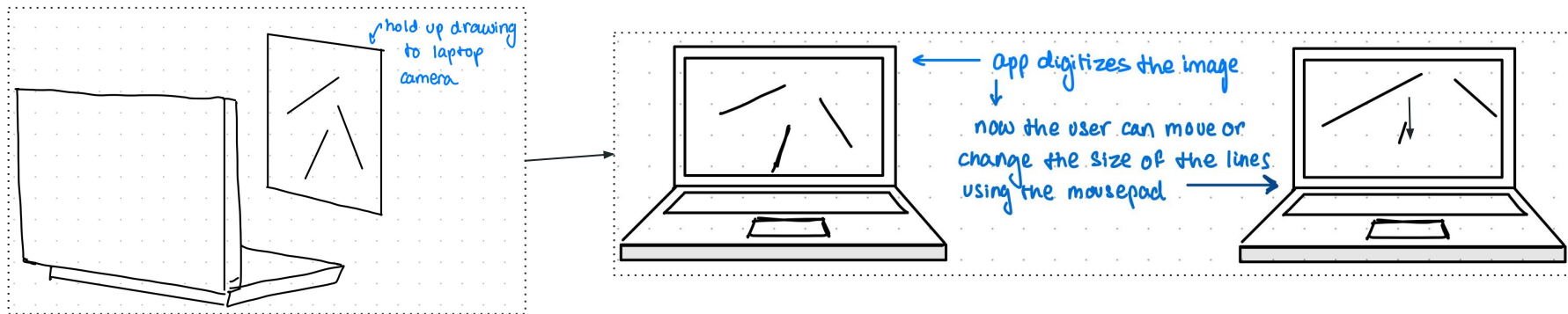


DrawBuddy: A more accessible, and natural platform for virtual collaboration

Use Case: Academia

- 84% of all undergraduates experienced some/all of their classes moved to to online only due to COVID (Cameron)
- Goal: Vectorize *black & white line drawings* that can be *modified by the user* and *displayed to peers*
- ECE domains: Software & Signals



Use Case Requirements

Smooth user experience:

- Latency to render simple diagram (< 50 primitives): < 2min
- Latency to modify diagram: < 100ms (Dabrowski)
 - Based on effects of latencies for Quality of Experience for gaming
- Accuracy: 9/10 average based on polling users

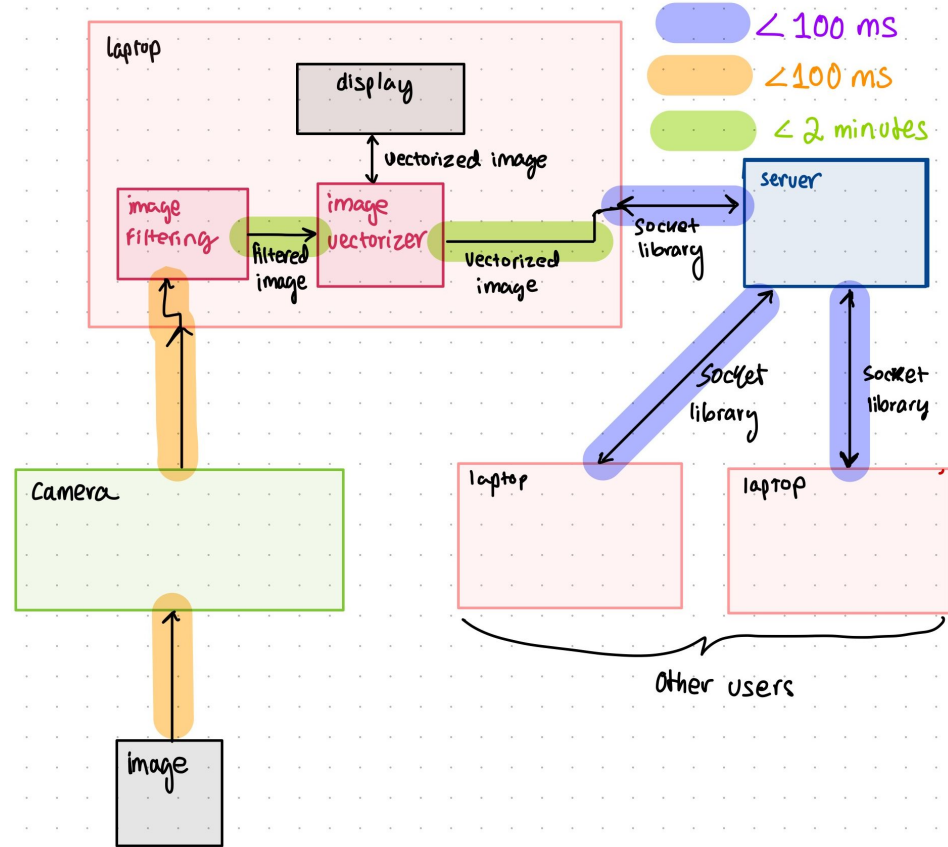
Use Case Requirements

Accessibility:

- Black ink
- Writing utensil: 0.4 - 1.0 mm
- Capture distance: 1-3 feet
- Paper: Standard 8.5" x 11" white printer paper
- 720p Camera

Use Case Requirements (Communications)

- Connecting to communication server
 - Almost negligible
 - As long as the delay to join isn't more than one or two seconds
- Sending message (< 100ms)
- Support at least 5 users in a shared session



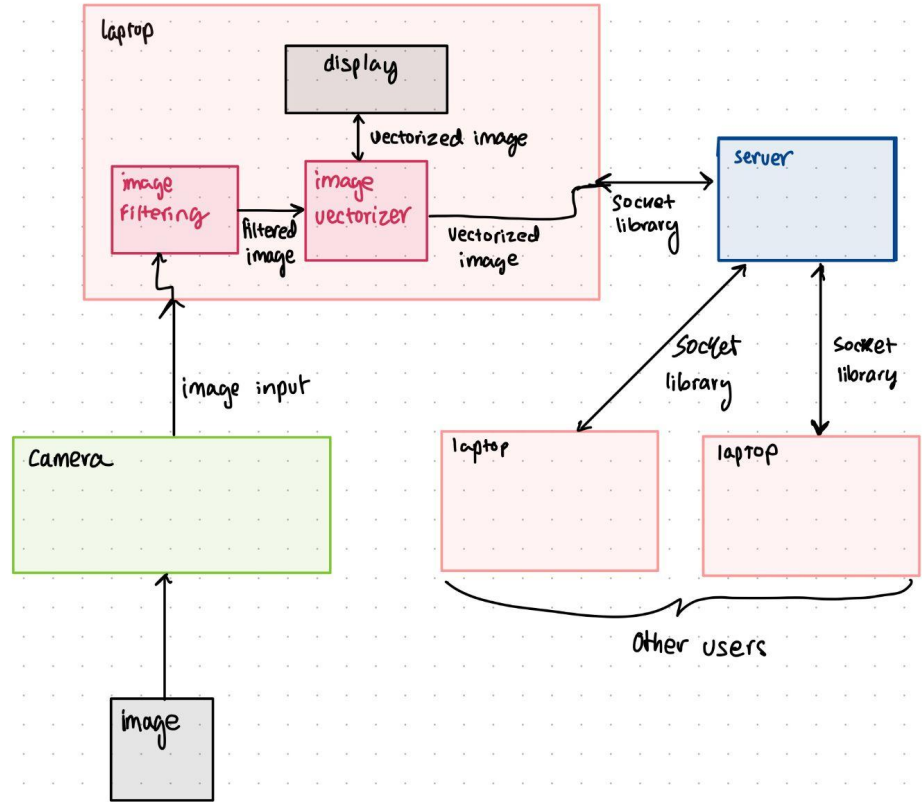
Technical Challenges

- Meeting latencies for smooth user experience:
 - Capturing the image with OpenCV
 - Filtering noise
 - Vectorizing the image
 - Rendering many objects
- Accurately recreating image
- Handling dropped connections

Solution Approach

MVP: Vectorizes *black & white line drawings* that can be *modified by the user* and *displayed to peers*

- Capture image
- Vectorize image
- Render
- Allow for translations and scaling
- Broadcast rendered image to connected users



Solution Approach

- Camera: **Laptop camera**
- Computer Vision: **OpenCV**
- Vectorization algorithms: **Python**
- Server/clients: **pySocket**
- Frontend: **Python**

Testing

CV

- Test on different devices
- Use ballpoint pens, and markers
- Vary lighting and image distances

Vectorization

- Vary diagram complexity (10 primitives, 25 primitives, 50 primitives)
- Compose translations and scaling

Socket

- Connect up to 5 users

Verification, and Metrics

CV

- Time to capture image

Vectorization

- Time from captured image to output on web GUI
- Time for GUI response for translations and scaling
- Poll people on a 1-10 scale for image accuracy

Socket

- Time for diagram to appear on connected users

Conclusion

Even though COVID is nearing its end virtual collaboration is still on the rise people need to work together from various parts of the world

Q

&A