

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, Bandrupalli, 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”