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Shannon Booth Chess move detection
Shun Lyu Hand Detection System for Computer Interactions
Sophie McGill-Smith Jigsaw Puzzle Solver to Locate Piece Position
Tao Ren Steel Fault Detection
Theo Harbers Drone Tracking and Following
Thomas Bingham Centre of Mass Identification in Rock Climbing
Vinayak Khangarot Real-time face liveness detection
William Fulton Actor Finder using Facial Detection and CNN
Yat Chung Leung Chess Board and Pieces Recognition
Zhaohan Sun Face Replace

2018

Andy Everitt Detection of Docking Locations at Desks for Automated Wheelchairs
Angu Chen Mushroom Identification with CNN
Angus Schuler Augmented Reality using Fiducial Markers within a Game Engine
Ankurit Ghosh Binary Image Morphology using High End GPU Computing
Brendon May Autonomous Navigation in Real Time using Hough lines and colour
Callum Slaven Panorama Stitching
Cameron Broadhurst Human body tracking using a 2D colour camera
Claire Barnaby Blood Stain Segmentation
David van der Byl Real Time SLAM on Computationally and Memory Deprived Systems
Elliot Lines Smith Real Time Bass Tutoring
Faiyeung Szeto Fiducial markers and Gesture controlled Video Recorder
Fan-Wu Yang Touch Typing Tutor
Fawzy Hend Bird Flock Detection for Robotic Applications
Fergus Speirs Hammer Throw Distance Prediction
Grace Lee Book Call Number Detection
Grant Harvey Road Region Identification for Unstructured Roads
Haipeng Yu Real-time Hand Gesture Recognition Using Webcam
Hangwen Hu Automatic License Plate Recognition System
Hayden McKechnie Automatic Facial Recognition in Large Scale Public Events
Isaac Beadle Motion Controlled Computer
Jeremy Ritchie Always Clean Kitchen
Jessica Robertson Detecting the presence of orange-fronted parakeets
Jordan Blackbourn Calculating bicycle geometry from an image
Jordan Gavan Automated Meter Installation Inspection
Joseph Weaver Kitchen Police: An Autonomous Kitchen Surveillance System
Ke He Public Interactive Display
Kusal Ekanayake Interactive Art Tracking Humans
Lauren Hill Interactive Pong Interactive public display
Liam Beckett Proposed Method for Path Identification in Sub-Optimal Conditions
Liam Diprose Real-time Tracking of Diary Cattle in a Milking Shed using Mask R-CNN
Liam McKee Guitar Chord Recognition
Logan Rogers-Jenkins Real Time Face and Eye Detection for Cosmetic Overlay
Louis Attenborough Recognising Sliding Puzzle Tiles and Solvability
Lydia Sainsbury Automated Electricity Meter Dial Reading
Marc Katzef 3D Wi-Fi Signal Strength Mapping
Mariah McDonald Passerine bird detection and species classification
Matt Goodson Human Pose Estimation for Screening Dynamic Knee Valgus in 2D Video
Matthew Simpson Monitoring Sitting Posture
Matthew Aitchison Novelty Detection in Thermal Video
Matthew Jensen Speech Interpretation from Mute Video
Max Sun Ball Balancing Table with Image Processing Feedback
Megan Chu Facial landmarking for detecting driver drowsiness
Morgan King Insect Classification from Camera Trap Images
Moss Lilley Near Real-Time Obstacle Detection using Point-Clouds
Nathan Ferguson Doorway Detection for Assisted Wheelchair Control
Nathan Jones Image Classification of Mimicking Arachnids
Negar Mohammadhassan Crop-row Detection for Agricultural Robots
Nicholas Thornton Road Sign Detection and Classification Using ORB Feature Detection
Peizhao Qiu Markerless Motion Tracking for Reducing Motion Artefacts inside MRI
Richard Fontein Feature Identification from Human Pose Estimation in Freestyle Sports
Richard Jarvis Rotationally Invariant Playing Card Recognition
Robbie Day Hand Detection Using Colour
Robert Phemister Automated Blackjack System
Samuel Bates Detecting Playing Cards
Sam Beeston Grapevine Modelling Using Depth Cameras and Colour Markers
Sam Taylor A Robot for Patient Health Monitoring
Samuel Banks Capture of Piano Performance for MIDI Transcription
Samuel Hooker Creating a Variable Depth of Field Effect Using a Webcam
Sophie Walton-Smith Towards Monitoring Possum Populations using CNNs
Strathan Mckenzie Gnarometer - Surfcam Live Inspector
Tim Bullen Guitar Tutoring by Live Video Camera using Feature Detection
Toby Baker Automatic Text Extraction from Documents for Automation
Wallace Sharpe-Davidson Autonomous Navigation for the Double Robot
William Muir Real Time Analysis of Arcade Machines Captured via Live Recording
Xiaozhou Ye Virtual Cosmetic Products Trial

