

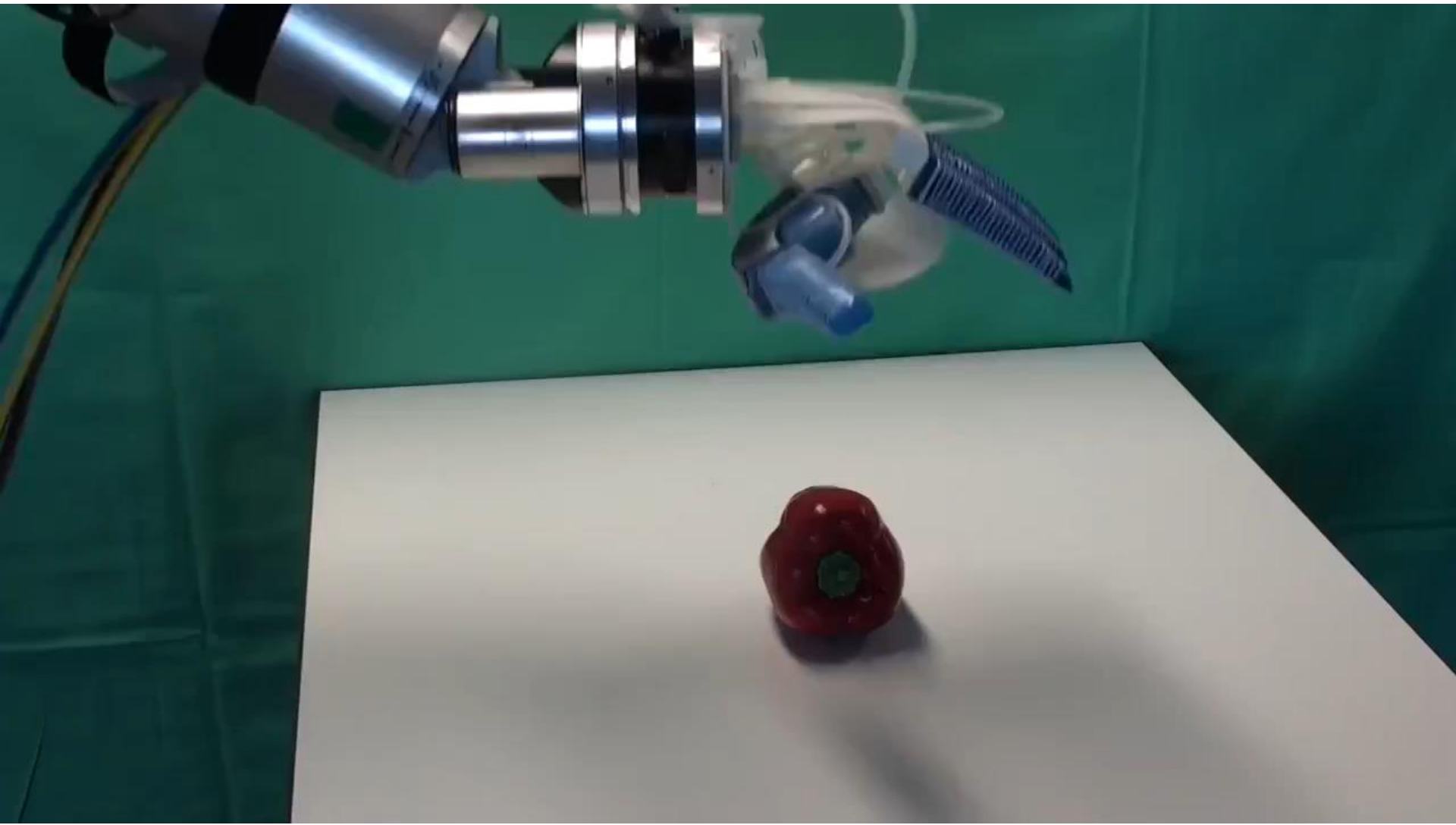


Virtual Cooking

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Main Goal of the Project

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



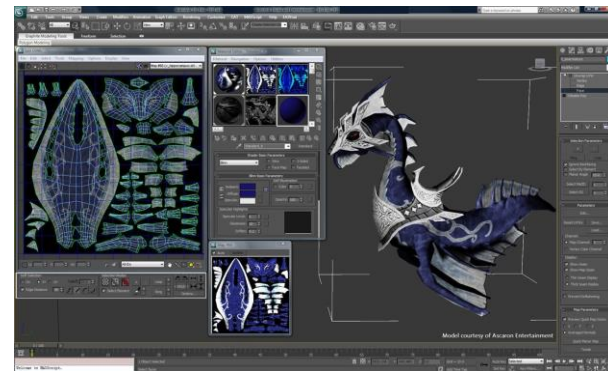
Starting Point for Project

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





- 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
 - E.g., from “Computer Graphics”, “Virtual Reality”, “Advanced Computer Graphics” course
 - 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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