



Jump [ ] Search [ ]

Main
Log In

- Main Web
Google Calendar
People
Blogs
Fun Things to Do
Logistics & Admin
HCI Website
Create New Topic
Index
Search
Changes
Notifications
Statistics
Preferences

Webs
Main
Sandbox
TWiki

TWiki Tip of the Day
Commenting with hidden text
To hide sections of a TWiki topic, use HTML comments. Example comment within a sentence: Visible ...
Read on

TWiki > Main Web > Blogs > RichardGarciaLebronSBlog
(2009-07-29, AmyGreen)

Edit Attach

My Header: include at least a date Jul 29, 2009

3 day left Jul 20, 2009

Today I work with the log file of the C6...

Short Blog

Today I don't have to much to blog I and working making a manual of how to use the code that we are using for the AR.

AR and Public Tour Jul 17, 2009

Today there is a public tour in the VRAC atrium at 1:00 also we have a participant at one I hope that don't interfere with our project.

The AR is working Jul 16, 2009

I feel kind of better today because we start using the AR with the participants and is working good there some problems with the difference of the light but is good. I hope today I don't need to work extra hours. I think I go to add this button to my keyboard.

- relax\_7\_\_copy.jpg:



and think in this.

- relax.jpg:



[ ]

Add comment

AmyGreen - 29 Jul 2009 - 16:37

Richard please don't mess with my computer or I will make you sit on the other side of the room. thank you!

HamadiMcIntosh - 22 Jul 2009 - 15:03

Is the manual for your faculty and graduate mentors so they can continue with your work after you leave? Yea, Curtis has to make a cd of our stuff for our mentors for this reason. Apparently, when we leave they're going to wipe all the data off of our computers.

ZayiraJordan - 20 Jul 2009 - 09:49

Puerto Ricooooo!!!!

BellaManoim - 17 Jul 2009 - 14:00

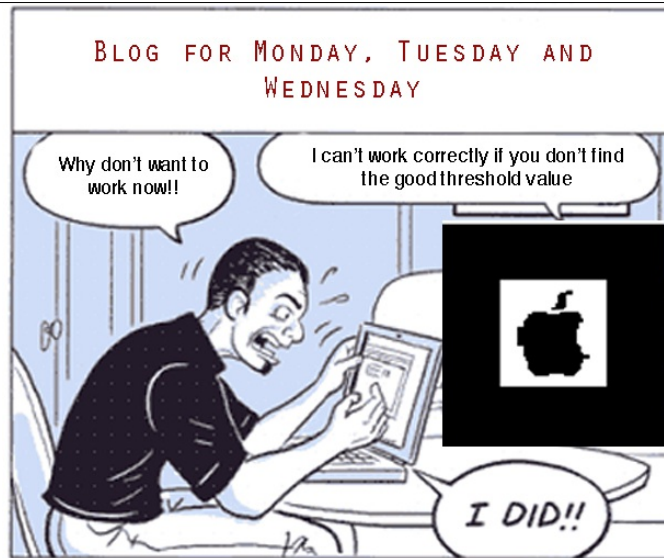
oo so beautiful

ConnorSchenck - 16 Jul 2009 - 13:31

Yeah, you gotta be careful not to burn yourself out working too much. It's good that you finally have time to relax.

Blog of the past 2 days Jul 14, 2009 and Jul 15, 2009

\*screenshot-google-on-google-chrome-comic-book-page-6-mozilla-firefox.jpg:



Add comment

#### Lighting Problems Jul 13, 2009

We try to run the AR today in the morning with ones of the participant but don't work correctly one of the reasons if for the difference of levels of lights in the atrium, we tested now that the sun is less intensive and work better. At this moment we can't use the new code that use 6 markers for each car because the son issues with the cardboard.

Add comment

#### HamadiMcIntosh - 15 Jul 2009 - 13:57

Good luck with your experiment.

#### Changes in the Project Jul 10, 2009

Before the meeting today to I was thinking that our project is running good but considering the limitations of the [ARToolKit](#), but is not we need to make more changes to the project trying to have the cars more stables and find different way to use the makers that make easy to the web cam recognize the marker at long distance and in different angles I think this is going to be challenge with the hardware that we are using and with the difference with the levels of light.