2017

Aaron Wilson	Interactive Public Display
Albert Nisbet	Capturing a Piano Performance with Vision
Alex Mosley	Session Based Surveillance in a Room
Alexander Buckton-Wishart	UAV Navigation
Andrew Liang	Interactive Public Display
Anthony Yin	Anti-Collision with pedestrians on construction site
Anton Possegger	Robot Arm Tracking Motion
Ariel Yap	Automatic Face Recognition & Tracking
Ben Greenway	Dishes & Culprit Tracker
Ben Lilburne	Wheeled Chair Vision
Brendan Ward	Camera Tape Measure
Broderick Johnson	Robot Arm Tracking Motion
Cameron O'Keeffe	Electronic Package Identification and Value Recognition
Christian Suppan	Robotic limb tracking in 3D-space
Cole Dishington	Classify Plants by Species
Dale Baker	People Counter
Daniel Catto	Silence of the Birds
David Mackay	Augmented Reality Climb Setting Assistance
Elliot Langdon	Wheelchair Navigation
Gordon Beintmann	Accurate 3D model of a grape vine using multiple depth cameras
Hamish Christeller	Identification of bouldering holds
Hayden McKechnie	Calibrate Robot Arm
Haydn Barber	Calibrate Robot Arm
Isabelle Taylor	CV for CS Field Guide w Tim Bell
James Spicer	Drone Ships
James Watson	Motion-Tracking Gorilla Head
Flo Everett	Robotic Follower
Joel Power	Aerial Survey of Deer Populations
Jonathon Garratt	Robot Football (Soccer)
Jonty Trombik	Creating a 3D model of a head from reference photos
Josh Krijnen	3D Pose Estimation of a Dozer Blade
Josh Nimmo	Pedestrian Avoidance in Construction Sites
Lakshay Duggal	Card Viewer
Logan Glasson	Interactive Smart Mirror
Matt Gordon	Ground and Wall Plane Detection
Matthew Poole	UAV Environment Modelling - analyse fertilizer volume
Neeraj Patel	Automated Piano Technique Tutor
Nic Christeller	Automatic Playing Card Recognition
Nick Russell	Autonomous Toy Car
Patrick Nicholls	Estimate crop growth with a UAV
Rajat Arora	Fast Object Detection using Color Filtering
Richie Ellingham	Wheelchair Navigation and Docking
Ryan O'Sullivan	Silo Volume Measure
Sam Donald	Chess Cam
Sam Poulsen	Map logs and terrain below skyline cable
Sean Fleck	Fertiliser Stockpile Volume Estimation
Stephen Gilbert	Accurate 3D pose of a dozer blade
Stuart Robinson	3D Modelling of Grape Vines using Multiple Depth Cameras
Thomas Hu	Music score reader
Tim Oorschot	Camera tape measure
Tim Rensen	Tree Pruning UAV: Branch Recognition
Udit Sharma	Pedestrian Detection for Collision Avoidance
Vincent Reilly	Identifying Supermarket Products
William Haywood	Music Score Reader
Will Richardson	Interactive Space Invaders
Xiran Zhang	3D Motion Control of Avatar
Zac Todd	App to count grapes

