WEEKLY REPORT OF C2S

This week, I tried to position physical objects (their geoms) in the animation window according to their position and rotation in the editor. I went on implementing AnimationWindow class. I added some functions to OsgWindows class.

Sıla ARSLAN

This week I worked on how-to fill the in-between frames for the AnimationWindow class, I worked on setting speed parameter with respect to the distance that must be taken in a fixed amount of time.

Çağla OKUTAN

This week I completed the drag and drop options and the conditions for selection and deselection of objects, also multiple selection and deselection of objects are completed. I am still working on the rightclick menu of our objects.

Hatice Kevser SÖNMEZ

This week, I implemented hide and display functions for all objects. Also, the yaw left, yaw right, pitch up, pitch down, zoom in and zoom out functionalities in the menu are implemented. Same functions will be called behind the buttons that are going to be created in the GUI. The difference is that the functions behind the buttons will make the camera move with smaller intervals.

Bahar PAMUK

This week I changed the tree hierarchy of the program. I reimplemented CommandSelect and CommandDeselect to add more functionality. Also I implemented CommandSelectAll and CommandDeselectAll classes.

Ebru DOĞAN