Virtual Cooking

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AG Computer Graphics and Virtual Reality

cgvr.cs.uni-bremen.de
Motivation
Main Goal of the Project

- Recording grasping in virtual environments
  - Many different objects
  - Hard to measure
  - Simultaneous experiments
- Cooking
- Transfer to robotics
Starting Point for Project

- Unreal game engine
- Existing kitchen environment
- Hand tracking: Cyberglove
Project Tasks

- For programmers:
  - Generating heat maps from contact points
  - Game mechanics
  - Collision Plugin for Contact points

- For designers & modelers:
  - 3D modelling of realistic kitchen objects, using tools like 3DSMax, Blender, Photoshop
  - Texturing (creating textures, uv mapping, ..)

- For both:
  - Recording of grasping trajectories
Project Infos

- One-semester
- Summer semester 2019
- Nice to have:
  - A bit of Virtual Reality / computer graphics / 3D knowledge
  - A bit of programming skills in C/C++ or modelling skills
  - Commitment!
- The envisioned project team: mix of CS & DM students
- Further info:
  - Place: MZH 3590, 3rd floor, CGVR lab
  - Time: January 21 (Monday), 12:15
  - Great opportunities for master theses subsequently
Ready to dive into another world with us?

Meet us next Monday at MZH 3590, 3rd floor

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