

Meeting Minutes – October 24th, 2013

University of Idaho, Team New Perspective

Spent time looking at SSLAR2. We were able to get our algorithms working on it!

- Similar colors to the background don't show up very well on the

Find out what frame rate is currently?

The trapezoidal imager will be the same design as SSLAR2.

- Almost everything will be the same
- We will be able to use the same state machine that Kyle already wrote

Start working on FPGA code for SSLAR2 to see if we can work on background subtraction on the FPGA itself.

- May also work on developing our own FPGA board for the trapezoidal image sensor
- Our code is portable so we can easily implement it on the FPGA

Talked about error calculations

- Dr. Ay would like to see us use 32 tripwires
- Because we see error go up with tripwires, Dr. Ay would like us to look into having an adjustable frame rate to mitigate that error

Talk about chip pixel layout

- Need to have 256 different pixel sizes

Talk about NIATT people news

- We can do stock footage but we will have to get it mailed from Boise
- The guy in Boise will be able to send us any footage we need

Talk about Camera Distance

- We can set the distance the camera sees to any number, but we will need to know it for our algorithm calculations
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