

megan's plan con't

these are the steps i need to take to implement my project:

1. get a camera and begin writing code to process the shadows
2. work on my code to process the camera signal..
 - a. recognize shadows or figures on a white background.
 - b. have the program alter the colors and reproject onto the space
 - c. work on altering the shapes
 - d. add texture mapping
3. setup the projection environment
4. test, debug

