

# CprE 491 Weekly Report - Week 10

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**Dates:** 11/3/15 - 11/9/15

**Group:** May1617

**Advisors:** Dr. Zambreno / Dr. Jones

**Client:** Matt Dresser (Vermeer Corporation)

**Members:** Brian Gillenwater, Nate Kent, Quinn Murphy, Bryce Poellet, Jon Schlueter

**Project Title:** Quadrotor Environment Mapping

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## Weekly Summary

- Flew the drone
- Generated Photogrammetry results

## Meeting Notes

### Tuesday 11/3/15 3:00pm - Team Meeting (Brian, Jon, Quinn, Nate, Bryce)

- Discussion of project plan
- Scheduling the next few weeks

### Friday 11/6/15 4:30pm - Advisor Meeting (Brian, Jon, Quinn, Nate, Bryce, Dr. Jones, Dr. Zambreno)

- Demonstrated videos rendered from the flying time last week
- Discussed the android app development
- Updated advisors on project status

### Monday 11/9/15 10:00am - Team Meeting (Quinn, Nate, Brian, Bryce, Jon)

- Looked at model in Meshlab, discussed the decimation of the model
- Discussed Unity vs Unreal engine, limitations of a single model.
- Worked on the project plan

## Pending Issues

- Need more documentation on how to use VisualSFM

## Plans for Next Week

- Photogrammetry pipeline
  - Nate
- Import into Game Engine

- Jon
- Windows/Algorithm Development
  - Brian, Bryce
- Android Development
  - Quinn

## Individual Contributions

- Brian Gillenwater
  - Worked on project plan
  - Worked on learning VisualSFM
- Nate Kent
  - Worked on the project plan
- Quinn Murphy
  - Worked on the project plan
  - Created screen sketches for Android application
- Bryce Poellet
  - Worked on the project plan
  - Looked into using the Qt Network API for Windows application
- Jon Schlueter
  - Worked on the project plan
  - Created a couple photo batches to test photogrammetry

Name	Hours this Week	Cumulative Hours	Role
Brian Gillenwater	4.0	21.0	Webmaster
Nate Kent	2.0	19.0	Productivity Officer
Quinn Murphy	4.0	21.0	Leader
Bryce Poellet	3.5	18.5	Communications
Jon Schlueter	4.0	23.0	Key Concepts