2016

Aadam Mir, Localization of Pallet Features through Plastic Wrap
Ambrose Warburton, Interactive Virtual Board
Andrew Bell, Computer Vision in the Computer Science Field Guide
Anthony Lefebvre-Allen, Texture Boundary Segmentation of Blood Stains
Anton Van Vugt, Finding Birds in Crop Foliage
Ben Fortune, Underwater Geo-Referencing
Ben Mitchell, Thinning Algorithm using GPU Computing
Bobby Richards, Coaching the Perfect Cover Drive
Bradley Kirwan, UAV Loitering with an RGB-D camera
Bradley Meredith, Augmented Reality Climbs Setting Assistance
Bryn Kingston-Richards, Iris Pattern for Identification of Geckos
Callum Stewart-Ward, SIFT feature mapping and recognition
Divya Saini, Wheelchair Navigation and Slope Detection Using Kinect
Edward Armstrong, Colour & Light Correction of Crop Images from a UAV
Frank Sullivan, Autonomous Kitchen Surveillance System
Geoffrey Irons, Low Ram Centroid Location
Guillaume Payet, Disparity Computation for Wide-Baseline Stereo
Hamish Black, Interactive Display Using Hand Tracking with the Kinect
Haydon Baddock, Assisted Wheelchair Hallway Manoeuvring
Hugh Baird, Body Motion Capture For 3D Animation Using Kinect
Jack Hendrikz, Analysis of Wire Fencing Rolls
Jack Ma, Real-time UAV Collision Avoidance
Jake Campbell, Detection and Size Determination of Volcanic Ash
James Fairbairn, Automatic UAV landing
James Harrison, Proximity UAV Hovering
James Wagner, Football Player Identification and Tracking
Jamie Bowers, Improving pedestrian detection
Jamie Getty, Effects of Multi-threaded Programming on Stereo
Jason Lai, Real Time Face Recognition
Josh Norton, Calculating Dimensions of Feature Points on an Object
Kaan Arik, Hands Free Wound and Skin Lesion Perimeter Detection
Keng-yin Lai, Controlling 3D Avatars Using Kinect
Lachlan McKenzie, Beginner Piano Hand Posture Analysis
Levi Fawcett, Using stereo to calculate material stockpile volume
Logan Chatfield, Analysing Kickboxer Technique with Kinect Skeletal Tracking
Lucas Martins, Recognition of Docking Locations for Electric Wheelchairs
Manpreet Dhanjal, Backswing Position Analysis for Golf
Martin Steinke, Analysis of Blood Spatter from Crime Scenes
Matthew Knox, Self-Aware Standing Desk: Gesture Control
Morgan Powell, Identification of Invasive Biofouling using a Neural Network
Nathan Garry, Parking Space Occupancy Monitoring Using a Low Frame-Rate
Nazanin Hayat Davoudi, Parking valet texter: parking space monitoring system
Nicholas Albers, Visual Tracking of Objects During a Rocket Separation Event
Peiwen Luo, Smart Wheelchair Navigation Through Doorways
Peter Nicholls, Detecting Tramways in Crops for Robot Navigation
Pratik Shrisunder, Piano Tutor – Basic pose of Hand and fingers
Priyesh Jain, Automatic Face Recognition and Tracking
Ran Bao, Computer Vision Algorithms on Graphic Cards
Reo Roy, Collision Prevention of Objects
Ryan Taylor, Object Orientation Calculation using a Depth Camera
Sam Schofield, Visual Odometry for UAV Navigation
Simon Crequer, Guitar String Detection
Simon Jones, Stereo Bird Detection for GPS Positioning
Su Shing Chen, UAV Wall Proximity Lock-on
Tim Brook, Detection and Tracking of Flying Birds
Tim Ilin, Detection of Slouching in Computer and Laptop users
Tim Irving, Coaching the Deadlift Using a Real-time Overlay Feedback with Kinect
Wan Wan Ahmad Sufian, Tracking a Person with Sequence of Cameras
Winston Poh, Automatic Wound Boundary Tracing
Zack McGrath, Settlers of Catan Board Recognition

