Duygu Atılgan:

This week, I dealt with Ogre most of the time. I started reading the book Pro Ogre3D Programming, which is actually a unique book written about Ogre. As it has a general approach for the beginners, it’s quite useful. I examined the Manager classes of Ogre which manages the access to the objects and lifetimes of the objects. I also read more about Scene Management and examined the plugins OctreeSceneManager, BSPSceneManager and TerrainSceneManager. TerrainSceneManager deals with height-mapped terrain scenes. Actually this is a confusing issue for us, as we don’t know how to deal with yet. However it seems that TerrainSceneManager may ease our job. I also read about the SceneQuery implementation which is used for filtering and finding the objects in a particular area of space.

For the next week, I will continue reading about those subjects in detail and help Nilgun with the user interface.

Aslı Özal:

This week, I have mainly worked on graphics part of the project. I have installed Visual Studio to my computer and made necessary adjustments for Ogre integration. I have created a sample human animation using the models in the internet. Also, I have sketched some scenes from our simulation. I tried to sketch realistic but simple so that implementation will be possible. Also, I have searched internet for models that we may need to use in the simulation. I have found some sites but models like we want do not exist; so I think I will create some models myself.

Next week, I plan to create simple models. In requirement analysis report, we said that we were going to use using 3D Studio Max, and Maya. However, I will decide after searching their features specifically useful for our project. For now, I will create simple models; but when I decide on the tools, I will start modeling teams in our simulation.
Bahadir Özdemir:

In this week, I searched audio libraries in more detail and OpenAL will be used as the audio library of the project. In addition, we decided to use an input library. For this reason, I examine input libraries which are compatible with Ogre. Simple DirectMedia Layer (SDL) seems better and well documented and also platform independent. It will be also used in our project too. Furthermore, I continued to search game and network structures. Some sub-modules of the game engine were decided and will be described in DFD diagrams (especially in level 2) of the initial design report. On the other hand, we have not decided which network library we will use due to lack of knowledge about this topic. Therefore, I studied fundamentals of network. Moreover, I studied rules of drawing UML diagrams which we will use in the initial design report.

For the next week, I am planning to search network libraries and choice the appropriate one. In addition, I will continue to read documentations and tutorials of the selected libraries.

Nilgün Dağ:

In previous weeks I had already learned how to set up an application in Ogre. This week I start learning Ogre. I began to read basic Ogre tutorials. First I start learning about basic Ogre constructs such as SceneManager, SceneNode and Entity objects. I studied the code for an application which shows how to create and position the camera, create ViewPort, create an entity from a .mesh file, attach the entity to a SceneNode, translate, yaw, roll, pitch the SceneNode, add a point light, a directional light or a spotlight and adjust color values of these lights. With another application I learned about types of SceneManagers especially for rendering terrain and types of Skys to light the terrain. SkyBoxes, SkyDomes or SkyPlanes can be used to display the sky, deciding on which to use depends on the application. Then I read about FrameListeners and unbuffered input to handle mouse and keyboard events in Ogre. In general I tried to understand how things work in Ogre. Things start up by creating a Root object, setting up resources, creating a RenderWindow,a SceneManager,a Camera, a View port and then creating Scene and FrameListeners.

For the next week I plan to read more Ogre tutorials and understand how to use the engine.