

Lenny			
Goh Wen Shyan	Lee Ming Xiang		
Elsherif Ahmed	Melissa Perez		
Xiong KaiLun	Teng Meng Wei	최용균 Choi Yong Gyun	Garima Agrawal

김인식 : 인더스트리 신동학 정보처리기사
태인웅 : HCI 부력센서 수위측정 시스템
조준성 : 현장실습 정보처리기사
김근우 : 우원소프트 물고기 오브젝트인식
한명훈 : “

디자인대학 교과과정중에 융합디자인교과목(3학년1학기/2학기)있는데
다른학부 전공과 융합해서 교과신청을 하라고 합니다.,
3시간중 외부강사2시간 내가 1시간 하려고 예정인데 컴퓨터공학 전공학생들이
이수업에 참여해서 디자인전공학생하고 같이 수업하면 좋을것같습니다

2016.08.30

Topic

1. VR - lim yu bong, angry bird, pokemon - [Vincent](#)
2. [3D Reconstruction using depth camera](#) - Elsherif Ahmed
<https://www.youtube.com/watch?v=E4GSm1GyMV4>
3. [Neural Network](#) - Melissa Perez
Style Transfer, Deep Learning, CNN
4. [VR walk around](#) - Lee Ming Xiang
<https://www.tiltbrush.com/>
5. HTML5, CSS, Javascript PhoneGap - Xiong KaiLun, Teng Meng Wei
<http://moduscreate.com/5-best-mobile-web-app-frameworks-ionic-angularjs/>
<http://www.tutorialspoint.com/phonegap/>
6. Human Mask Facade - Teng Meng Wei, Xiong KaiLun
[Arduino Mask Mirror](#), [Video Mapping + Arduino](#)
7. [Deep Learning Automatic Face Reenactment](#) - choi yong gyun

2016.09.06

Style Transfer
[Introduction--Original Research Paper Presentation](#)
Camera Calibration
https://drive.google.com/file/d/0B_M25p2A-rxETGpvS3AyTk0xOEK/view?usp=sharing

http://koreams.thesome.com/bbs/board.php?bo_table=schedule&wr_id=18

한국 멀티미디어학회 2016추계학술발표대회 안내
| 2016. 10. 21(금)~10.22(토) , 부경대학교 대연캠퍼스

2016.09.07

[Pokemon@VR](#) with Lastick - Goh Wen Shyan
[Immersive Meeting](#) Lee Ming Xiang

2016.09.08

[CNN Deep Learning](#) @ VGG Lee Byung Gook

2016.09.13

[Human Mask Facade - Teng Meng Wei. Xiong KaiLun](#)
[Arduino Mask Mirror, Video Mapping + Arduino](#)

[Garima Agrawal - Introduction](#)
[Reference slides - For Garima](#)
https://drive.google.com/open?id=0B_M25p2A-rxEQVRvWE56bFFEWE

1. 3D Voxel

Ahmed	Garima, Choi	
Fix multi kinect position internal(I) external(R,T) calibration Capture multi kinect images Using static human scale model	Real-time multi kinect capturing system using openFrameworks env.	
Using our multi kinect images and camera parameter Check Matlab code result		
Find efficient algorithms	Convert to openFrameworks	

Processing www.processing.org (java)
openFrameworks <http://openframeworks.cc/> (c++)

2. Arduino mini car ppt video code
Flash + Actionscript

→

Html5 + javascript + node.js + phonegap

2016.09.20

[Teng Mengwei - Introduction](#)
[XIONG-Self-introduction](#)

[Immersive Meeting Obstruction](#) - Lee Ming Xiang

[Vincent Goh Wen Shyan](#)

[Content Reconstruction](#) Melissa Perez

Machine Learning Class PDF file

- [How to write a great research paper \(seven suggestions\)](#)
- [How to give a good research talk](#)
- Diagnosing breast cancer with the k-NN algorithm
<https://nasricyrine.wordpress.com/2015/10/02/detecting-breast-cancer-with-k-nn/>
<http://bbs.pinggu.org/thread-3549548-1-1.html>
- [Machine Learning - Decision Tree \(DK\)](#)
- [Machine Learning - Naive Bayes \(DK\)](#)

Prima Sanjay & Alvin

2016.09.21

<http://www.cs.toronto.edu/~ranzato/>

<http://www.matthewzeiler.com/>

<https://www.clarifai.com/about>

<https://sites.google.com/site/lsvrtutorialcvpr14/>

2016.09.21

[Immersive Meeting Solution & Ideation](#) - Lee Ming Xiang

Master Thesis

Oculus VR - leap motion, kinect, ...

