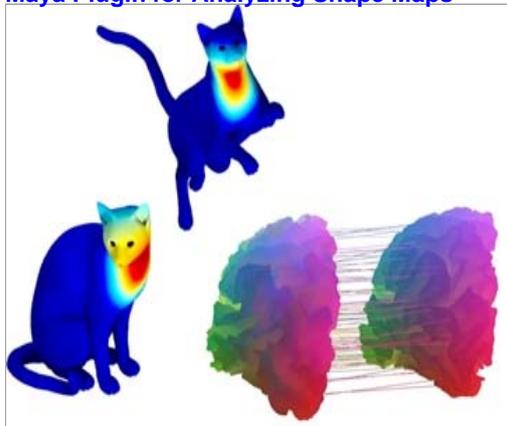


Winter 2013/2014 CGGC Proposed Projects

WINTER 2013/2014 PROPOSED PROJECTS | INTEL 2013 CHALLENGE PROJECTS | PAST PROJECTS

Maya Plugin for Analyzing Shape Maps



Advisor: Miri Ben-Chen

In this project you will write a plugin for the Maya modeling tool, for visualizing and modifying maps between shapes and shape collections. You will implement a recent state-of-the-art method for map visualization, and explore additional aspects of map analysis.

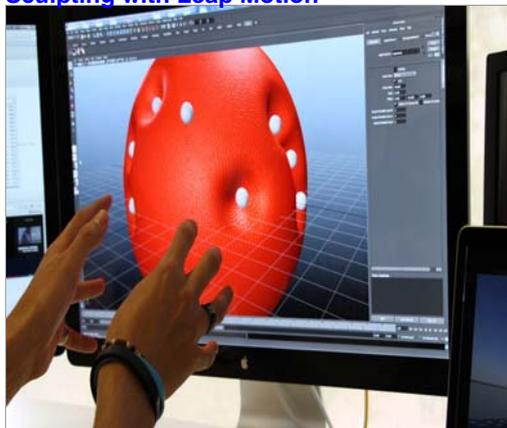
Maya Plugin for Vector Field Visualization



Advisor: Omri Azencot

In this project you will develop a plugin for the Maya modeling software which will allow visualizing vector fields and time varying vector fields on triangle meshes.

Sculpting with Leap Motion



Advisor: Omri Azencot

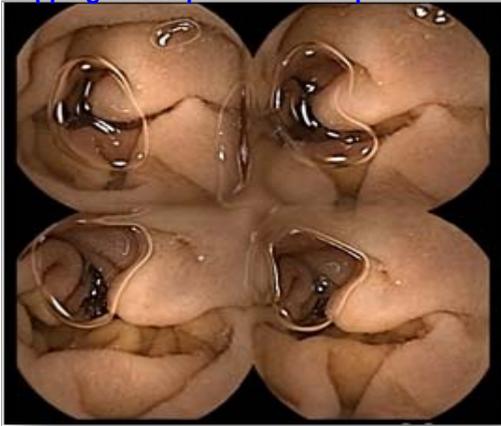
In this project we will build a new, exciting UI to modelling programs like Sculptris. Leap Motion is a tiny device with very accurate tracking abilities. With this device at hand we can create a realistic framework for sculptors.

Extracting 3D Objects from Photographs



Advisor: Omri Azencot

In this project we will extract shapes from photos, implementing a state of the art algorithm which combines human's cognitive abilities and automatic methods.

Mappings for capsule endoscope

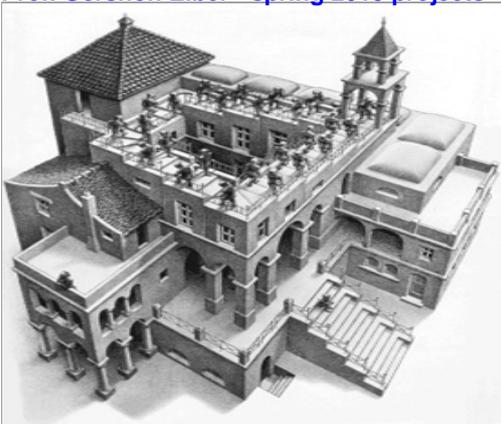
Advisor: Miri Ben-Chen

Capsule endoscope is a non-invasive way for visualizing the digestive tract. A major problem in capsule endoscope is the relatively long time it takes physicians to review capsule videos... The project will be done in collaboration with Given Imaging.

Computer Games - TAKEN

Advisor: Miri Ben-Chen

Want to create your own computer game without writing too much lines of code? Want to learn more about computer game design and mechanics? Do working, studying, friends, relationships, eating and sleeping interfere with your gaming schedule? ...

Prof. Gershon Elber - spring 2013 projects

Advisor: Prof. Gershon Elber

Input Plugin Framework on Android

Advisor: Miri Ben-Chen

As mobile devices advance in every aspect of computing, new means of user interaction (such as camera based gestures) are becoming commercial.

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