Add comment

#### ConnorSchenck - 13 Jul 2009 - 13:13

*it's always fun when technical details slow you down*

#### BellaManoim - 10 Jul 2009 - 14:32

yeah, it seems like there are a lot of details that need to be worked out

#### Cutting Markers and Relax Jul 9, 2009

Today in the morning I prepare the cardboards for the markers. I like the talk today because know I have an idea how the social scientific analyze their data, also I learn a new definition for relax that I think is perfect.

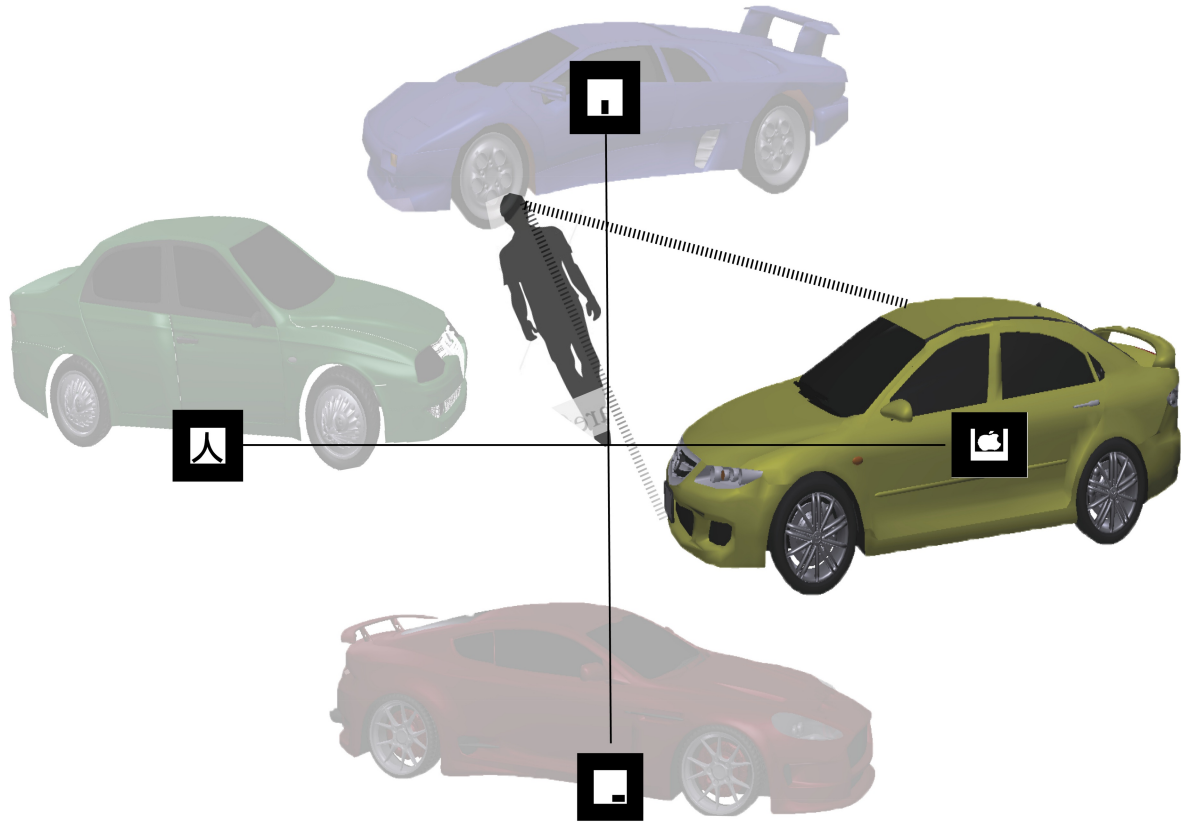
Add comment

#### BellaManoim - 09 Jul 2009 - 13:58

"Relax." thats a good one.

#### New marker arrangement Jul 8, 2009

After our meeting yesterday we decide to change the markers position of the cars. In the new design we will use the marker in a sufficient big size (approximate like a letter size paper) and put each market 12 feet away from the user the this permit to create the car sufficient big and the with this design the user need to rotate 90 degrees the camera to see the next car. Below a picture with the idea. \* newMarkerPositions.jpg:



Add comment

**HamadiMcIntosh - 09 Jul 2009 - 13:05**

Its too bad the EEG cap isn't as mobile as your mounted camera goggles.

