



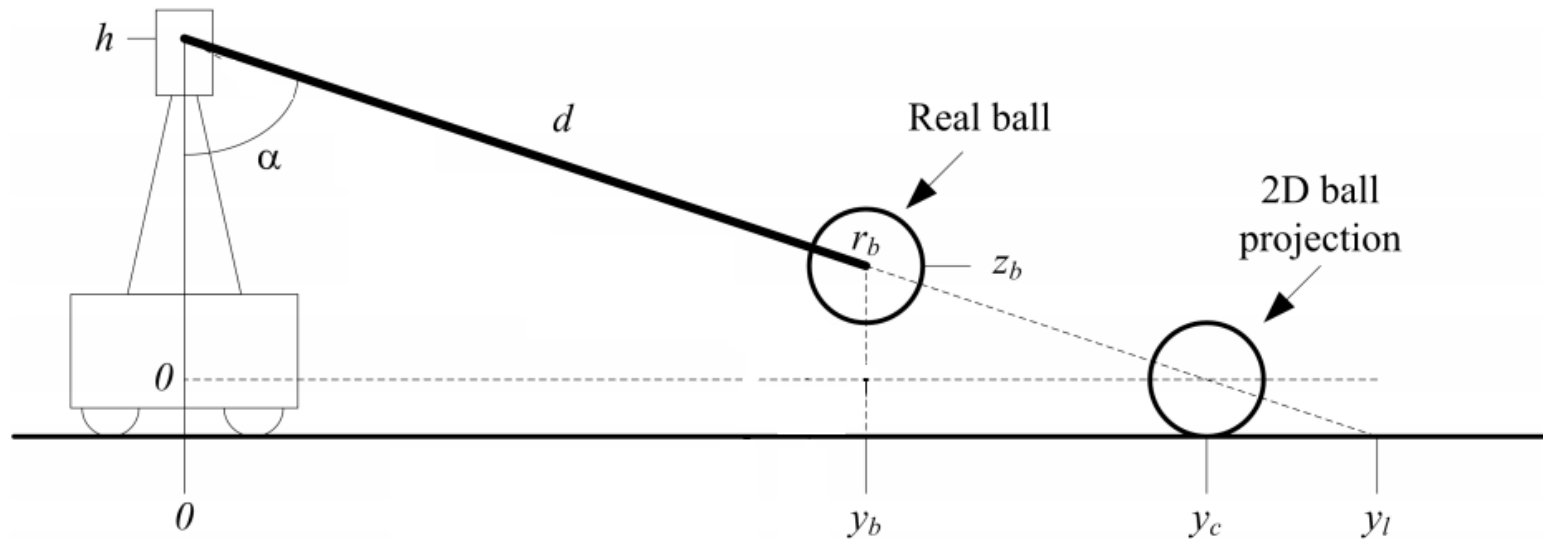
Novelties for 2014/2015

MSL Workshop, Nov 2014, Eindhoven

P1: Use multiple omnivision-units to see ball in 3D



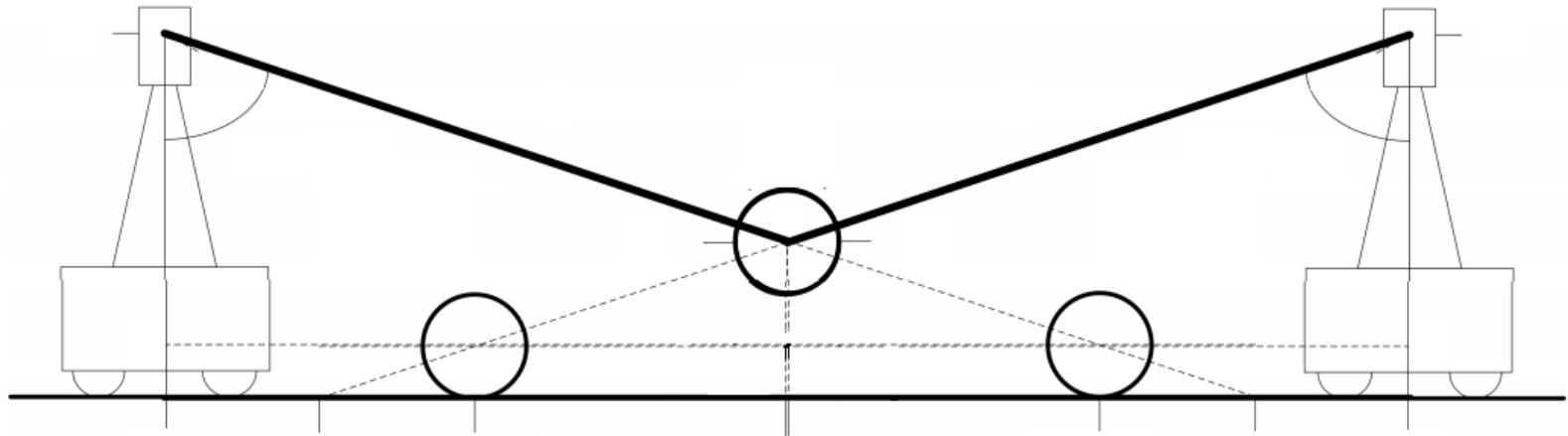
by Tom Albers



P1: Use multiple omnivision-units to see ball in 3D



by Tom Albers



