Korsan Yazılım, Progress Report #3

28.10.2005

Kaan Meralan

This week, I studied on the dictionary part of PAPAĞAN. As a first draft, I combine the things in our mind and try to clarify the basic structure. After a while, when I decided the building blocks, I started to search on internet about such dictionaries used in sign-language education and as a by-product I created the second draft. Finally, following our weekly discussions, last draft is completed.

In addition to determining the structure of our dictionary, I continue to do research on skeletal animation and inverse kinematics. Moreover, preparing a customer survey was in my consideration, and in this sense, I asked Müge for help.

Umut Orhan

In the week of 24^{th} October, I did domain research about requirement specifications and environment that we had considered to use in requirement analysis phase of PAPAĞAN.

To simplify visual analysis modeling work, we should use a tool. Candidates are Rational Rose, Umbrello UML Modeler, Argo UML, Visual Paradigm and MagicDraw. These tools have many similarities in common sense except license fee. Our first choice is Rational Rose, the most professional one of these tools. We decided to contact with BİLDEM's product manager Cem Kılınç who can provide Rational Rose for us.

Every education should have an evaluation. Because of preparing a 3D sign language education tool, we shall provide an evaluation system for users. I have done research about scope and specifications of this evaluation process. In our project meetings, we have decided on the process requirements.

I have also done small scaled research about skeletal animations, mostly in RenderWare.

Sağnak Taşırlar

Throughout the week I mainly focused on what kinds of games would be suitable for our project and what skeletal animation and kinematics are. Considering our audience, since they are kids, I think word based games would be suitable. The games that I have in mind are the popular, familiar games. Moreover adding an animation character for explaining words can ease to play and learn. For example, hangman, crosswords, anagrams, first-last word games that can be supported with sign language. So during playing the player would get used to the sign language representations of the words.

Additionally, I wanted to learn what skeletal animation conceptually is. I skimmed through the net and shared information with my collegues. In order to realize our project I am sure we should you use skeletal animation and inverse kinematics. Further investigations are being done for requirement analysis.

İbrahim Taşyurt

This week I took the responsibility of preparing the specs of the dictionary based lectures (dbl) part. I tried to specify how a dbl should be as detailed as possible. Doing that I described how an instructor will prepare dbl's, also how the demonstrations will be.

Other than that I did some research on skeletal animation and inverse kinematics, also I continued to keep contact with Engin Arık. Furthermore, we joined the Yahoo group Türk İşaret Dili, they welcomed us warmly and promised to help.

Utku Utkan

During the week I have done further research on Skeletal Animation technique which is used to pose character models. I found two tutorials briefly describing what Skeletal Animation is and how it is applied to the 3D models. First tutorial[1] is prepared by Marco Monster. In this tutorial you can find various information about constructing the model, skinning the model, creating the skeleton, binding skin to bones and finally animating the model. Also, the set of software products assumed by this tutorial is specified. Second tutorial[2] is from Amabilis 3D-Canvas web site[3]. In this tutorial, the process of attaching a skeleton to a character model is explained with lots of screenshots. I have also worked on the Editor module of our project which will be used by the project team to create the animation of Sign Language expressions. During the development of this model we will be inspired by Macromedia Flash. Our Editor will also use timelines as Macromedia Flash for each of the joints. Also, the GUI of the Editor will be very similar to the GUI of Macromedia Flash.

[1] http://home.planet.nl/ monstrous/tutskel.htm
[2] http://www.3d-canvas.com/3DCanvasDocumentation/tutorialskeletalanimation.htm
[3] http://www.amabilis.com