Korsan Yazılım, Progress Report #5

Kaan Meralan

This week, I deepen my previous research on Blender3D and try to understand the exact functionalities of it. For this purpose, I ran some scripts created in Blender3D and read testimonials' comments on different forums. As the final judgment, I think that, Blender3D is a suitable application to model our signer with its exportabilty, features and wide user support.

Umut Orhan

In the week of 18th November, I downloaded and built OpenSceneGraph (OSG), which Veysi İşler suggested us to inspect. OSG is an open source, cross platform graphics toolkit. There are many pretty 3D applications developed by using OSG. It can be extended to handle skeletal animation. After, getting OSG, I tried to create some basic 3D geometric objects with it. However, from building to using, also when executing bundled examples, I have encountered a series of problems with OSG. In my point of view, finding solutions to problems related with OSG is time consuming due to lack in support.

Sağnak Taşırlar

I skimmed through the forums for further clarification of my mind about the tools. Usually people prefer using Blender3D as a modeling tool and Ogre3D as renderer. I investigated such tools and downloaded the Make-Human project which was a branch of the Blender3D project once. They modeled human so realistically and the requirements to run the tool is minimal. They announced the products distribution day as this week. By now we can only use the demo but it is thrilling. If the models can be exported like in Blender3D, as they stated, this program will strengthen our choice of using Blender3D.

İbrahim Taşyurt

This week, I installed OgreSDK on my computer and ran some example codes. The impression was that Ogre3D is a suitable platform for our project. It provides feasible skeletal animation features. But I couldn't utilize all functionalities of Ogre3D since the problems with Visual Studio. It is necessary to switch platform to .NET (as mentioned in our analysis report). By the way I had time to search how to export from 3D models to Ogre3D, and observed that it has full compatibility with modeling tools.

Utku Utkan

Two weeks ago, I read a tutorial about skeletal animation. In the tutorial, they mentioned about a 3D modeling and animation tool, which is called 3DCanvas. It is a commercial program, but a free light version is also available. During the week, I have done research on this product and run a few samples of it. The results were not so hot. Skeletal animation support was very limited. It seemed to be too simple, and certainly it is not adequate to build a well formed human skeleton. I did not have the change to run the full version, but it is said that full version has a few extra features about skeletal animation.

We have decided to use Blender3D and Ogre3D couple for the editor part of PAPAