

The Final Stretch

July 29th: I started work on the Maya tutorial today. And added in the option for tutorial, so it doesn't automatically launch. I edited the maya tutorial pictures and started making the actual tutorial. Had to fix the FAAST save and rename process, so that it works better on other computers (this meant not having them save in /Shannon/Documents/....., since not everyone is named Shannon). Doing the same for maya tutorial was easy once I figured out how to fix it in the FAAST one. The convert button also takes care of the faulty channels issue. I worked on getting the maya tut to load images more accurately, which was hard since they are all different sizes. I finally got them to be resizeable according to the window size, so the user can make the images smaller or larger.

I then moved onto the code consolidation task Anders gave me. I did this by adding the separate projects to the Main app solution, and adding them as references. This required a bit of code switching so that certain directories were correct, but overall pretty simple. I also added in an if statement that checks which project is calling the form, so it knows whether to minimize the form when it is finished, so it can go back to the chooser, or close the application entirely, as the standalone programs should do. Then I had to go back and fix how the programs found all their dependencies, since I moved everything around. This involved trying to figure out a way to make the directory for each dependency the individual folder, while the log directory be the main folder.

July 30th: Started testing the individual apps, to make sure they still work. I added a check that the condition box isn't empty to the chooser app and favorite things, added a finish button to creatures, made documentation for how to add a project as a reference to another project, which is how I consolidated the code.

Met with Samantha about doing a Think Aloud. Wrote up a protocol for this and ran Samantha. I made some changes based on her input:

- streamlined Faast tutorial
- added steps
- changed some confusing terminology
- changed some text to add clarity
- added a few more images to the tutorial

I ran Cameron next and fixed more issues:

- removed auto-location of faast, and related pop-ups
- changed some maya text

July 31st: I fixed the creatures log issue. It was a really stupid interface error. AT some point during interface modifications, I accidentally switched which images was top and which was bottom, so the log file was a bit backwards. But luckily it was uniform, and easy to fix. I also worked on a few more app changes more app changes and streamlined the maya tutorial.

Some of the other interns were lovely enough to be guinea pigs for this. During this process, I also found out that FAAST isn't saving the animations when it is run from the app. This was pretty tricky to figure out. Apparently it was running the programs from the kinect bin directory, instead of their actual directory, which made things not work correctly. Changing the working directory using `ProcessStartInfo` fixed this problem!

My last day was mainly spent making sure everything was wrapped up sufficiently. This involved catching everyone up on what I was working on, and providing documentation for whoever will work on these projects in the future. I had a great summer, and I sincerely thank the ArticulaLab, CMU, and the DREU program for giving me this opportunity!