



# ConspiraSee

## Color Highlighting Mixed Reality Application

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### Objective

This project was born from a desire to assist individuals affected with colorblindness differentiate specific colors in everyday life, such as organizational tasks, recreational activities, and other color-determined activities.

### Function

Using Mixed Reality, we can apply a filter to an image feed and highlight colors specified by the user.

The UI will have color selectors for most common colors, and an advanced selector for selecting specific RGB values. For example, selecting the blue option will result in the software dynamically masking all blue-colored objects and images in front of you.

ConspiraSee will allow for pictures to be taken with the filter intact, allowing the user to reference previous photos and filters or multiple filters for the same image.

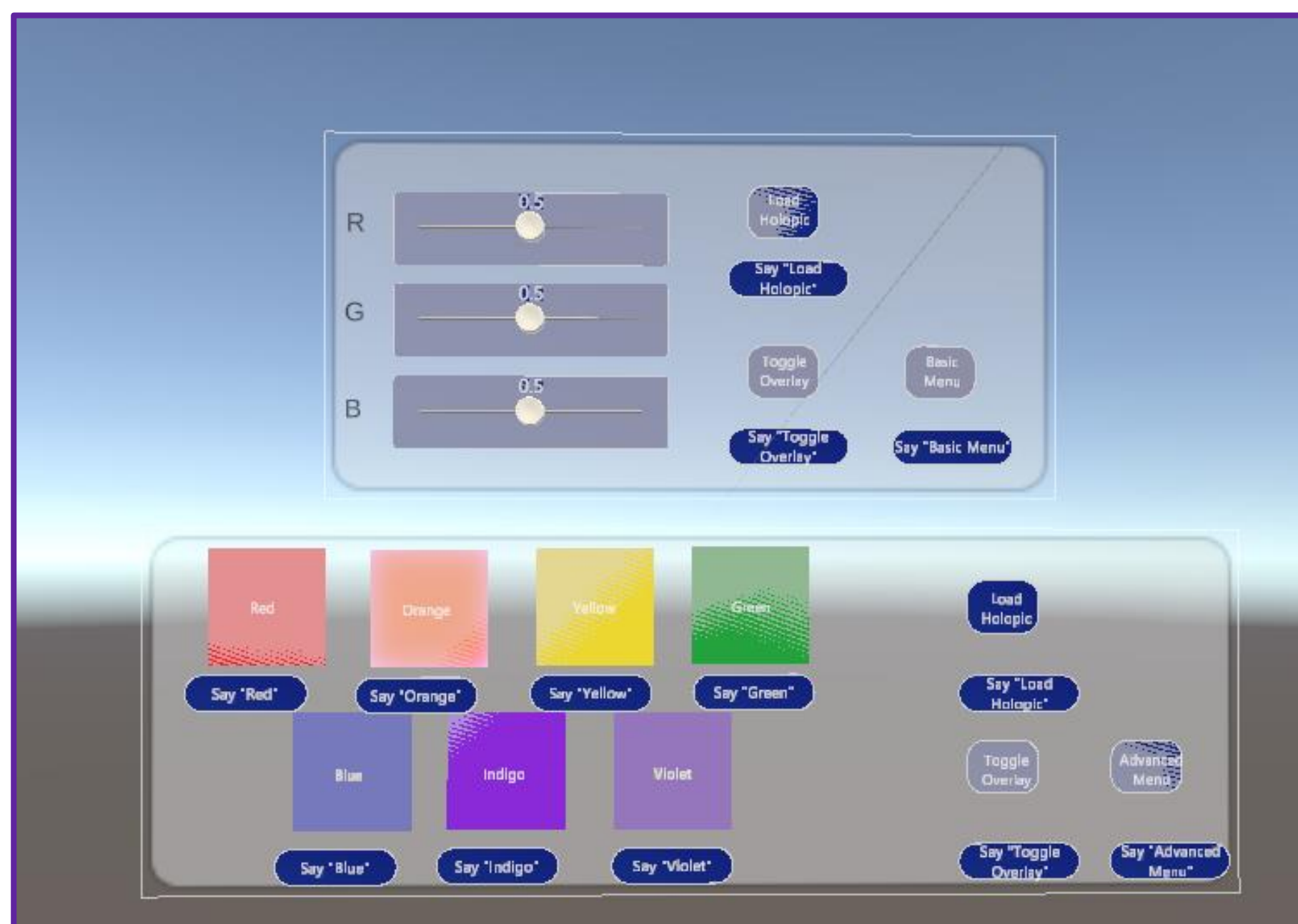


Figure 1. Alpha UI



Figure 2. HoloLens MR Headset

### Mixed Reality (XR)

Mixed Reality is a way of allowing users to see the world around them with computer-rendered overlays, objects, or other displays that can interact with both the user and the environment they are in.

Mixed reality was our preferred medium, as normal VR can be disorienting to some users and mobile applications can be unwieldy for constant use, though mobile development is planned.



Figure 3. The filter from the user's view

### Colorblindness

Colorblindness or Color Vision Deficiency is an inherited trait where the eye's color receptors, the cones, misfire or fail to fire when receiving stimuli. Colorblindness comes in many forms, but the most common are<sup>[2]</sup>:  
Deuteranomaly, Protanomaly – red/green confusion  
Deuteranopia, Protanopia – red/green blind  
Tritanomaly – blue/green & yellow/red confusion  
Tritanopia – blue/green & yellow/red blindness

Most colorblind people learn early which colors they have issues with, and develop strategies and adaptations to overcome the deficiency, using context clues to determine actual color, or by using other attributes of objects such as size or shape.

