

CS 6320 3D Computer Vision Final Project Presentation Schedule**Attendance of all presentations is mandatory for all students****Wednesday April 22**

1	AGRAWAL, PRAFUL	Wed April 22	Stereo using rectified images
1	MUKHERJEE, PRATEEP	Wed April 22	
2	HONG, SUNGMIN	Wed April 22	Reconstructing 3D face from multiple sources
3	PERRY, DANIEL	Mon April 27	Advanced method for recovering the shape from shading
4	PRASAD, ROHITH	Wed April 22	Virtual Keyboard
5	SABETIAN, POUYA	Wed April 22	Optical flow techniques to calculate depth of moving objects
6	TOPE, SAYALI	Wed April 22	Structured Lighting
7	TYAGI, RAJAT	Wed April 22	Analysis of objects moving in different directions and with different velocities using Optic Flow
8	MANCHALA, MOHANKRISHNA	Wed April 22	Hand Tracking for gesture recognition
9	SURESH, VARUN	Wed April 22	Object tracking in a video sequence using Kalman Filters
10	YERRAMSETTY, VISWATEJA	Wed April 22	Depth Map from Optic Flow
11	ZHANG, BODONG	Wed April 22	Single Camera Location Estimation

Monday April 27

12	BALMFORTH, BRIC	Mon April 27	Comparing Object Reconstruction Accuracy Using a 3D Printer and Shape-From-Shading/3D Scanner
13	CARRICO, JAMES	Mon April 27	Final Project Proposal: Image feedback for 3D printing using shape from silhouettes method
14	CHESEBROUGH, SAMUEL	Mon April 27	Object Tracking with Optical Flow
15	LARSON, BENJAMIN	Mon April 27	Optical flow for confocal microscopy analysis
16	LYON, MATTHEW	Mon April 27	Digitizing landmarks from posted images
17	PAMP, ANDREW	Mon April 27	Laser pointer and a single camera to calculate depth
18	PRATT, CHRISTOPHER	Mon April 27	3D laser scanning using a laser pointer and 2 webcams
19	SHAO, HANG	Mon April 27	Slow-motion of video based on optical flow
20	SINGLA, SUMEDHA	Mon April 27	Object motion detection in real time
21	SUNDARALINGAM, BALAKUMAR	Mon April 27	Collision Avoidance of a Mobile Robot using Optic Flow
22	THOMPSON, ZACHARY	Mon April 27	3D scene data from a series of images with a shallow DOF and a varying focal plain
23	YANG, WANRU	Mon April 27	3D face image using structured lighting