

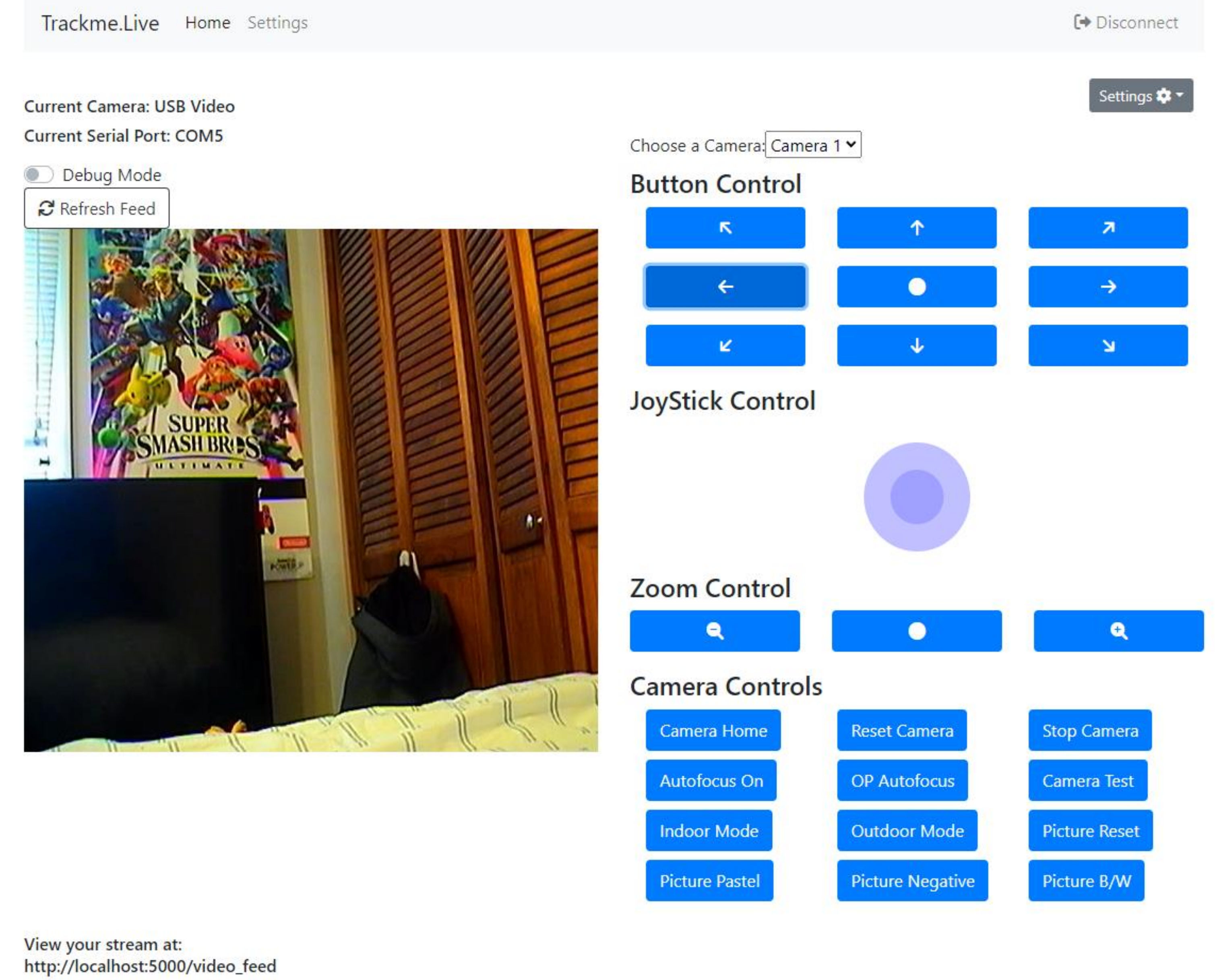


## TrackMe.Live (Team 14)

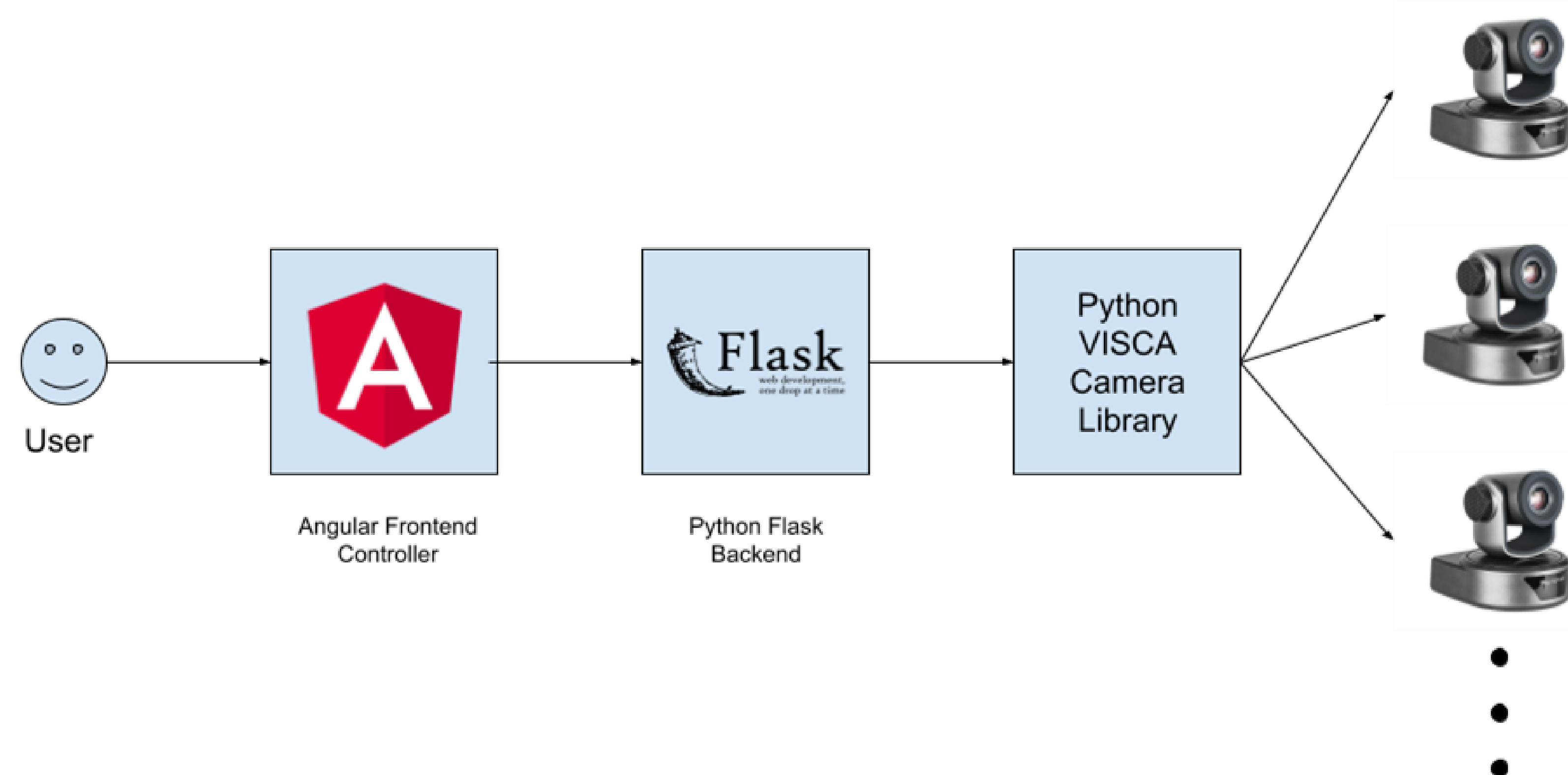
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### Description & Purpose

- TrackMe.Live is a web application to either manually control or use an ML model to track an individual while speaking with an external camera.
- This project is being undertaken in order to create a free web application that enables the user to control a camera via a simple UI.
- Right now, a problem with filming a speaker in a room is that camera controlling software can be very expensive and not user-friendly.
- The result of the project would be a free and easy-to-use web application that controls the camera angle, as well as possibly a machine learning model built into the web application that would fully automate the process of filming a speaker.



### Design



### Ethical & Intellectual Property Issues

Ethics: Since our project mainly uses open-source libraries the only ethic issue would be not crediting the original authors. Another ethical issue could come from damaging the camera of the user, even if the possibility is very small.

IP: Since we are using open source there should be no issues with intellectual property if we are using the libraries and frameworks as intended.