**Cars in real size 2nd part Jul 6, 2009**

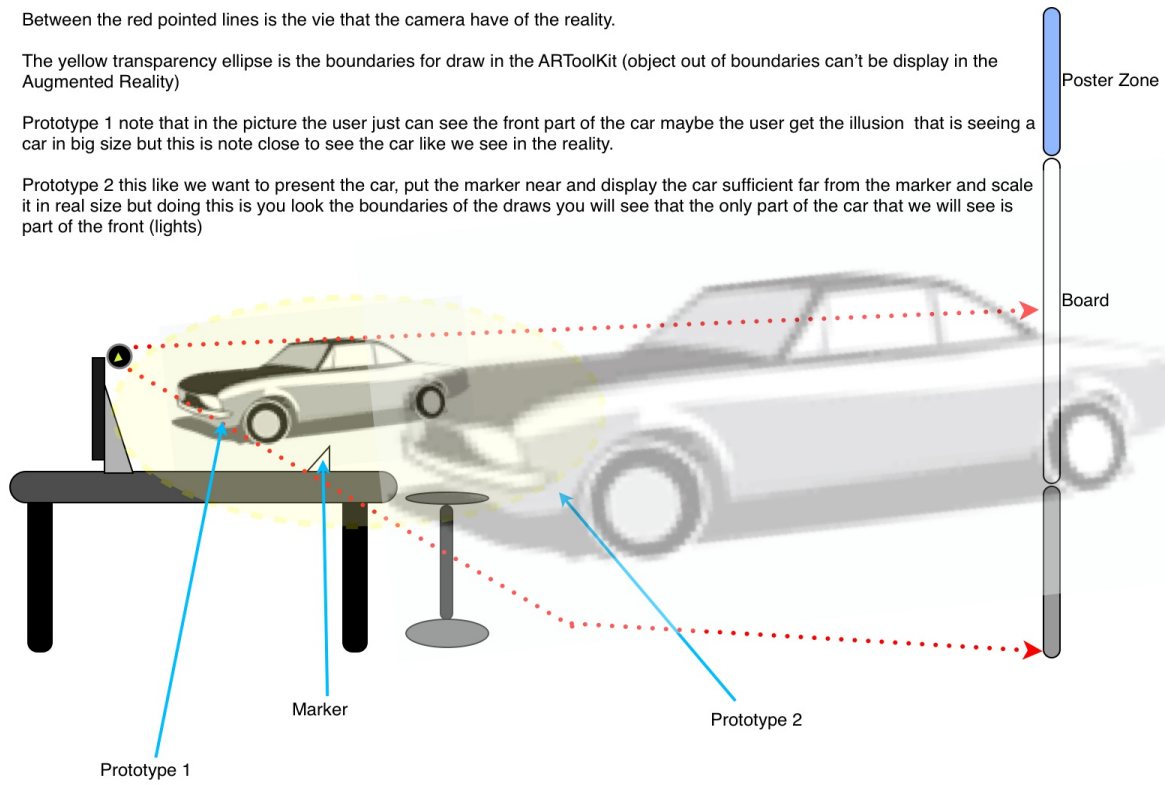
I still working trying to put the cars in real size at this moment I have some issues with the boundaries for the draws in the [ARToolKit](#). \* visual.jpg:

Between the red pointed lines is the vie that the camera have of the reality.

The yellow transparency ellipse is the boundaries for draw in the ARToolKit (object out of boundaries can't be display in the Augmented Reality)

