

## Interactive pool table development

Within the mechatronics research group an interactive pool table is used as a promotion tool towards projects partners, visitors and students.

The pool table is equipped with a 3D camera, beamer, sensors in the pockets and it can interact with a nearby screen.

The current system is placed as a development platform, hence there is room for improvements. The system allows for great, promotion, research and entertainment possibilities. For example, recognizing individual balls, keeping track of the score, line (shot) prediction, instant replay and so on.



## Task description

The pool table is frequently used and needs to be operational at any given moment. The first step will be to build a secondary (simplified) development setup of the interactive pool table. This setup is then used to develop new software algorithms and visual designs. For software and recognition, the detection of the balls needs to be improved and individual balls must be recognized. These developments will be implemented in the actual setup.

## Practical Information

**Student Profile:** Mechatronics, Electrical engineering, Computer Science, Creative media and Game technologies

**Duration:** September 2020 – January 2021 / February 2021 – July 2021

**Compensation:** 230 euro per month, before taxes when carrying out this assignment at Mechatronics.

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