VR user interface,

1. Keywords
2. Introduction
3. Previous work
4. Suggestion
5. Conclusion

[Ahme alaa](#)

2016.09.27

Xiong Kai Lun [P2P-design](#) [Microduino for Smart car-code](#) [Flash for APP-code](#) ppt

Choi yong gyun [Introduction](#)

[Immersive Meeting Related Works](#) @ Lee Ming Xiang

Paper Reference:

Lee, J., Kim, B., Suh, B., and Koh, E.2016. [Exploring the Front Touch Interface for Virtual Reality Headsets](#). *Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems*. ACM, 2016.

Teng Meng Wei [Video](#)

2016.09.28

PhontGap [PPT](#) [Arduino+HTML/CSS](#) [SimpleWebServerWiFi](#)

<https://sbstjn.com/noduino/> A simple and flexible JavaScript and Node.js Framework for accessing basic Arduino controls from Web Applications using HTML5, Socket.IO and Node.js.

<https://drive.google.com/open?id=0BxzK5MFABzF1VHINSXBKbEVOS3c>

<https://drive.google.com/open?id=0BxzK5MFABzF1WGFuUUNVVzJQd1E>

<https://drive.google.com/open?id=0BxzK5MFABzF1Ym1TNTM3TkNDTHM>

Vincent Goh Wen Shyan [Immersive VR + Y Stick Progress Update](#)

2016.09.29

[Ahmed Matlab stereo camera calibration](#)

2016.10.04

SmartCar [Microduino for Smart car-code](#) [Flash for APP-code](#) [PPT](#)

<http://cmp.felk.cvut.cz/~svoboda/SelfCal/>

<https://github.com/strawlab/MultiCamSelfCal>

Lee Ming Xiang [Immersive Meeting Related Works](#)

Mine, M. [Virtual Environment Interaction Techniques](#). In University of North Carolina at Chapel Hill Chapel Hill, NC, USA.

2016.10.5

Goh Wen Shyan [Immersive Pokemon VR with HTC VIVE](#)

Unity3D Model Animation :

person, bird, cat, cow, dog, horse, sheep

aeroplane, bicycle, boat, bus, car, motorbike, train

bottle, chair, dining table, potted plant, sofa, tv/monitor

DepthMap Extractor

<https://drive.google.com/open?id=0BxzK5MFABzF1aE5DcWRfakRrVkk>

Filename

####_C0001.png 1920x1080

####_D0001.png 1920x1080

25frames/sec

one cycle animation

2016.10.6

[Research Work - Phase - 1 - Garima Agrawal](#)

[Neural Network - Garima Agrawal](#)

<http://host.robots.ox.ac.uk:8080/pascal/VOC/>

<http://image-net.org/>

<http://yann.lecun.com/exdb/lenet/>

2016.10.12

Arduino for Web [_PPT](#)

<https://www.youtube.com/watch?v=qZXKk6nCYuM>

<https://www.youtube.com/watch?v=V9bNwhgaKwY>

<https://www.youtube.com/watch?v=pWriDjGqzPk>

<https://www.youtube.com/watch?v=ddk9nWwGWUE>

nodejs + arduino real time "Hello World" app

<https://youtu.be/5zBkJBjLMRg>

Arduino Yun + Html (Wireless)—Reference Page

Multi Camera Calibration : [ahmed1](#) [ahmed2](#)

Immersive Pokemon VR with HTC Vive : [Goh Wen Shyan](#) [extra Ideation](#)

2016.10.17

Goh Wen Shyan - [LG 360 Cam](#)

Lee Ming Xiang - [Immersive Meeting Implementation](#)

Melissa Perez - [Introduction to TensorFlow](#)

XIONG-TENG

Teng Meng Wei

Keywords: multi smart device, calibration device position, html5, game, ...

<http://marcotempest.com/en/>

<https://www.youtube.com/channel/UCA3dnYczrhWm-vZY9TIPNfw>

<https://www.youtube.com/watch?v=i7woG0pgFjs>

<https://www.chrome.com/racer>

<https://julianoliver.com/levelhead/>

<http://www.monumentvalleygame.com/>

<https://drive.google.com/open?id=0BxzK5MFABzF1a2JTTUg5UkRkc2s>

2016.10.20

Lenny - [AR in Android](#)

Xiong Kai Lun:

[Fish animation]

Upcoming - crocodile, car, bottle, dog, and more.

[Ahmed](#)

Setup environment

VR @ Keymyung Univ.

