

Jordan Williams | REU | 2012

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Jordan Williams

Posts from me

Packing it in

Posted on [August 2, 2012](#) by [Jordan Williams](#)

I'm kind of shocked that these 10 weeks are finally coming to a close. I'm pretty satisfied with how well we have gotten the code to work even though it is nowhere near finished. A few weeks ago I honestly didn't think we would get this far. I'm looking forward to the symposium tomorrow and getting home afterwards.



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C++

Posted on [July 18, 2012](#) by [Jordan Williams](#)

I have been talking with Ken, Eric, and Bethany about this project, because I have been feeling swamped with this task. I really really want to get this working in time, like I have a vision of it and everything is great, but I have never programmed at this level before and progress is very slow. Spending so much time on something and never getting it to work is pretty frustrating, so getting to that end goal is my motivation for now.

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Clutch Time

Posted on [July 16, 2012](#) by [Jordan Williams](#)

I had fun at paintball this weekend, fortunately I only got hit once. Now that we're down to the last few weeks, there's a lot of pressure now on me getting this software to work. When windowing, Isis runs SLOWLY, at least on these computers. I am able to get the x and y coordinates of each hand from the Kinect and now I'm working towards combining that with the modified Isis.

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Kinemote

Posted on [July 10, 2012](#) by [Jordan Williams](#)

I am now able to control the mouse with the Kinect.

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Kinect Development

Posted on [July 9, 2012](#) by [Jordan Williams](#)

Well the Kinect still is not working with our computers, so in the mean time I have been looking at the code for the ISIS project to think about how I'm going to implement Kinect control when I can. The first limitation is that currently only one slider can be moved at a time. This is fine for the mouse because there is only one pointer, but for the Kinect we intend to use two hands at a time, adjusting both bounds at once. I messed with the code and I was able to adjust both sliders at the same time using the mouse position X and Y values for low and high sliders respectively. This is a huge part of what I thought would be most difficult, so I'm glad to get it done.

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[OpenNI + NITE](#)

Posted on [July 2, 2012](#) by [Jordan Williams](#)

I finally got the Kinect working on my laptop, which was actually a pretty long process. Anyway, now we need that same software installed on our computers here. I'll need some assistance as I don't have administrator permissions to install said software.

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[Blog Post](#)

Posted on [June 29, 2012](#) by [Jordan Williams](#)

We are finally working on Kinect! I have been trying to install the Kinect Drivers, which I have to build, along with Omek's Beckon SDK. This is proving to be a bit difficult, however. The Microsoft SDK includes drivers but they cannot be used with the other SDK we chose. Also, my little CR-48 can barely handle running the Kinect software. It would be a lot easier to get this set up if I had access to a Kinect back at the apartment.

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[IRB 2: Electric Boogaloo](#)

Posted on [June 27, 2012](#) by [Jordan Williams](#)

I haven't had much time to update the blog recently as our team has been finishing our IRB application. It's nice to feel like we are making progress. Now we are working on our literature review and I am looking into the Kinect SDK. I'm excited to finally start programming for our project.

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[IRB](#)

Posted on [June 21, 2012](#) by [Jordan Williams](#)

Well I had a long post on Tuesday but it was wiped out when the power went out. We kind of lost that day as far as productivity goes. Then on Wednesday we realized that our IRB application was due over a week ahead of the schedule we had been following. We basically dropped graphics programming classwork to work on this IRB app, but the whole thing is a little stressful.

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Posted on [June 18, 2012](#) by [Jordan Williams](#)

Unfortunately I don't think I will be able to finish my car model, but it looks better than I thought it would.

Update: Well it looks like we present at 4:00 instead, so I did all that last minute shoddy work for nothing. Feels good to be done though, and my model actually looks a little like the car I was trying to reproduce!

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Daily Blog Post

Posted on [June 15, 2012](#) by [Jordan Williams](#)

Yesterday we worked on our problem statement and received some feedback today which will help us refine what we have already. We also prepared for our HCI presentation which starts in 20 minutes. I'm going to use this fun weekend to finish my 3d modeling project.

