Weekly Report by Sila Arslan
I began to work on relating ODE objects to our actual models.

Weekly Report by Çağla Okutan
This week, I experienced with producing GUI in .NET framework.

Weekly Report by Hatice Kevser Sönmez
Since, I was responsible from the animation part of our 3D editor, I experienced some basic samples in OSG, especially on the relations of nodes and Viewer class, but couldn’t progress much due to deadlines of other projects.

Weekly Report by Bahar Pamuk
This week, I can not do any promotive work due to the projects and exams of other courses. I tried to create and compile an ODE project to create a car object but stuck with run time errors.

Weekly Report by Ebru Doğan
This week I continued to work on installing osgAL. I installed OggVorbis, frealut, osgAL which have to be built before installing osgAL. However, I could not manage to build openAL++ yet.