BI-WEEKLY REPORT

TEAM 29: CESAR FERRADAS VEGA, DIANA IONESCU, THOMAS ESPACH

PROGRESS OVERVIEW

Successes/Progress:

- Started compiling our separate solutions into a single project.
- Wrote a custom shader for getting round the white background issue with the API returned images.
- Finalised clothing 3D models for trousers and tops.

Problems:

- The technical challenge of mapping different 2D textures onto the same 3D models so that they look natural.

SUMMARY OF MEETINGS

Meeting 1: (19/02/2017)

We had a team meeting to work on the project, in attempt to merge our sub-components into one unified project for the HoloLens, and to figure out how to get past the white backgrounds on images causing a strange effect on the models.

TASKS COMPLETED

- Merged our projects into a main scene in Unity - refactoring of code was needed to avoid merge conflicts.
- Completed 3D models of tops and bottoms.
- Coded script that removes white background from images that the YNAP API returns.

PROBLEMS TO RESOLVE

A potential delay is that we have been unable to test on the HoloLens the last couple weeks due to the fact we had reading week and a scenario week so therefore no timetabled lab sessions. We also were highly busy so did not make as much progress as planned.

PLAN OF ACTION

In the following two weeks, we will:

- Complete a further iteration of the prototype for testing on the HoloLens. Should be able to map a set of clothing items onto basic models based on an input file of product IDs.
- Implement the functionality that allows users to change the items of clothing they are looking at.

INDEPENDENT WORK

Cesar

Refactored code for projecting a YNAP clothing image onto a 3D mesh to allow integration with other teammates' code. Began to create the main scene for the project in Unity.

Diana

Finished the two 3D models (blouse and pants) and researched on the possibility to add texture to them. Started to develop the third model of a dress.

Thomas

Researched and figured out how to discard white backgrounds on images making them transparent in Unity for displaying on the models.