**Status Update**

- Project: Projecting Images and Textures on Objects on a Table

- **Status Update:**
  - Have All Parts
  - Porting Projector Code to Android – DONE
  - Fast Networking – DONE
  - Perspective Tests - current
QA - Power Up

Hard Reset & Initialization

**Goal:** Ensure correct initialization and correct perspectives of projector(s) in less than 5 second

**How:** User turns on system and initialization is completely automated

Lighting

**Goal:** Ensures that table can be initialized in all lighting conditions

**How:** Auto Thresholding adjusts for different lightening conditions
**Waiting Time**

**Goal:** Eliminate Busy waiting  
**How:** Multi-threading

**Texture Mapping Computation**

**Goal:** Main texture mapping computation is done through the table, actual rendering is done in through the projectors  
**How:** Networking sends texture maps and “triangle” segments from the table to respective projectors for rendering

**Detrimental Conditions**

**Goal:** Eliminate conditions such as closing/reopening socket and camera connections  
**How:** Software
General Tests

• Lightening Conditions
• Position projectors at many positions and angles
• Soft Reset Function for accidental “bump” of projectors
• Experiment with different values of the projector (field of view, resolution, position, etc) for highest quality
• Server & Networking
Software Stress Tests

- Putting Unknown Objects on Table -> projects nothing, not the wrong image
- No Item on table & taking an item off the table -> projects nothing, and sits in a waiting state
- Switching items on table -> changes textures accordingly
Expected Graphs

- Projector Position vs. Table Position (mapping)
- Lighting vs. Thresholding
- Object Movement vs. Time
Division of Work

Current To Do List:

- Finalizing Auto Initialization Method (Sam & Martin)
- Reworking Perspectives (Billy & Cody)
- Port Table Code from C++ to Android (Everyone)
- Testing and Data Collection (Everyone)
- Creating “Game” For Final Demo