

Group Project - Project A:

Simulating the Retinal Image of Visual Scenes on Nonhuman Eyes

Outline. You work for a startup focused on building virtual reality experiences that simulate forests and nature-like environments. Your supervisor assigned your team to build a program for simulating the retinal image of visual scenes on nonhuman eyes. Your program will also provide animations simulating it in action.

General guidance - You will:

1. Read the paper: [toBeeView: a program for simulating the retinal image of visual scenes on nonhuman eyes](#).
2. Build the program and animations.

You are free to:

- **Pick a programming language and**
- A GenAI tool of choice.
- Still, your code must be as generalizable as possible, well-documented, and for each technology used, you must make sure to learn and apply related best practices.

Technologies

- You will use Git and possibly [Amazon Q Developer for GitHub](#)

Always ensure that you acknowledge the inspiration paper and all resources used to build this work.