

# Final Project Presentations

Schedule and Instructions

# Upcoming Dates

- Dec 5 or Dec 7
  - Upload your presentation slides to Blackboard prior to class on the day you will be giving your presentation
    - Powerpoint or pdf ok
    - I will put them on the podium computer so that all presentations are ready to go
- Dec 12
  - Upload final report to Blackboard by midnight
  - Detailed instructions on course website
- Dec 12
  - Upload “peer evaluation” along with final report

# Presentation Instructions

- 9 minutes total per project
  - 7 minutes presentation, 2 minutes for questions
  - Each person should take part in the presentation
- Cover (within the time limit):
  - Your topic, aims of project, assumptions made
  - Previous work (very brief)
  - Technical approach
  - Experiments and results
  - Achievements, limitations, possible future work
- Class may go a little longer on those days

# Schedule

- Monday Dec 5
  - Rupak Dasgupta, Arunabh Mishra - “Motion Detection using OpenCV”
  - Matthew Berntson – “Augmented Reality Chess Assistance”
  - David Schack, Emma Watson – “Image stitching for inspection”
  - Gunnar Hoglund – “Pose Estimation of Traffic Signs”
  - Jacob Emmel, Colten Gruchow – “Augmented Checker Evaluation”
  - Pane, Vincent, Schemmel, Daniel – “Analysis and Detection of Traffic Using Computer Vision”
  - Curt Feinberg, Chenchen Nie – “Chess Augmented Reality”
  - Andrew Coles, Ryan Jackson – “3D Model Projection on Chessboard”
- Wednesday Dec 7
  - Andrew Petersen, Marcus Turner, Logan Schuelke – “Real Time Braille Translation”
  - Jason Actis, Aruna Chen – “Assessing the accuracy of single-camera ArUco kinematic tracking”
  - Appapogu, Rahul Dev, Bandarupalli, Saichand – “Rubik’s Cube”
  - Ian Cairns, Alan VanderMeer – “OpenCV/OpenGL Augmented Reality ArUco Tags”
  - Ryan Thorpe, Haoxuan Yang – “Piano recognition”
  - Connor McCoy-Mickelson, Sriram Siva – “Image Stitching Code for Mobile Users”
  - Ben Good, Josh Southworth – “American Sign Language Alphabet Detection and Translation”
  - Harrison Higgins, Amanual Le Nard – “Augmented Reality Chess”
  - Chin Isaac-Heslop, Jennifer Ryan – “Hand- and Character-Recognition in British Fingerspelling”
  - Zach Smialek, John Spielvogel – “Augmented reality tower defense game”