2015

Andy Xie, Using a Webcam to Transform a Monitor into a Touchscreen
Ben O'Brien, 3D Mapping using Depth From Defocus
Blue Jutanopparat, ME Trainer: for Upper-Body Workouts Using Xbox Kinect
Cade Picard, Hand Gesture Recognition
Callum Scott, Interactive Display Using Hand Tracking
Chen Mao, Automatic Face Recognition and Tracking
Chris Carr, Live video stabilization for use with Cell phones and UAVs
Daniel Hope, Runway and note detection for the computer game Frets on Fire
Daniel Morris, A Novel Approach to Tree Limb Identification
Danny Jung, Interactive Display at Reboot Café: tracking hand movements
David De Jongh, Improving Automated Planar Detection Algorithms from a Single Image
David Sowry, Settlers of Catan Board Layout Recognition
Dylan Mackie, Application of video magnification techniques to cattle
Hayden Jackson, Extendible Edge Detection for Real-time Systems
Jack Linton, Character Detection and Recognition in TV Series
Jamie Spyker, Tracking Birds in Motion
Jeremy Nicholls, Computationally Efficient Visual Odometry Using Kinect
Jialu Li, Colored Object Detection and Tracking
Jie Fan, Motion tracking and movement prediction for a robot arm
Jonathan Avery, Evaluation of 3D Reconstruction Algorithms in a Virtual Environment
Justin Standring, Stateful Carpark Occupancy Monitoring
Mahmoud Abduo, Enhancing Parking Space Monitoring Systems
Marcus Stenfert Kroese-Grigg, A Touch Piano - Improved Paper-actuated MIDI
Matthew Gall, Detecting New Zealand Street Signs
Matthew Stephenson, Methods for Creating 3D Models of Real-World Objects
Matthew Young, Rain Removal from Videos using a Temporal Mode Filter
Michael Lu, 3D Model Reconstruction Using a Series of 2D Images
Michael McAdam, Line Extraction using Saturation Thresholding
Mitchell Dobson, Road Sign Detection and Recognition
Mo Chalabi, Bilingual Number Plate Recognition
Parth Thakur, Third Umpire in Cricket
Rachel Ellena, Gesture Recognition Tracking using a Kinect Sensor
Sam Hasson, Iris Recognition Using Visible Light Images
Scott Spooner, Real-time Collision Detection for UAV Pilots Navigating in Forests
Sean Song, A Method of 3D Object Reconstruction
Stewart Dowding, A Comparison of Facial Recognition Algorithms: Identifying Gender
Taylor Howatson, Vision Based Traffic Light Detection System
Tim Lamborn, Stero Vision using Low Quality Webcams
Xueshi Zhang, 3D Streaming using Stereo and Kinect
Yuney Lee, Wheelchair Navigation by Real Time Optical Tracking
Zak Hamilton, Tree Trunk Identification and Parametrisation