For media applications, such as games or signage, color is normally used to denote other information, such as caution for yellow or information for blue. Our hope is to make a product that will allow this information to be more accessible to colorblind people and ease their difficulty in this aspect.

### Long Term Plans

My team and I hope to develop a more widely accessible mobile app. With more time and experience, we may be able to reach a long-term goal of multi-color selection. Our farthest goal would be real time personalized color enhancement, akin to EnChroma glasses.

### Algorithm

ConspiraSee's internal algorithm takes each pixel's RGB value and compares it to a value range specified by the user's color selection. The user may specify a specific value, as well, and the same value range will apply. It then takes the location of those pixels and creates a second image with the selected pixels serving as the anchor points for the filter. The filter is then layered over the image, revealing to the user where that color, and colors slightly off from it, are located in the image.

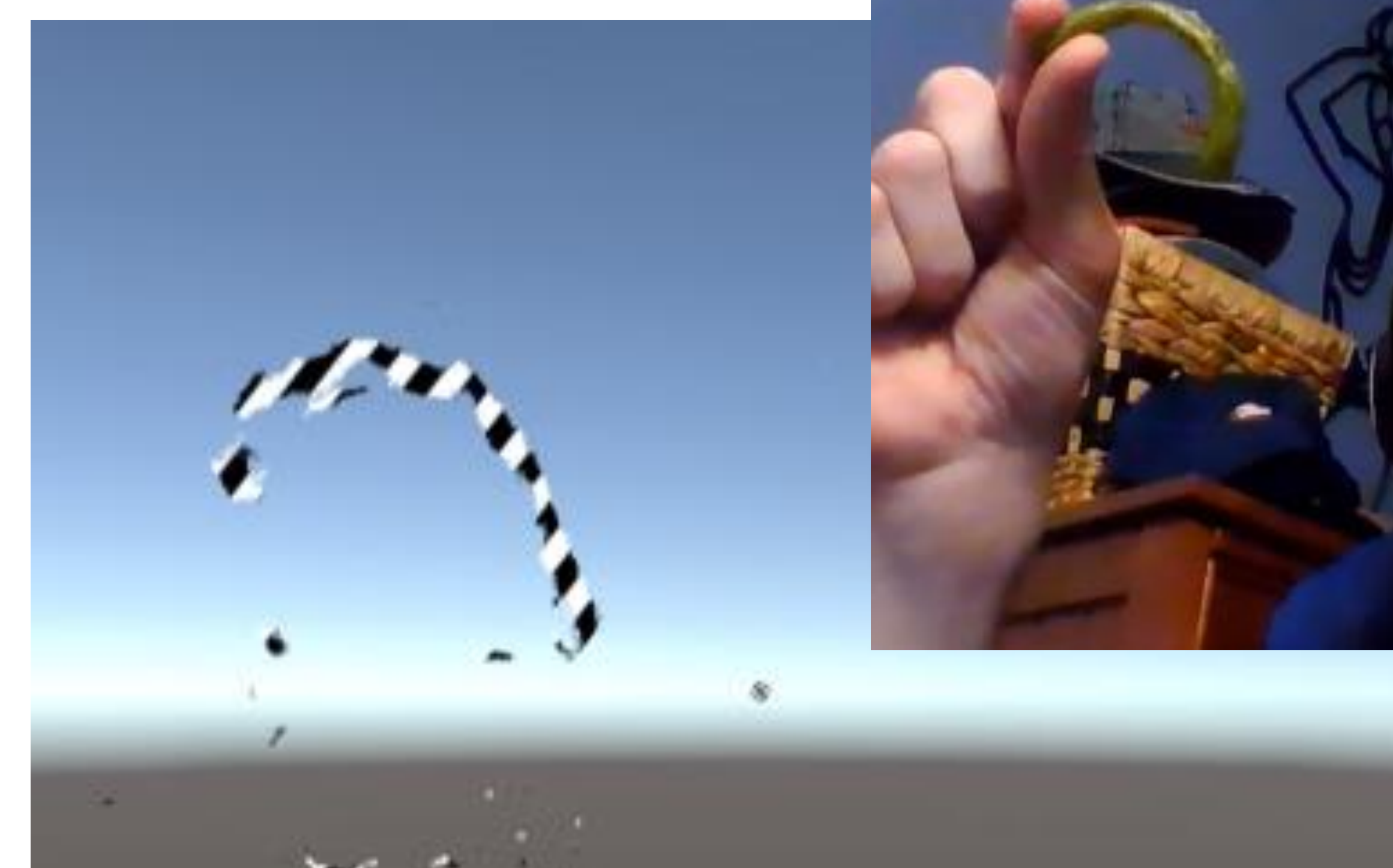


Figure 5. Filter set to Green



Figure 4. Original Image



Figure 6. Filter set to Red

### Contacts

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### References & Acknowledgements

1. Color Blindness, National Eye Institute <https://www.nei.nih.gov/learn-about-eye-health/eye-conditions-and-diseases/color-blindness/types-color-blindness>

Thank you to SFA Computer Science for allowing us the use of the HoloLens hardware and facilities to develop this application on it.