March 10, 2006

WEEKLY REPORT

- **Çağlar ATA**

I have learnt the CEGui library and prepared the layout of the interface which is represented in the design report. I have prepared the transactions between the interface windows and button events. I have learnt Falagard coding which is going to allow us prepare image buttons.

- **Aysun BAŞÇETİNÇELİK**

At the beginning of this week, I have met a friend for 3d animated models. She showed me a different program called Poser. Because of some software problems, it took me a long time to install and use it. Although it is easy to make animated models with Poser, there is a problem about exporting them to Ogre. I will continue working on it and try different methods. Also, I have worked on GUI after dealing with models. We also faced some problems with CEGUI, there are some problems with the CELayoutEditor. Thus, we spent too much time making the GUI.

- **Cemal Acar ERKEK**

This week, because of my midterms and illness, I couldn't devote myself to our project very much. I just adopted the default visual skin of Cegui to Windows skin (a visual skin looks like windows environment). I couldn't involve in the rest of this week's job.

- **Mennan GÜDER**

I read cegui tutorials, and I tried to show ogre frames in cegui editor since the cegui editors, buttons and other things are seen on ogre rendering window. I'm trying to solve this problem.

- **Çağıl ÖZTÜRK**

This week I coded some properties that were in our prototype program into the demo program. I tried to learn some properties of cegui; for example we need to implement buttons which have the images to symbolize their work. We can do this with falagard in cegui, but for demo I couldn't have enough time to implement these.