



IMMERSIVE VISION

WEEK 8

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DATABASE ACCESS

This week our team worked on trying to recognize other patterns in the existing database. We were also able to develop a way to compute the number of movies made in a year, the number of actors in a movie, etc.

Also, we began work on the GUI (Graphic User Interface) and its functionality in the program, and we believe that we will stumble across other interesting patterns as we proceed further and delve deeper into this IMDB data set.

PROGRAMMING

This past week we have been working on creating the tower structure that we had previously mocked up from the IMDB data. We can now build that structure based on all of the actors in a given movie. Since getting the basic structure up and running, we also have been working on basic camera controls and interaction.

INTERFACE

This week our team has completed the first round of interface development and design. We spent a good deal of time thinking about how the interface should look when the user first logs on.

The goal was to let the user start exploring the data set without them having to type anything, so we came up with some several mock-ups and designs. Will be making some rough drafts and prototypes for the initial interaction design for the user in the days to come.

PROJECT UPDATES

We had an extensive Skype meeting with Brad Michael from Lockheed Martin this week. We were able to show him via video chat, all of our hardware, our most recent scheduling ideas, and three different demos. He gave us a lot of positive feedback and also made several suggestions, including to make sure we touch on some certain points in our 1/2 presentation.

We have also received our 10 additional pairs of Samsung 3D glasses, bringing our total to 12 pairs. We are confident that all members of the faculty and staff will have an opportunity to view our demonstration during 1/2 Presentations.