P2: Dynamic push-shot

by Melvin de Wildt, Okke Hendriks, Cesar Lopez Martinez



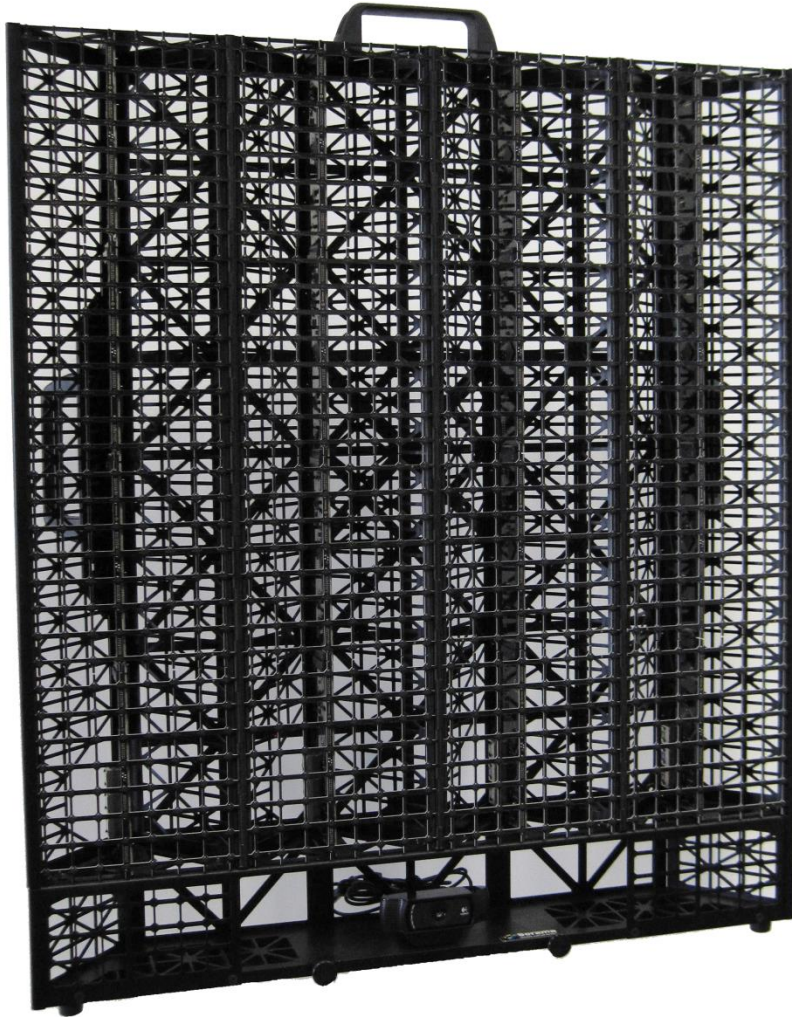
P2: Dynamic push-shot



by Melvin de Wildt, Okke Hendriks, Cesar Lopez Martinez



P3: Use sound to localize



by: Erik van Broekhoven,
Rick Scholte

