



March 31, 2006

WEEKLY REPORT

- **Çağlar ATA**

I have completed the frame window and put the mouse handle functions (injected the original mouse function) on it. I have prepared a sliding tab of properties. If you click on a object, it appears containing the properties. I have integrated the Common File Dialog into Windowslook and prepared Ac/Kaydet. There was a common error in Common File Dialog (the writers omitted some points), so it took lots of time. I have put static images onto the buttons in the tab menus. Our Editor Gui finished up to 90 percent.

- **Aysun BAŞÇETİNÇELİK**

In these two weeks, I have mainly worked on animated models. Last week, I have met Özgür from Karavela, and he showed me how to make animated models with 3ds max, gave me some tips. Since that time, I have worked on making an animated model. To demonstrate the availability of such a model, firstly I applied it to a child model that I have exported from Poser. I have made a walking animation. However, there are some problems with vertex and bone definitions. Moreover, we have faced another problem which is about the high polygon models. Ogre exporter is not able to export such models. Also, we will have to deal with the minimization of polygon numbers in models.

- **Cemal Acar ERKEK**

Mostly, I've worked on FileManager class this week. The most time consuming thing I have worked on this week was to stabilize the archiving and extracting methods of FileManager class.

Beside, I've found some static car and human models, so that Aysun will be able to construct skeletons into these models.

- **Mennan GÜDER**

In this week I looked at the gui design and models. I formed the viewer gui.

- **Çağıl ÖZTÜRK**

I found .3ds and .max static objects, converted them to ogre format and made some modifications on them with milkshape 3D.