

VISION APP MANUAL

VISION

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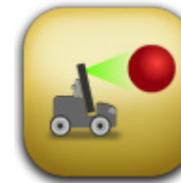
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TYCHE
Vision App

IN THIS MANUAL, WE DESCRIBE HOW TO USE THE VISION APP.

INTRODUCTION

Vision App is an application which uses Android Camera module to interact with users. With the application, Tyche can recognize a ball or human face, and follow them. Tyche also can recognize different predefined markers, and then perform related actions respectively.



1. BALL TRACKING

You can run 'Ball Tracking' by clicking the button similar to the one shown above. While 'Ball Tracking' is on, user can put a unicolor ball, or any other unicolor round object, in front of Tyche's camera. After successfully targeting the ball, Tyche will follow it. A green circle will appear in Tyche's screen during the tracking, it shows the ball's position.

You can close the "Ball Tracking" by click the cross button () in the upper right corner.

- Notice: Tyche may fail to track the ball in the following cases:
- The ball's color is quite similar with the background color
 - There is strong and changeable light in the range of camera



TYCHE
Marker Tracking

A.MARKER TRACKING



You can run 'Marker Tracking' by clicking the button shown above. While 'Marker Tracking' is on, Tyche can recognize a predefined marker and perform suitable related actions. When Tyche recognizes up, down, left, or right arrow in the marker, it moves forward, backward, left, or right, respectively.

After user puts a marker in front of Tyche's camera, Tyche will start to recognize the arrow's type. A green frame will appear in the screen to show the marker's location. The recognition result will be shown on the upper top corner of the green frame.

You can close the "Marker Tracking" by click the cross button (✕) in the upper right corner.



TYCHE
Face Tracking

3.FACE TRACKING



You can run 'Face Tracking' by clicking the button shown above. While 'Face Tracking' is on, Tyche follows an object recognized as a face. The closer the face is to Tyche, it will tend to move backwards, and the farther it is, Tyche will follow the face or move forward towards the object recognized as a face.

Notice: Please make sure your face fit directly into Tyche's camera. A green square is shown that determines correct distance and position the face should take.

4.CHANGE SETTINGS



Clicking the settings button shown above, you can change avatar settings and speed. Two more buttons will appear in the center of the screen, after setting button clicked.



Button	Usage
	Click this button to change the avatar setting
	Click this button to change Tyche's movement speed



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