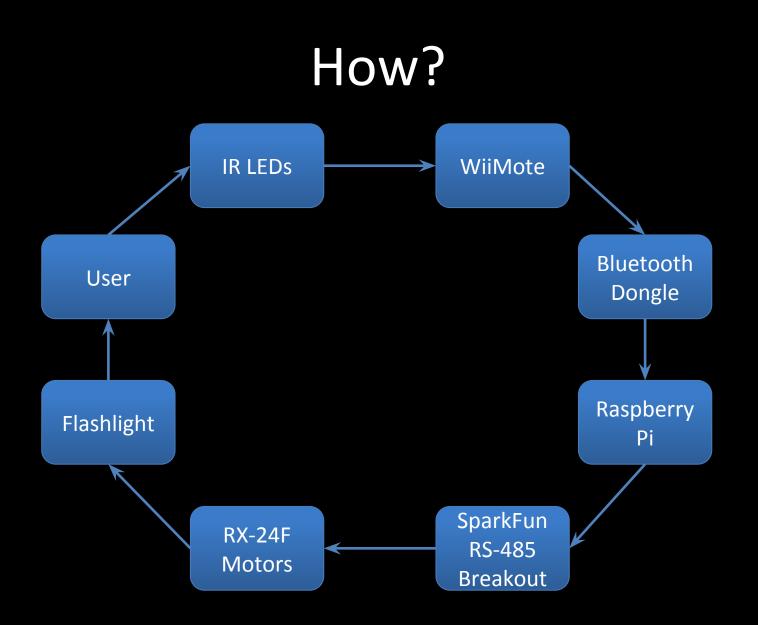
## SHaZam: The Magic Lamp

Chaim Leib-Halbert Dexter Scobee Edward Zhao

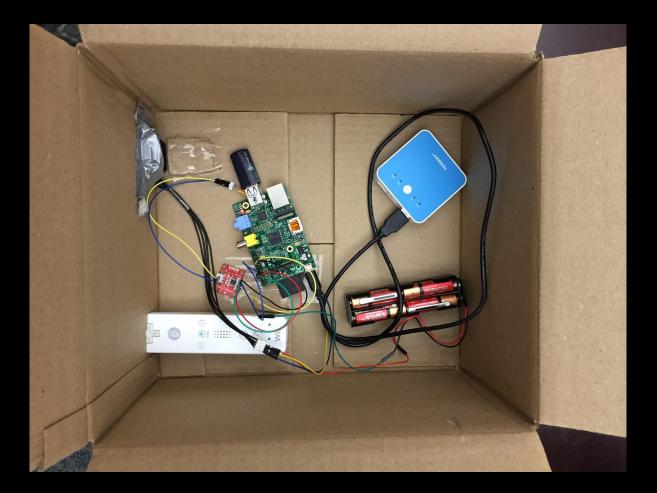
### What is SHaZam?

