Rohith Perumalla | 1/8/17

These past few weeks had been quite busy, I had begun my Original Work, preparations for Research Showcase, and made some updates to my digital portfolio. Every Independent Study Mentorship student is required to conduct some research pertaining to their field and come to their own conclusions. I will be focusing on figuring out what developers should prioritize when developing applications that render graphical elements in augmented or virtual reality. To do this I've been looking into learning about the human eye, mind, and how our brains process and perceive our surroundings. One thing I found very interesting was that our minds perceive things frame by frame at a certain rate, and that we have a Critical Flicker Frequency (CFF) of around 60. Which means if we see a video with a frame rate less than 60fps we will be able to discern the video as separate individual images rather than a fluid video. CFF is one of the few interesting things I've learned about. I also began preparing for Research Showcase by designing my presentation board and updating my portfolio. Some of the updates I made on my portfolio include the addition of a mentor page, and a couple of interview assessments. Another major change with my digital portfolio is that it is now a mobile web app on iPhones; if you are using an iPhone or any other Apple mobile device and you add my digital portfolio to your homepage it becomes its own independent app. Overall I look forward to learn more about how we perceive our surroundings and using that new gained knowledge to aid developers in creating the most realistic graphic renderings.