
sdmay18-02: Augmented Reality Mechanical Design Solution

Week 6 Report

October 22 - October 28

Team Members

Bhimesh S. Chauhan — *Client Coordinator, Project Manager, Backend and Pipelining Team*

Vaibhav Malhotra — *Backend Developer*

Cole Chapin — *UI Design Engineer*

Ryan Luck — *UX Engineer*

Cal-Vert Wong — *Pipelining*

Summary of Progress this Report

We have following issues addressed this week:

1. Found some bugs in stl parser and fixed them.
 2. The second sub team was successfully able to render multiple simple 3D model (Sphere) using opengl and python.
 3. The team also researched about using OpenVR with C++.
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Pending Issue

We have following pending issues for the next week:

1. We must research a way to render a simple 3D model using both opengl and openvr simultaneously and display it on HTC VIVE instead of the computer screen.
 2. We must make a pipeline to feed the coordinates from the stl parser program to the 3D model generator program.
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Plans for Upcoming Reporting Period

We have following upcoming reporting period:

1. Complete the pipeline program
 2. Render a more complicated model on the HTV VIVE headset display
 3. Continue researching on more precise positional tracking
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Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hours
Bhimesh S. Chauhan	<ul style="list-style-type: none">• Render multiple cubes with OpenGL and OpenVR• Fixed website	8	56
Vaibhav Malhotra	<ul style="list-style-type: none">• Render multiple cubes with OpenGL and OpenVR• Found more info about OpenVR	8	42
Cole Chapin	<ul style="list-style-type: none">• Research on UI• Develop a simple UI with Visual Studio	9	40
Ryan Luck	<ul style="list-style-type: none">• Research on UI• Learn about features in CAD software	7	40
Cal Vert Wong	<ul style="list-style-type: none">• Create a GUI for parser• Research on OpenGL	9	44