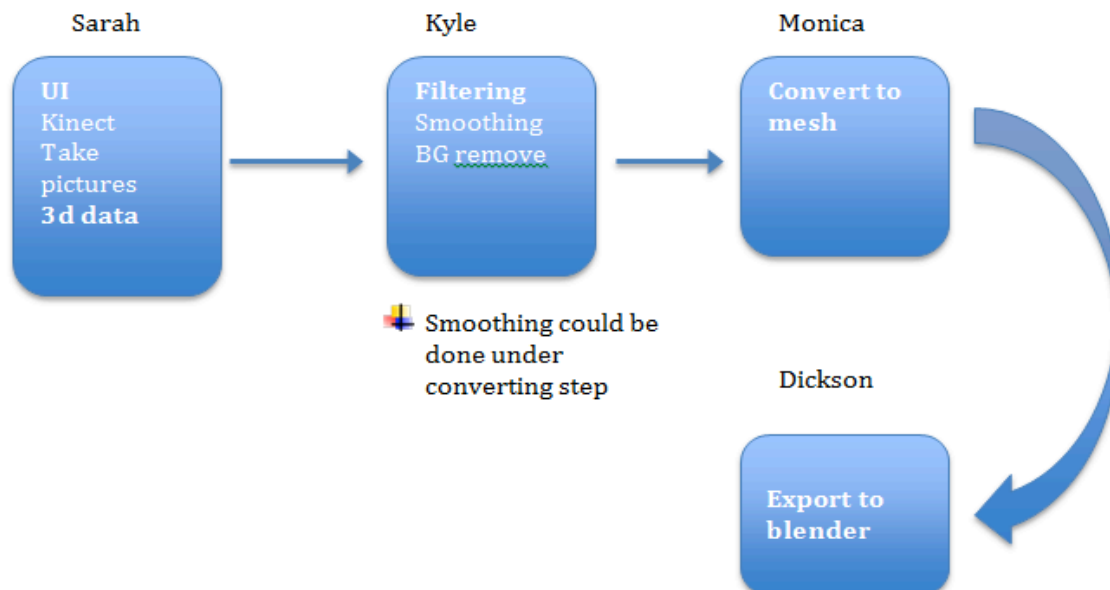
Achievements: Created necessary parts of the project plan, and ready for submission.

2/21 Group meeting with members

Duration: 2.5 hours **Members Present:** Kyle, Monica and Sarah

Purpose and Goal: Get into senior design lab and set up computer. Make sure everyone has proper software installed on personal computers and created a plan for phase one of the project. Everyone was assigned a task.

Achievements: Windows 8 wrangled and set up. Kinect set up and area marked off for subject to sit in front of Kinect. Captured Kinect Data, shared with which everyone to get familiar.



Pending Issues

- Need to talk with client soon about project plan and scope.
- Computer requested from department needs USB 3.0 for Kinect V2.

Plans for Next Week

Monica: Research to begin process of interpreting sensor data to convert to Mesh. Research texture map strategies.

Sarah: Research WPFs, draw UI screens for the Kinect and begin programming for it. Plan out a tutorial for first time users.

Kyle: Research methods of filtering out backgrounds and smoothing raw 3D data. Begin to implement.

Yee Zhian: Research licensing for Kinect and Blender, when is used for profit.

Individual Contributions This Week

Monica: Project Plan (3 hrs) Adviser and group meetings (3.5 hrs)

Sarah: Website online and programmed. (1 hr) Project Plan (1 hr) Adviser, skype and group meetings (5 hrs)

Kyle: Adviser, skype and group meetings (5 hrs)

Yee Zhian: Adviser and skype meetings (2.5 hrs)

Total Contributions for Project

Monica: 19.5 hrs

Sarah: 20 hrs

Kyle: 17 hrs

Yee Zhian: 14.5 hrs