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The Sims

Posted on [June 13, 2012](#) by [Jordan Williams](#)

So today we had our third modeling course, and I'm noticing that it's becoming easier quickly. I tried to start modeling a Mercedes Benz 190E but that's going to take a lot more skill. Grr

I also need to find some papers to back up our choice of Kinect over the Wiimote. I'm really biased against the use of the Wiimote for this purpose but I need to look at this issue objectively. Then, we'll focus on our IRB stuff.

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I like to model

Posted on [June 12, 2012](#) by [Jordan Williams](#)

I've only had some experience in Inventor and Blender, but Maya is proving to be pretty straightforward, especially since I'm used to other AutoDesk software like Inventor. I've also had some more time to do Qt tutorials and I feel that I'm starting to become more familiar.

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June 11

Posted on [June 11, 2012](#) by [Jordan Williams](#)

I'm anticipating the presentation of our project later today, fortunately our project was completed with time to spare for us to debug and test. Our presentation should be pretty straightforward, though.

I'm also excited to do more Qt and C++ interface design and start working with the Isis software. With that and the modeling course this should be a fun week.

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AI Finished

Posted on [June 8, 2012](#) by [Jordan Williams](#)

Our Tic Tac Toe game is now pretty much finished. We're doing some testing now to make sure it is easy to play. Other than that I think this has been a pretty interesting week. I need to familiarize myself with Qt now, and I'm looking forward our modeling course.

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Flawless Victory

Posted on [June 7, 2012](#) by [Jordan Williams](#)

I finally ghetto-rigged my code to get past our issue with integer input for Tic Tac Toe, so now we have a working 2 player game. Now we just need to program the AI.

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Apparently,

Posted on [June 6, 2012](#) by [Jordan Williams](#)

C++ really doesn't like working with chars and strings together, and a 2 dimensional array for tictactoe might not work as well as a normal array.

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C++

Posted on [June 5, 2012](#) by [Jordan Williams](#)

I've been attempting to go from Java straight to C++, but it's proving to be pretty difficult. I'm getting a lot of random errors and I don't usually know if it's my code or something wrong with the installation on our computer. However, I've started on our tic-tac-toe project in C++ and it's going slow, but well.

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Qt

Posted on [June 4, 2012](#) by [Jordan Williams](#)

is frustrating.

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Monday, June 4

Posted on [June 4, 2012](#) by [Jordan Williams](#)

Today I started working with Qt and C++ for the first time. I have experience in Java and Python but have never used C or C++, so this is a little overwhelming. I have created an interface in Qt and started to code my first text editor project in Visual Studio. I'm starting to become more comfortable with using Qt and C but I have a lot to learn. Also, we decided to make a tic-tac-toe project for our C++ programming course, hopefully it's not too simple.

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Day 3

Posted on [June 1, 2012](#) by [Jordan Williams](#)

So far we have recieved some more information about the programming class. I am glad to see that I scored high enough to be exempt, but I'll probably still attend since I'd like to learn some C++.

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Day 2

Posted on [May 31, 2012](#) by [Jordan Williams](#)

So far, the Isis project looks really interesting. Ever since seeing applications of the Kinect at the Army Research Lab I've been eager to see its abilities in robotics and technology. We will be looking at ways to manipulate a 3d density map in a way that is intuitive and easy for surgeons and physicians using relatively cheap OTS technology. In addition to the Kinect we will be looking at Wiimotes and normal gamepads.

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Yo (Bio)

Posted on [May 31, 2012](#) by [Jordan Williams](#)

My name is Jordan and I hail from Columbia, MD. I'm a sophomore studying Computer Engineering at UMBC. I am working on the Isis Medical Project at the SPIRE-EIT REU. I am interested in computers, video games, music, and cars. I play guitar and percussion instruments. My favorite starting pokemon is Squirtle.

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Press f for fullscreen.