<https://drive.google.com/open?id=0BxzK5MFABzF1X0NkM0duMmdnZjA>

2016.10.26

Lee Ming Xiang - [Related works for gestures recognition](#)

2016.11.02

Node.js

node app.js

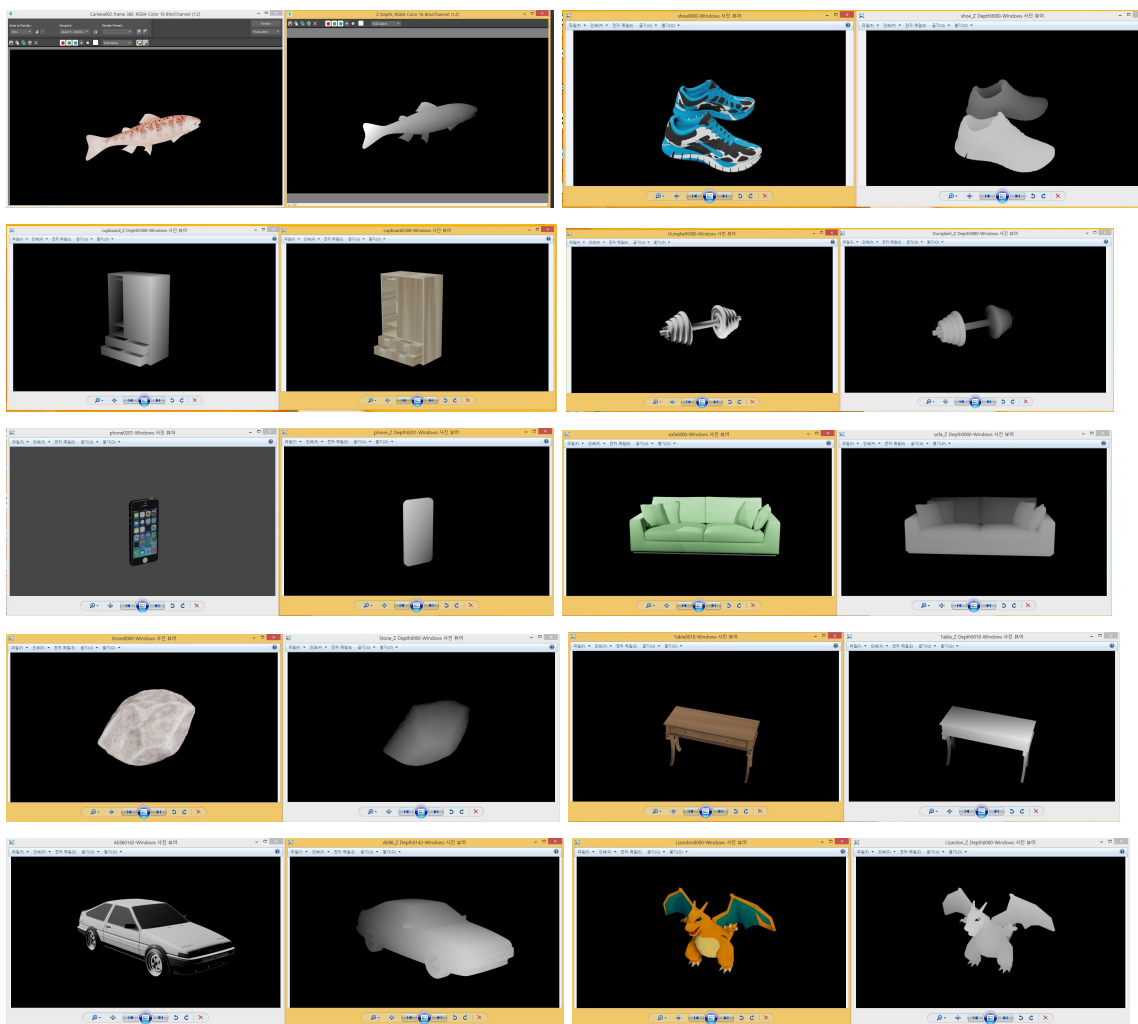
<https://nodejs.org/en/download/>

<https://drive.google.com/open?id=0BxzK5MFABzF1cGp0MkE3NzVBWFE>

Lee Ming Xiang - [Gesture Recognition Interface](#)

Xiong Kai Lun:

[Animation]



2016.11.08

[Multiplayer HTML5 game use node.js & websocket](#)

[Immersive PokemonVR](#) - Goh Wen Shyan

Xiong kailun [11.9](#)

WebGL thress.js paper.js

2016.11.10

[MATLAB's Neural Network Toolbox](#) - Melissa Perez

2016.11.15

Lee Ming Xiang - [Gesture Position](#)

Goh Wen Shyan - [Networking Manager](#)

HTC Vive 1 set : 2 light house 1 Head Set 2 Controller

4 light house 1 Head Set 2 Controller ?