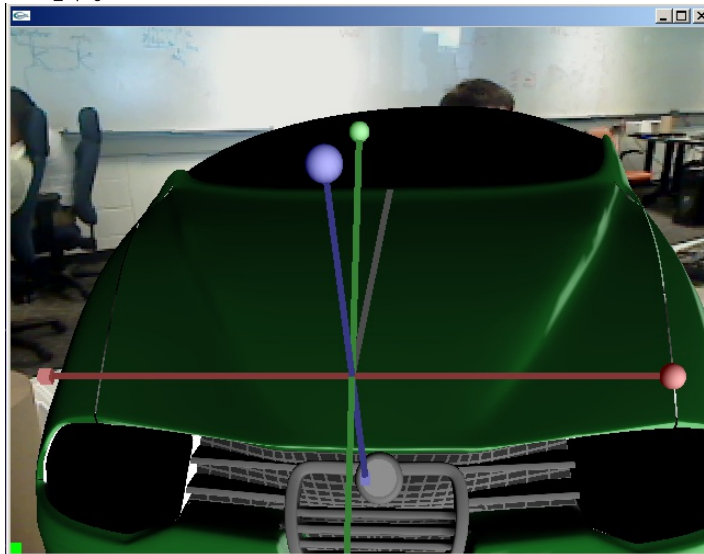
Prototype 1 note that in the picture the user just can see the front part of the car maybe the user get the illusion that is seeing a car in big size but this is note close to see the car like we see in the reality.

Prototype 2 this like we want to present the car, put the marker near and display the car sufficient far from the marker and scale it in real size but doing this is you look the boundaries of the draws you will see that the only part of the car that we will see is part of the front (lights)

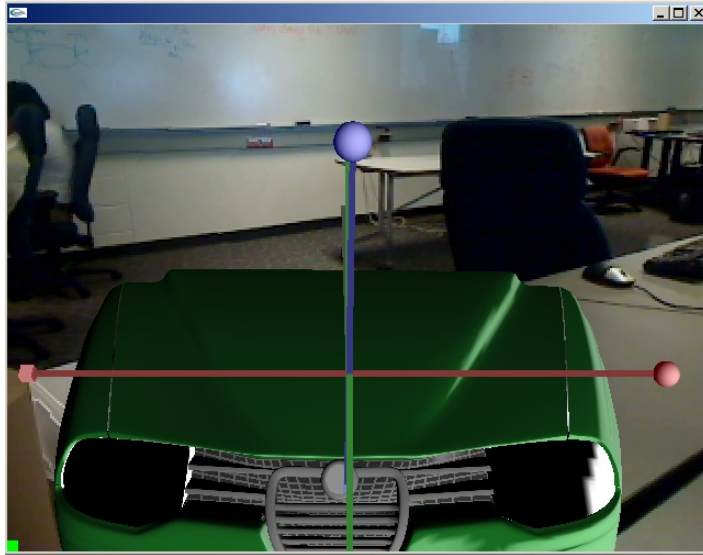


Here some picture of the problem firs two pictures (5 and 9) are with the use of prototype 2 the next 3 pictures (13, 15 and 16) are using the prototype 1 and the last one (18) is the reality zone that the camera detect.

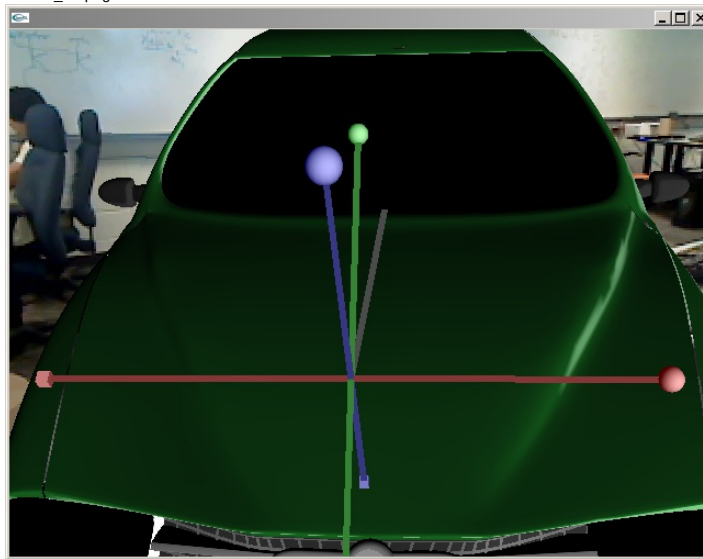
- Picture\_5.png:



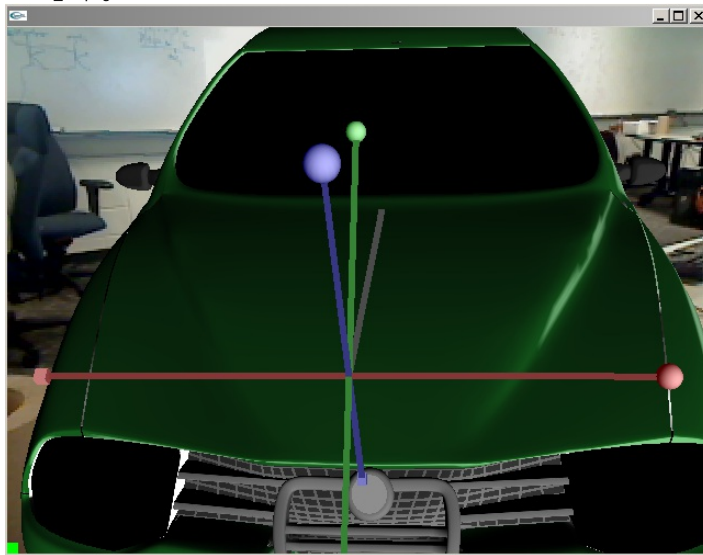
- Picture\_9.png:



• Picture\_13.png:

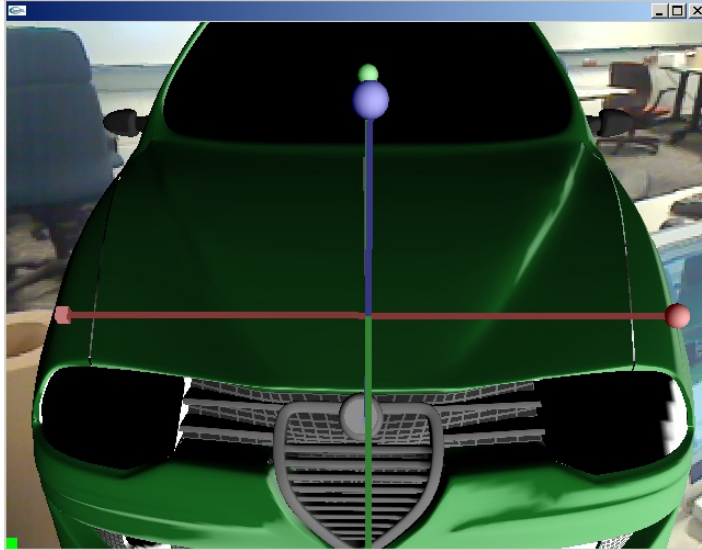


• Picture\_15.png:

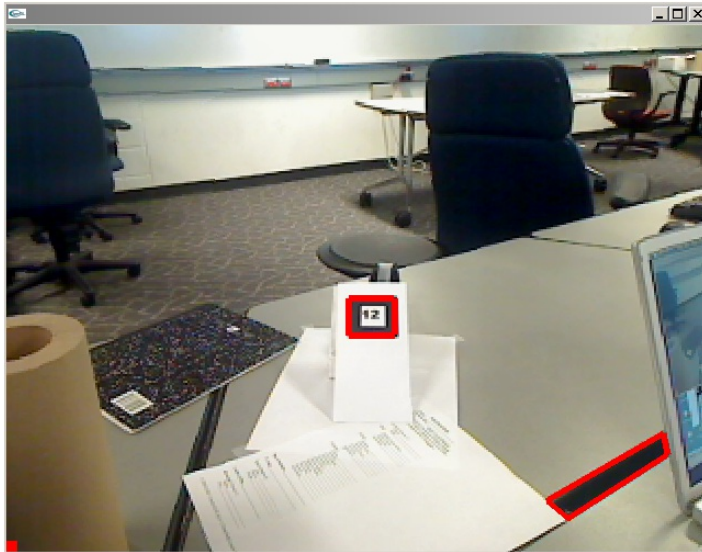


• Picture\_16.png:





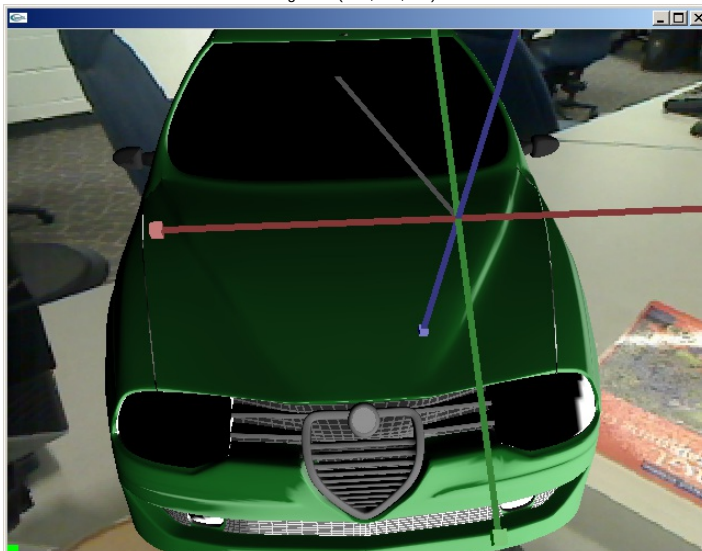
• Picture\_18.png:

#### Cars in real size Jul 2, 2009

I working now with cars trying to show them in real size this is going to be complicate but the idea is to have the marker near and the translate the car far and put in big but doing this I need to consider the camera boundaries because to far you will lose some part of the car and also lose sides views having the car near and less size you can have the same images has having the car far and big size also keep the sides views. But actually I can't show the cars in real size. Below some images about this problem.

• Far Translation about 400\*10.5 and with glScale(148,148,148):



[Add comment](#)**BellaManoim - 06 Jul 2009 - 16:46**

great pictures!

**Color Fixed Jul 1, 2009**

Today the .obj file maintaing the color when are uploaded to the [ARToolKit](#) the nice part is that the solution is just one line of code `glEnable(GL_NORMALIZE)`; now I feel better about that but there is another problem trying to have the cars in real size. At least today I feel that I make progress.

  
[Add comment](#)**IvanOjeda - 01 Jul 2009 - 18:56**

tipo que's la que hayyyyy!!! ya tu sabe

**Problem with the colors in the .obj of the cars Jun 30, 2009**

After adding the .obj to the program I note that the cars don't have the color that suppose to have and all look gray there is a problem with the .obj loader but at this moment the solution y find another .obj loader.

  
[Add comment](#)**Making new markers for the cars Jun 29, 2009**

Today I work making more markers for each car and adding the .obj file of the cars to the [ARToolKit](#) also thinking about what is the best way to show the markers to the camera what is the best inclination angle. Because the problem is that maybe the best inclination angel for the camera reduce the rotation that the user can make to the marker.

  
[Add comment](#)**Marker Position Jun 26, 2009**

Trying to understand the coordinate of the camera and the marker in global coordinates but I am not having progress with that. One good new is that at least the matrix is there but other problem is the transparency of the matrix is lost when we start using it in the [ARToolKit](#).

  
[Add comment](#)**HamadiMcIntosh - 30 Jun 2009 - 13:11**

My Electricity and Magnetism professor once made us work out divergence in spherical coordinates. He told us to be thankful that he was not making us work out curl.

**BellaManoim - 26 Jun 2009 - 13:34**

the matrix is looking great so far

**AR Matrix Jun 24, 2009**

I have some issues trying to put the matrix in the [ARToolKit](#) some problems with the standard library but I think that is going to be solve for tomorrow. Then work with how represent the marker for make the decisions and decide the best way to select the box.

**Ethics & How to give a talk Jun 22, 2009**

I like the activity of the ethics course I like because I don't take time to think about how I am and is really hard to divide how I am in pieces but is a good practice do this kind of reflections. In how to give a talk I learn some techniques to do introductions I like how every body do the talk and I know that now the favorite color for everybody is Green.

  
[Add comment](#)**TaylorBergquist - 22 Jun 2009 - 14:00**

Yeah, you certainly did convince me 😊

**FULL Screen and 5 objects in ARToolKit Jun 19, 2009**

Using two web cams is going to be a hard goal, I downgrade the driver of the Logitech cam and know I can launch the two cameras en windows but the [ARToolKit](#) not recognize one of the cameras I don't have idea why, but the good news are that right now I get the full screen view in the head mounted device and in the computer also I have 5 markers that is sufficient. Today I try to change the sphere that I'm using as object to soccer ball but I am getting some errors in the code I think are related with the libraries. Future work are try to

understand the code that show the position of the markers respect to the cam.

