

Interfacing MeVisLab with Unity 3D

Short description:

Design and implementation of an software interface between MeVisLab and Unity 3D

Goal:

The aim of this Master Thesis is to interface MeVisLab with Unity 3D. In doing so, a MeVisLab module and a Unity 3D module have to be established that can handle generic data. MeVisLab represents a powerful modular framework for image processing research and development with a special focus on medical imaging. It allows fast integration and testing of new algorithms and the development of clinical application prototypes (<http://www.mevislab.de/>). Unity is a cross-platform game engine developed by Unity Technologies, which is primarily used to develop video games and simulations for computers, consoles and mobile devices (<https://unity3d.com/>). However, the novel modules will enable to transfer (medical) data into different Head Mounted Displays (HMDs) like the Microsoft HoloLens, the Oculus Rift, the HTC Vive or the Google Cardboard.

Note: Biomedical Engineering Students are welcome!

Keywords:

C/C++, MeVisLab, Unity 3D, Software, Interface, Scripting, Dataflow, Distributed Application

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