Weekly Report by Sıla Arslan

This week I installed Microsoft Visual Studio .NET 2003. I read some sections of OPEN DYNAMICS ENGINE v0.5 User Guide to install and use ODE. Now I am studying on running test and example programs included in ODE archive.

Weekly Report by Çağla Okutan

This week I installed Microsoft Visual Studio .NET 2003. I found tutorials about installing and compiling the OpenSceneGraph using Microsoft Visual Studio .NET and I am studying on them. Also I watched some demos to get an idea of what can be done with OpenSceneGraph.

Weekly Report by Hatice Kevser Sönmez

This week I installed Visual Studio .NET 2003, to avoid the integrity problems in VS 6.0. I also installed and tried to compile some samples with OpenSceneGraph. Also I found and read tutorials for OpenSceneGraph to get more extended idea about it.

Weekly Report by Bahar Pamuk

This week, I installed VS .NET 2003 to provide integrity with OpenSceneGraph. I also made researches on ODE, found and read the documents written for giving information about installation and usage of ODE and met with some source codes to compile later.
Weekly Report by Ebru Doğan

This week my research topic was design patterns. I read many articles to understand what is design pattern and how it is used. I especially concentrated on command pattern which is an example of behavioral pattern. Additionally I installed Microsoft Visual Studio .NET 2003 and found some documents about implementing the command pattern in .NET