

Robotics Systems Types - Feature #1804

Add new type LocatedFace to sandbox

03/13/2014 04:57 PM - L. Ziegler

Status:	Resolved	Start date:	03/13/2014
Priority:	Normal	Due date:	
Assignee:	J. Moringen	% Done:	100%
Category:	Type Proposal	Estimated time:	0.00 hour
Target version:			
Description			
Add new type LocatedFace to sandbox. This type extends the regular Face type to have a 3d location.			

Associated revisions

Revision 6f4dd076 - 04/16/2014 05:35 PM - L. Ziegler

Added new type rst.vision.LocatedFace to sandbox.

fixes #1804

This type adds 3d pose information to the already existing type Face.

History

#1 - 04/14/2014 02:43 PM - J. Wienke

Please provide a new patch two optional entries of type Rotation and Translation. Add more comments to indicate how the orientation information relate to the human face (when looking straight ahead).

#2 - 04/14/2014 03:22 PM - J. Wienke

<https://toolkit.cit-ec.uni-bielefeld.de/components/vision/head-tracking-and-vfoa-estimation> for conventions

#3 - 04/16/2014 04:18 PM - L. Ziegler

- File 0001-Added-new-type-LocatedFace-to-sandbox.-This-type-add.patch added

This is a new patch fulfilling the requirements above.

#4 - 04/16/2014 05:27 PM - J. Wienke

- Assignee set to J. Moringen

Jan, as I can't push to the repo atm, can you do this?

#5 - 04/16/2014 05:55 PM - L. Ziegler

- Status changed from New to Resolved

- % Done changed from 0 to 100

Applied in changeset rst-protolcommit:6f4dd076978a1ee08438c21732b1ccba8a589fd3.

Files

0011-Added-new-type-LocatedFace.patch	1.13 KB	03/13/2014	L. Ziegler
0001-Added-new-type-LocatedFace-to-sandbox.-This-type-add.patch	1.73 KB	04/16/2014	L. Ziegler