2014

Adam Slee, A Study into the Practicalities of Reading a Resistor by Image Processing
Alex Beatson, Calculating a Vagal Tone Index using Webcam Photoplethysmography
Andrew Curtis-Black, Computer Control with Hand Gestures
Anthony Bracegirdle, Autonomously Playing Flappy Bird
Bastian Jochle-Rings, Locating Moving Objects from a Camera mounted on a UAV
Bernie Harris, Estimating the Geometric Structure of Interior Scenes
Brenton Milne, Lighting Independent Image Capture Using The Xbox Kinect
Bue Bjerre, Optimizing Image Processing using CUDA
Cain Cresswell Miley, Automated Planogram Compliance Testing
Campbell Reid-Tait, Calibrating Stereo Web Cameras
Chris Markham, Automatic Snooker Scoring System
Cid Gilani, Automatic Face Recognition and Tracking
Corey Barnard, Estimating positions of Pool balls
Daniel Glassenbury, Real-time Tracking for Lower Body Flexibility Measurement
Daniel Lower, Touchscreen Emulation
Dave Newell, Pears don't float
Ford Bockman, Solving a Rubik's Cube Using Computer Vision
George Xian, Controlling Blender's Sculpt Tool using LEAP Motion Controller
Hugh Bisset, Low Cost Stereo Vision
James Duley, Tracking for an Autonomous Flying Camera following On-road Sports
Jared Sanson, Face Replacement Demo using the Kinect Depth Sensor
Jared Weston, Cricket Batsman Poser
Johann Reiher, Paper-actuated MIDI
Jonathan Vaz, Robust Motion Tracking
Joseph Corbett-Davies, Single-Camera 3D Hand Tracking for Virtual Interaction
Joshua Chen, Music through Movement
Laura Grundy, Tracking Spider Retinas
Matthew Bennett, Stereo Disparity Map Inpainting Using Linear Interpolation
Matthew Edwards, Low-Latency Filtering of Kinect Skeleton Data for Video Game Control
Michael Gibson, A Robust Visual Heart-Rate Detector
Michael Nelson, Planar Surface Detection from a Single Image
Mihir Dhanani, Posture Control Of Unity 3D
Nathan Park, Development of a Parking Space Monitoring System
Nicholas Latham, Robust Document Segmentation using Stable Extremal Regions
Nicole Chim, Classifying movement in surveillance systems
Ravi Selvaraj, A Dual Purpose Visual Piano Tutor
Rikki Shimazaki, Perimeter Detection of Burnt Rural Fire Regions
Sam Easton, A Study on the Face Detection of non-normal Faces to the Image Plane
Sam Jarman, Optical Character Recognition of Natural Images
Satyam Sandhu, Automated Kitchen Surveillance
Scott Kim, Motion Music
Simon Molenaar, Fish Measurement
Simone Bebawy, Lip Reading using Kinect Sensor
Stuart McAdam, Chess move Tracker and Coach
Stuart Wilson, Robust Pen Tip Tracking
Swetha Yadamreddy, Smart Ohm
Thomas Potter, Detecting and Reading Street Signs with Smart Phone Camera
Tom Harrison, Analysis of Tennis Service Action using Microsoft Kinect Sensor
Tom Walsh, Stereo Vision as a Collision Avoidance System for Mobile Robotics
Vincent Crowe, GPU's for stitching various kinds of microscope images
Zane Barker, A Comparison of Object Recognition Algorithms for Mobile Devices
Zihua Hong, Music Sheet Format Synchroniser

2013

Adam Goodwin, Learn Basic Piano Chords, Scales and Fingering

Alexander Bailey, Tracking of bees using image processing

Andrew Errington, Music in Motion

Ashok Fernandez, Air Drums - Collision detection between physical and virtual objects

Brendan Schwass, Solving a Standing 3x3x3 Rubik's Cube Using Two Webcams

Brian Goulter, Eye Tracking for Text Message Creation

Caitlin Duncan, Construct models of rooms from the motion of an iPhone camera (ESR)

Callum Galbreath, Gaze Tracking Solution Using a Standard High Resolution Webcam

Carlos Ramirez, Wheelchair navigation

Chad Oliver, Detection of Text Structure from Scanned Pages

Chen Chong, Robot Arm Tracking Motion

Craig Gray, Statistic Tracking System for Snooker and 8-Ball Players

Daniel Jensen, Monitoring parking spaces

David James, Gesture tracking for Presentations

Emma Parish, Stereo webcams

Francis Baster, Control your computer with hand gestures and a webcam

George Wareing, Machine usage tracking using face detection

Hope Reid, Automatic Face Recognition

Jacob Wang, 2D location and motion tracking of objects using a single camera

Jamie Schiel, Interactive Art Display for Reboot Café

Jared Klopper, Contour based cane detection for 2D vine modelling

Jason Orchard, Sign Language to Speech Converter

Jonney Huang, A movement-based Cat Recognition System

Joshua McCulloch, Feature Emphasis using DFT and genetic algorithms

Kevin Gong, Multiple Camera Video Delay

Lofan Chin, Face Replace Improvements

Marco Politakis, Cricket Batsman Wagon Wheel

Matt Kokshoorn, Acquiring Depth Information Using a Low Cost Stereo Webcam System

Matthew Smith, Augment Face Replace Demo

Michael Gorman, Finding free parking spaces

Michael Lancaster, Face Replace and GPGPU

Nick MacDonald, Perimeter and area at ground level of a fire (Tait)

Nick Wareing, Automatic detection of caries in digital dental x-rays

Nissanka Weerekoon, Steering a go kart towards a checkerboard target

Oliver Fisher, Computer vision controlled robotic arm movement

Paul Davey, Stereo Webcams

Robin Watson, Face-Hand Association in a Crowd Scene

Ryan Mitchell, Track the trajectory of a squash ball

Shasha Yeung, Image Recognition for Rural Fires (Tait)

