

CALIFORNIA STATE SCIENCE FAIR 2016 PROJECT SUMMARY

Name(s)	Project Number
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Project Title	
Cave Mapper	
Abstraat	
Objectives/Goals Abstract (S	
The objective of this project is to be able to create a 3D map of a cave or any en-	alosed space. With the
re#create a virtual 3D map of a scanned cave.	eny, i deneve i can
Methods/Materials	\checkmark
In order to create a 3D map, I need to build a device (Cave Mapper), which is a components: Raspberry Pi(RPi), LIDAR, 2 servos and the servo controlling me 3D mapping software to create a virtual representation of a scanned cave. The C placed in the middle of a cave and will rotate the attached LIDAR in 2 dimension ability to measure the distance with its laser to a nearby object, I can collect 2 ro LIDAR's distance which I can place in 3D space in polar coordinates. The RPi measurements on SD card which I can then upload to another computer, which software installed and will load and display a 3D mapping a cave. Results The result of this project will be a virtual 3D map of a cave or exclosed space. The	The Cave Mapper will
automatically measure the distance to thousands of points around the room so the can use them to recreate a virtual model of the same room. Once I test the mapper close enough 3D map, I will also test Cave Mapper on an artual cave.	ber on my room and get
Conclusions/Discussion	
As I'm tuning and testing the device, I already see a potential problem # the laser measures distance incorrectly for reflective surfaces such as mirrors, laptop screens, windows, etc. I've read up about it on Wikipedia and I see that this is expected since laser have the same reflective property as a visible light. This will definitely mess up the final 3D version of my map. I probably need to find a dry cave without any wet surfaces to interfere with the sean.	
Summary Statement My Cave Mapper scapes a cave and creates a virtual 3D map of that cave.	
Help Received I would like to thank Keshav and Gregory from TechLab who taught me how to Python coding.	o use Raspberry Pi and