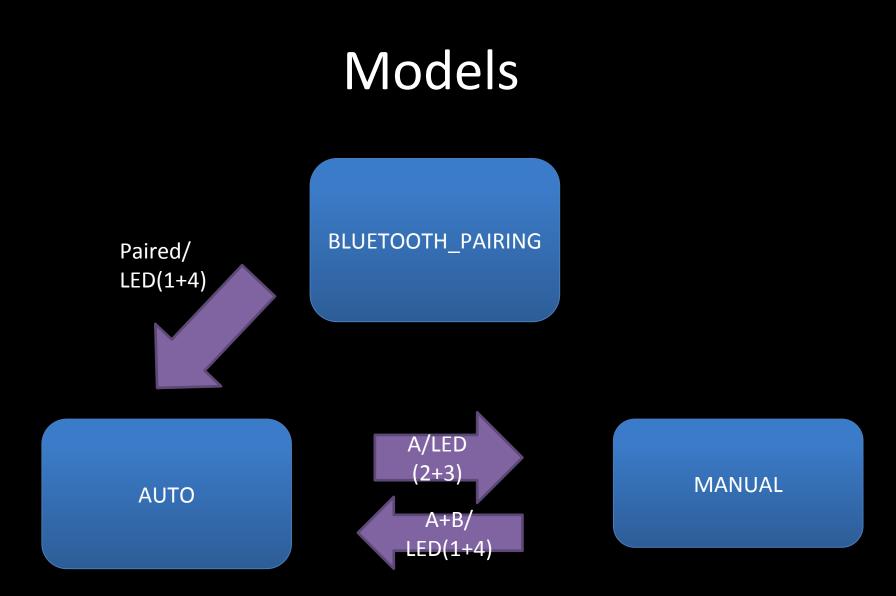






## How?

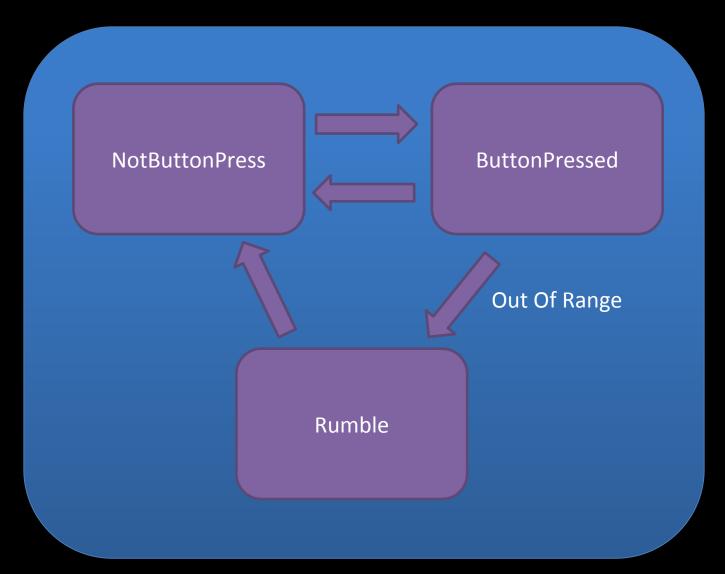




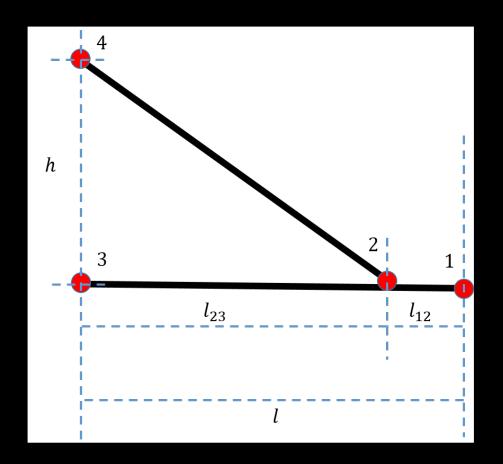
## AUTO



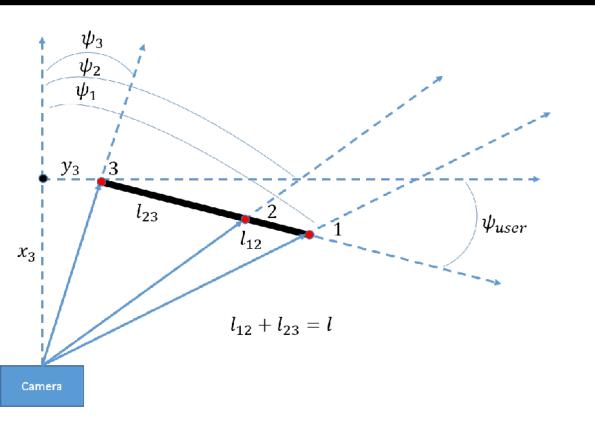
### MANUAL



### Headgear Design



### **Tracking Formula**



$$\tan(\psi_3) = \frac{y_3}{x_3}$$
$$\tan(\theta_2) = \frac{y_3 + l\cos(\psi)}{x_3 - l\sin(\psi)}$$
$$\tan(\theta_3) = \frac{y_3 + m\cos(\psi)}{x_3 - m\sin(\psi)}$$

$$c = \frac{l_{23}}{l} \frac{\tan(\psi_1) - \tan(\psi_3)}{\tan(\psi_2) - \tan(\psi_3)}$$
  
$$a = 1 - c$$

$$b = \tan(\psi_1) - c \tan(\psi_2)$$

$$\psi_{user} = \tan^{-1}\left(\frac{-a}{b}\right)$$
$$x_3 = \frac{l(\cos(\psi_{user}) + \sin(\psi_{user})\tan(\psi_1))}{\tan(\psi_1) - \tan(\psi_3)}$$
$$y_3 = x_3 \tan(\psi_3)$$

## Putting It All Together

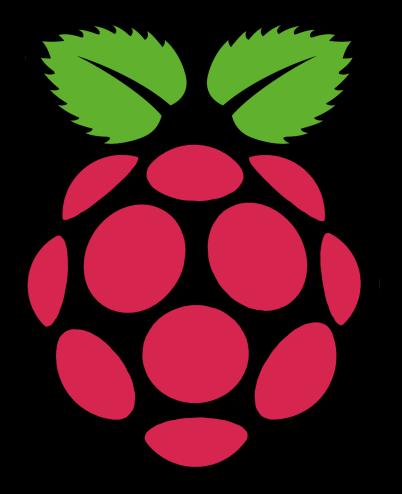
- Read data from WiiMote at fixed, repeating interval
- Use data from WiiMote to calculate user's position
- Use user's position to calculate the angle to which motors need to move

# Demo

#### Issues

- BlueSMirF Gold doesn't work with HID, only serial
- BlueSmirF HID didn't work either!
  - Could not act as HID host

## Solution



### More Issues

- Gaze tracking algorithm is numerically unstable
- In simulation, one degree of error could result in ~50 degrees of change in estimated user yaw angle

## Solutions

- Reduce problem to following user's head position
- Add auto/manual mode functionality
- Manual mode still allows SHaZam to be used as an adjustable desk lamp.

## **Moving Forward**

- Explore algorithmic improvements to gaze tracking
  - Perhaps a numerical approximation method would be more stable than the exact solution
- Use facial recognition / eye tracking via visual camera and computer vision
- Improve usability and aesthetics

## Credits

- CWiiD Donnie Smith:
  - https://github.com/abstrakraft/cwiid
- Johnny Chung Lee
  - http://johnnylee.net
- Wiibrew and community of WiiMote hackers

## Thank You!

- Professor Lee & Sangiovanni-Vincentelli
- John & Antonio
- Ben Zhang