

Futuristic Pepper's Ghost Approximation

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Minimum:

- Cube displayed on table from given perspective
- Can change perspective using buttons on FPGA
- Color (brightness) of each face changes as you move around the model

Target:

- Complex model rendered from your perspective as you move around
 - Render cube from your perspective
 - Can track user position and display on hex
- Can adjust user's height with buttons on FPGA

Reach:

- Render on cone
- Render complex model (i.e. from STL)
- Make model move over time
- Interact with model using laser pointer
- Add wireframe