HTC Vive 2 set : 2 light house 1 Head Set 2 Controller

2 light house 1 Head Set 2 Controller

[Ahmed Elsherif](#)

2016.11.16

XIONG KAILUN - [AS3.0 -- H5](#)

- Arduino + Processing (3 example), mini car, kinect
-

Keywords, abstract, introduction, previous work, my work, conclusion, comment

<http://conference.hcikorea.org/hcik2017/ThesisPrgm.asp>

Teng Meng Wei

- HTML5 node.js paper.js three.js multi player game (3 h)
- Touch Board Smart Kit
- <http://davidscottlyons.com/> ##### - Y-Stick

Vincent

-Touch Board Smart Kit

MINICar Movie

<https://drive.google.com/open?id=0B6NilYuuvDEtSkRWcVA0LUZkYIU>

SmartPhone+childEDU

<https://drive.google.com/open?id=0B6NilYuuvDEtWmVNemFCZUxyVE>

SmartPhoneOperationalPlan

<https://drive.google.com/open?id=0B6NilYuuvDEtVHNCVUUzYIc0ME0>

2016.11.17

[Ahmed elsherif](#)

[Matlab 3d figure](#)

2016.11.20

MINIcar movie

<https://drive.google.com/open?id=0B6NilYuuvDEtV1hpMnJaekNsQXc>

MiniCar photo

<https://drive.google.com/open?id=0B6NilYuuvDEtTVIVZy05bDM1NGs>

2016.11.22

Choi yong gyun - [TensorFlow CMake build \(In build Visual Studio 2015\)](#)

[Install Windows 10 Tensorflow Commend](#)

Lee Ming Xiang - [Gesture position and drawn pattern in Processing](#)

1. Define gesture
2. Index gesture number
3. Filename conversion
0102003. Log file x y z time
01 : index gesture number
02 : person id
003 : try index
4. Image training classification
5. Timestamp data training classification

Richard - [Affective Computing](#)

UTAR2017 Lectures Total 30 hours

Name	Topics	Detail 7+4+6+3+7+1=28
XIONG KAILUN	Arduino Smart Car	1. Introduction Arduino 2. Processing 3. Arduino+Processing 1 4. Arduino+Processing 2 5. miniQ 6. Touch board 7. Video Mapping with Resolume
Teng Meng Wei	HTML5	1. HTML5 Javascript CSS 2. Paper.js 3. Three.js 4. Node.js
Lee Ming Xiang	Augmented Reality Leap Motion HTC Vive Unity 3D	1. Introduction of Unity 3D 2. AR with Unity 3D 3. Introduction to Leap Motion 4. Introduction of HTC Vive 5. Leap Motion with Unity 3D 6. HTC Vive + Unity 3D
Elsherif Ahmed		1. Introduction and motivation 2. . First demo and leap motion 3. .forward inverse kinematics and second demo

		Presentation file
Melissa Perez	Neural Networks Python/TensorFlow	1. Introduction to Neural Networks 2. NN Practical/Hands-on
Lee Byung Gook		1. iArts 2. Processing OOP 3. Processing Transformation 4. Processing Box2D 5. DeepLearning@AI 6. PhotoRealistic 7. .
Choi Yong Gyu		1. Busan Guide

[ahmed](#)

[Calibration data +results](#)

[Lenny](#)

Goh Wen Shyan - [HTC Vive Networking/Environment Setup](#)

Teng Meng Wei - [Real time multiplayer Test\(node.js: html5\)](#)

Three.js https://threejs.org/examples/#webgl_loader_obj

xiongkailun-Paper <https://drive.google.com/open?id=0B6NilYuuvDEtUWQyMDIRdndfUXc>

2016.12.06

Lee Ming Xiang - [Gesture Pattern Output in Unity & Processing](#)

Goh Wen Shyan - [HTC Vive Networking Progress](#)

2016.12.07

Xiong kailun - [Web Size Matching in An MiniQ Paper](#)

Teng Meng Wei - [Three.js load obj](#)

2016.12.13

Lee Ming Xiang - [Gesture Pattern Output in Unity & Processing](#) ([Processing file, data, and example images](#)) → update [gestureView](#) by bglee

[Ahmed](#)

<http://davidscottlyons.com/threejs/horse/index.html>