

HAAG Weekly Report Week 16

Mercedes Quintana

Time-Log

What did you do this week?

- ☐ Updated website
- ☐ Worked on PACE documentation
- ☐ Updated Project Github with latest code

What are you going to do next week

- ☐ Keep website updated
- ☐ Update the front-end to accept multiple images

Blockers, things you want to flag, problems, etc.

- ☐ None

Abstracts:

Link: <https://dl.acm.org/doi/10.1145/3703187.3703221>

Design and Implementation of Virtual Museum of Inkstone Culture Based on Unity3D

In this paper, in response to the development of science and technology leading to the development of inkstone culture heritage is hindered, the design and realization of the inkstone culture virtual museum, the use of 3DsMax to build a Chinese cultural style museum scene, design based on the MVC architecture under the backpack system to achieve the museum collection of inkstone overall display, the design of the ScriptableObject storage list for the collection of inkstone specific information and inkstone model for Lightweight storage, according to the virtual reality collision detection technology, human-computer interaction technology, animation system design to realize the scene roaming in the museum, human-computer interaction, data management, cultural and creative game content, to increase the gamification of cultural and creative content, to achieve the inkstone culture digital protection and inheritance.

Summary: This paper describes the creation of the Inkstone Cultural Museum inside the game engine Unity. This creates an immersive experience of the collections at the museum.

What did you do and prove it

This week I wrapped up the github so that all files were recent for next semester, and created template documentation for PACE. I redid the ReadME so that it is updated with this semester's work. Next semester I plan to work on getting multiple images up and running as well as adding the other ML model to classify the other lizard angle. I am excited to fill in my outline for the figures in the paper as well. The new changes to the github can be found here: <https://github.com/Human-Augment-Analytics/Lizard-CV-Web-App/tree/main>