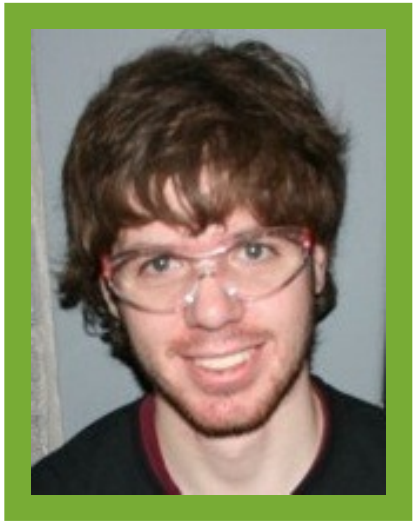
MIKE RALPH
mralph

YILING TAY
ytay



RYAN CAHOON
rcahoon

YUMIN WONG
yuminw

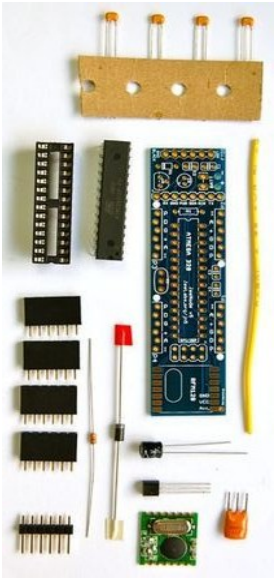
[18549] – 3D.R.AWe

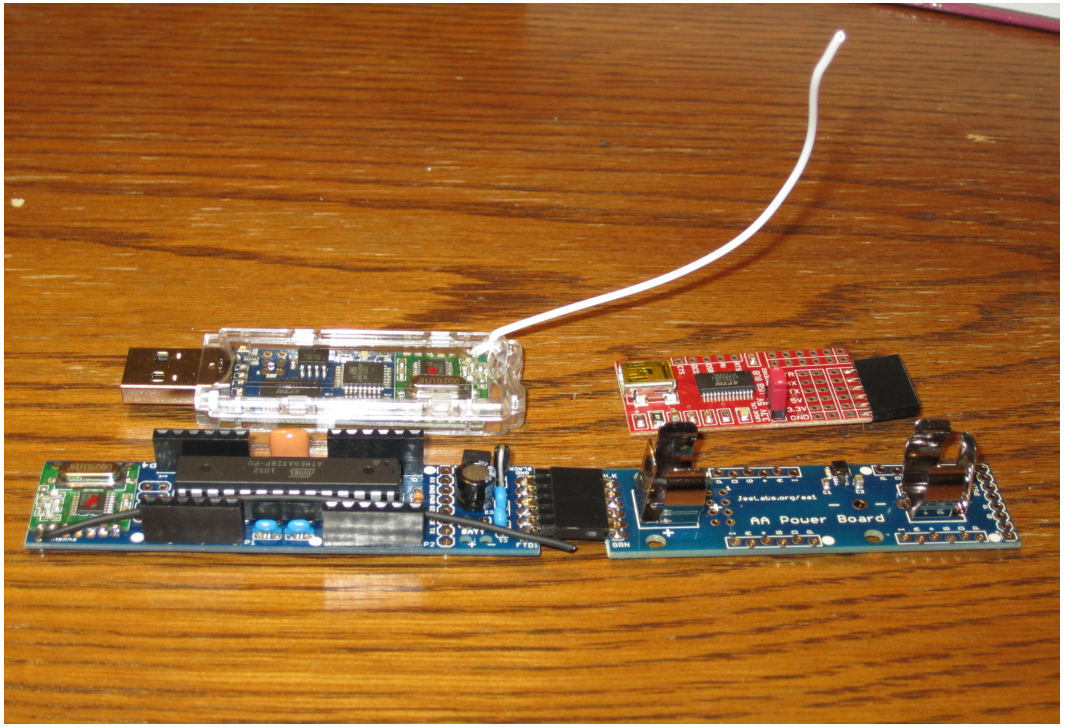
Team 5

Architecture Update

Now With Remote Control!!