[Add comment](#)**BellaManoim - 19 Jun 2009 - 16:46**

you would think that it would be easy to replace a wire sphere with a soccer ball

**ARToolKit running Jun 17, 2009**

At this moment the augmented reality tool kit is working correctly this is good I learn how to make marker an how to add more objects to AR screen that is cool know I need to work with the AR using two web cams.

[Add comment](#)**MichaelOren - 19 Jun 2009 - 15:03**

Congratulations on getting it working 😊

**BellaManoim - 18 Jun 2009 - 08:53**

I'm glad you got the camera recognition to work, the blue cube looks cool on the screen

**GMAP Conference Jun 16, 2009**

Interesting theme in the GMAP conference, good food and positive tips how to finish our goals. Waiting for the Thai Food.

[Add comment](#)**Autodesk Maya and Google SketchUp Jun 15, 2009**

Today we learn new cool tool [SketchUp](#) and Maya this tools are great for modeling 3D object this is very helpful because we can use that objects then with [OpenGL](#), is very interesting the cool stuff that we can make with thats softwares. Also Im in a next step with the [ARToolKit](#) working how to make marker for the virtual objects.

[Add comment](#)**HamadiMcIntosh - 16 Jun 2009 - 14:35**

I didn't find Maya that interesting. I think because you can't make the objects do any actions. But I guess if you can use the objects with [OpenGL](#), that you can make them do things with [OpenGL](#), so maybe I was wrong to not be interested.

**Having fun with the OpenGL, Final project Jun 12, 2009**

I am working making mario world clouds and the flag. I don't have the best clouds but I feel proud of my clouds. I feel good I find how to add the framework for Xcode (MAC) and now I can work with the [OpenGL](#) in my mac. Thanks Kenny for the corona.framework now I can use texture in the [OpenGL](#) polygons.

[Add comment](#)**HamadiMcIntosh - 12 Jun 2009 - 13:17**

I saw an article on Yahoo today about clouds in Iowa that had experts baffled. I think they decided that these were a new kind of cloud. Witnesses said they "looked like Armageddon."

**Working with awesome opengl code Jun 10, 2009**

Now I now how to add cool objects to the opengl code, I learn how to play with the norms of the object to make different reaction of light in the object. This is very cool and I'm having fun writing opengl code. About the project I am having problems with the drivers of the cam and also with directX SDK packet, but I will try to continue with the other steps for setup the [ARToolKit](#).

[Add comment](#)**PJ Campbell - 11 Jun 2009 - 22:13**

I'm serious about you doing my HW! 😊

**PamShill - 11 Jun 2009 - 19:46**

I'm glad you are having fun with Open GL. We want this summer to be fun for you and not all hard work!

**HamadiMcIntosh - 11 Jun 2009 - 14:17**

We're using directx SDK too!



**BellaManoim - 10 Jun 2009 - 16:53**

we have a lot to do

**OpenGL day 2 Jun 9, 2009**

Today in the opengl course we learn how to make animation, like make object rotate that look very cool and is interesting the different graphics that you can make mixing the speed an axis of the animation.

Add comment

**Home Work 1 of HCI Course**

[HCI\\_homework1.pdf](#)

HCI\_homework1

Add comment

**ZayiraJordan - 04 Jun 2009 - 10:18**

Good job in your homework!

**MinaChoi - 03 Jun 2009 - 16:28**

Nice! you got it to work-

**JohnNewman - 03 Jun 2009 - 11:58**

<http://www.mochima.com/tutorials/vectors.html>

-- [RichardLebron](#) - May 29 2009

Today the ideas become clarify also we learn about team work and how maintain good communication, also I like the interaction of this morning doing the team work activities.

Add comment

-- [RichardLebron](#) - May 28 2009

**Hi everybody**

At this time the REU look and sound very interesting I think this summer we will enjoy a lot doing great and interesting projects. Thanks **VRAC** for choose us.

Add comment

**MinaChoi - 02 Jun 2009 - 00:27**

Woww~ I didn't know your last name was Lebron~ That is cool =)

**JohnNewman - 29 May 2009 - 17:50**

I've posted a link to the Gantt Chart that we created today at the bottom of the page about our project.

[Attachments](#)

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Topic revision: r59 - 2009-07-29 - 21:37:40 - [AmyGreen](#)

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