

Ingenieurspraxis, Forschungspraxis, Bachelor's Thesis, Master's Thesis

Sensor Simulation for Virtual 3D Human Activities

Simulation of various sensors to observe virtual 3D Human Activities -- environment sensors (pressure, motion/PIR, open-shut, etc.), wearable sensors (IMU, ego-cams).

Prerequisites

Interest/experience in 3D Computer Graphics, Game Engines (esp. Unity3D), C#.

Advisors

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