- ATmega328p processor and an RFM12B radio module
- Processor chip is pre-flashed with the Aruino boot loader
- Change color
- Switch between “slides”





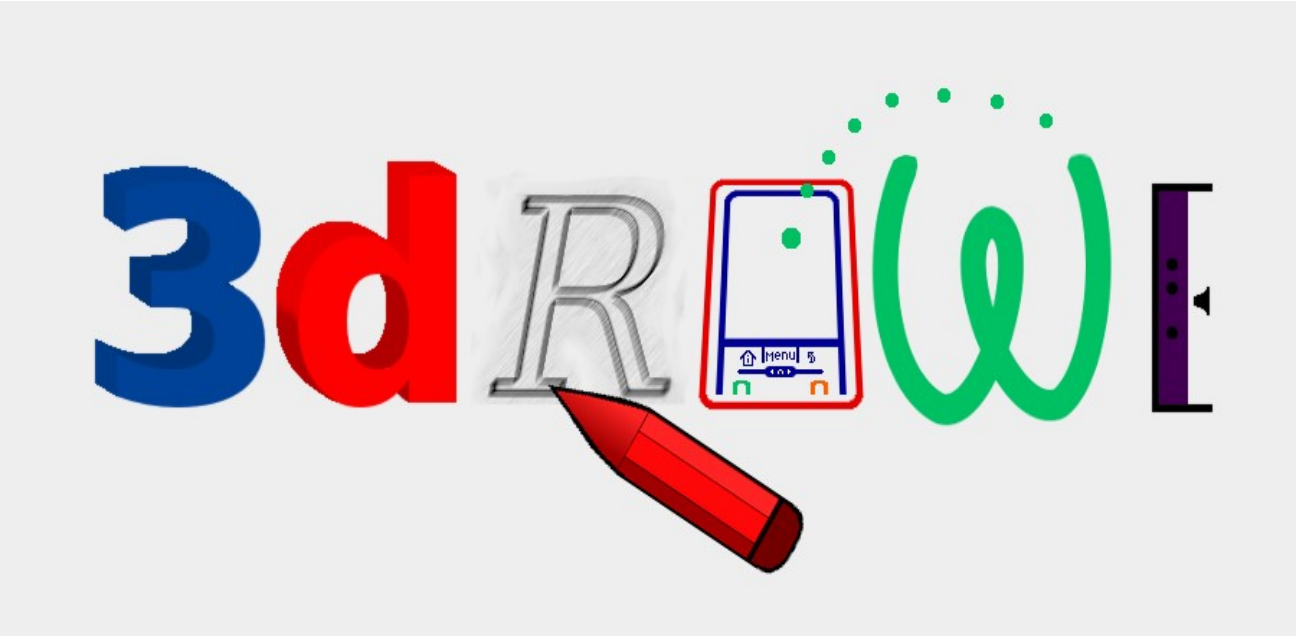
Experimentation Plan

- Latency for phone to determine where it is
- Latency to render image (FPS)
- Latency between server sending points and phones receiving them
- Latency of server to determine XYZ coordinates
- How often server crashes
- How many points can be rendered at once
- How long phones can survive on their own
- How long can phones last without seeing tracking markers

Rachoon and I with our testing hats on

Initial Data

- Tracking phone location ~ 2.3 fps
- Graphics rendering ~ 18.4 fps
- Kinect will not be a limiting factor
- Still working on getting everything set up
- Our awesome logo:



Looking Forward . . .

- Integrating all of the system components
- Getting everything to work
- Optimizing and tuning:
- → Granularity and frequency of data sent by server
- → How much data phones store and how they deal with bad connection
- → How server updates new phones (without neglecting current ones)
- → How often server samples Kinect input/ amt of interpolation on phones