Steven Bates, Individual tracking for session based surveillance

Tasman Marshall, Use of Scanning Laser Sensing to detect obstacles in the path of a UAV

Tegan Harrison, It all starts with an ace: The biomechanics behind an expert server

Tim Pomroy, 3D Model Builder

Tim Smaill, Estimating the Velocity of a Camera Fixed to an Automobile

Tom Blake, Access Control using Face Detection

Tony Booth, Trailer Backing Assist

Tristan Scott, Computer vision aided Circuit Diagram construction

Victor Wang, Chess move tracking

2012

Adrian Cook	3D Imaging using Kinect camera
Alaeddin Nassani	Kinect as Natural User Interface for Windows 8
Alex Drinkwater	Ground Plane And Drop-Off Detection For Autonomous Wheelchairs Using The Kinect Camera
Alistair Hudson	Tracking Individual Personal in a Group
Amr Dahawi	Visitor Management Systems using real-time face recognition
Andrew Poland	Automated Firearm Detection Using a SIFT Algorithm
Anna Fields	Characteristic-Based Vehicle Identification For Driver Assistance and Collision Mitigation
Brendan Gully	Tracking of Players on a Sports Field for Performance Analysis
Campbell Letts	Human Body Weighted Center of Mass Using Volume Profiles
Chris Manlangit	Automatic Power Line Detection for a UAV system
Daniel Schramm	Recognising UML Class Diagrams Drawn on a Whiteboard
Ellie Rasmus	Normalisation of historical photos to improve face detection
Ewan Coldicott	Vehicle Velocity Estimation Using an Uncalibrated Monocular Camera
Frank Wills	Real-time Hand Tracking for Interaction with Public Displays
Greg Signal	Robust OCR for specific applications on a mobile platform
Jason Motha	Provide Robust Depth Information using Two Inexpensive Stereo Webcams
Joel Harrison	Automatic Face Recognition for User Authentication
Joel Mason	Monitoring an individual's blink rate using the average linear luminosity value
Joshua Gibson	Localization for Autonomous Robot Navigation
Joshua Leung	SwipeArcs – A Real-time Hand Tracking Menu System for Large Interactive Public Displays
Joshua Scott	Public Interactive Displays
Laura King	Robustly tracking the movement of a rock climber’s centre of mass
Manoj Kharb	Real Time Face Recognition Using Eigenfaces
Matt Lang	Musical desktop: A webcam piano
Michael McGee	Foreground segmentation for interactive displays
Robin Candy	GPU-Accelerated DIA for Gravitational Microlensing
Sam Corbett-Davies	Physically interactive tabletop augmented reality using the Kinect
Scott Ngan	Dual Iteration Eigenfaces for Improved Facial Recognition
Simon Flowers	Hand Tracking and Gesture Recognition as User Input
Thomas Loudon	Real Time Analysis of Movement Technique using Structured Light
Timothy Hobbs	Mobile Automatic Number Plate Recognition
Zac Frank	Extracting Stave Lines from Music Scores

2011

Simon Barr	stb44	Robot Arm Tracking Motion
Daniel Bentall	djb216	Application Control Through Accurate Finger Tracking
Chris Bloomfield	cjb212	Low Cost Laser Profiler to Produce a 3D Image of a Horses Hoof
Brett Clark	bab72	Face Recognition for Mobile Phone
Chris Deaker	cjd113	A Computer Vision Method of Piano Tutoring, Without the Piano
Devatanu Deka	dde23	Pre-conditioning for low cost visual servoing for a robot arm with an eye-in-hand set up
Myse Elmadani	mae54	Face Replace
Edwin Flores	erp25	Vision-Based Gesture Recognition as an Input Method
Samuel Frei	sjf96	Real-Time Face Recognition using Eigenfaces for use on the iPhone Mobile Platform
Ben Gibson	big13	Real-time kinetic analysis of video using structured light
Will Gittoes	weg18	Robust Monocular Obstacle Detection Using a Hybrid Ground Plane Detection Method
Simon Gow	seg54	Interactive Public Display Game
Regan Gunther	rjg136	Automatic Number Plate Recognition on an Android Smartphone
Jin Hong	jho102	Pet Human Categorisation to reduce the surveillance false alarms
Tracy Jackson	tnj14	Interactive Public Display Game
Henry Jenkins	hvj10	Improved Method of Face Replacement
Josh Jordan	jns44	Using a Skeletal ‘stick figure’ to track kinematic motion and determining the forces a climber exerts
Tim King	tdk17	3D Model Builder
Joel Koh	jmk35	Music Moves
Kathy Kok	kwk17	Low Cost Stereo Vision with Webcams
Andy Lewis	agl42	Number Plate Recognition at Petrol Stations to Assist in Automation
Bo Li	bli62	Interactive Sport Coaching - Real-time ball tracking
Cheng-Wei Liu	cwl33	Real-Time Face Recognition Using Eigenfaces on Mobile Platforms
Wim Looman	wgl18	Music Moves
Henry Malthus	hwm19	GPU-Accelerated Haar Classification for Face Detection
Forrest McKerchar	frm25	Music to Movement with Computer Vision
Simon McMahon	sgm54	Number Plate Recognition using an Android-powered Mobile Device
Kirstin Middelkoop	kem79	Colour detection and tracking of a moving object with a robotic arm
Ben Norquay	bjn40	Optical Flow to Determine Relative Motion of a Camera in 3D Space
Elijah Phillips	ecp15	Robot arm tracking motion
Simon Richards	scr52	Head Orientation and Translation Tracking with Stereopsis
Sam Sanson	scs53	Real-Time Hand Gesture Recognition for use with an interactive public display
Daniel Scott-Weekly	dwj24	Face Detection and Tracking
Lazar Sumar	lsu36	OpenCV Number Plate Recognition on a Mobile Phone
Matt Tait	mdt45	System for tracking ball trajectory in three dimensions
Peter Tan	xta18	Robotic Arm Tracking Motion
Zachary Taylor	zjt14	Using head orientation to control a mouse
Sean Thomas	skt32	RGB-D Modeling
Wiremu Thomson	wlt17	A Study on a Sphere's Shadow with the Aim of Recovering Camera Pose
Sasha Wang	xhw11	Number Plate Recognition using OpenCV for Public Safety
Che Williams	cbw35	Using Head Orientation to Control a Mouse
Jack Wu	hhw26	Real-time face recognition system on mobile device

2010

· aje58: tracking ball w 2 cams
· amj76: eye detection
· bdy12: CV virtual DJ
· csf24: Hough vine location
· djb207: tailgate detection
· dns23: calibrating stereo
· eld25: piano tutor
· gmw75: barcode edged marker
· ijg20: waterweed detection
· jch231: colour seg board game
· jjo54: iPhone geolocation
· jjp50: sign language
· jls129: guitar transcription
· kbp20: 3D map from stereo
· ljp51: webcam stereo
· lko15: depth from face tracking
· mjs232: Kalman ball tracking
· njd50: track multiple players
· njm82: track gestures
· ohh11: uncurl music scores
· orc13: face track for perspective
· pjc176: robot platform for nav
· plo32: Hough bud location
· pwc40: steam wetness
· rmc113: wheelchair guidance
· sgw35: robot paint
· sjk114: tree growth rings (piths)
· spa77: embedded video delay
· sxc10: colour robot soccer markers
· tma92: iPhone speed gun
· wrp24: tailgate detection
· ysp13: CV air guitar game

2009

· Alex robot soccer
· Alexander wind speed from flag shape
· Ben AR factory maintenance
· Ben stereo footsteps on a plane
· Bertrand stereo from webcams
· Billy music moves
· Bo auto face recognition
· Brian Python CV
· Cam cricket batter poses
· Cass 3D model builder
· Greg ground-plane ball tracking with stereo
· Hamish brain region volumes
· Hamish optical music recognition of staff lines
· HuaQing track ball in 3D with webcams
· Jacky animate avatar from motion capture
· Jun track cycles
· Karl guidance using optical flow
· Kelvin fast ground-plane from stereo
· Matthew interactive floor
· Michael MonoSLAM object avoidance
· Nick parking spaces
· Olgierd optical flow to avoid obstacles
· Paul CV interactions with Second Life
· Robert inverted pendulum robot
· Zhichao face replace

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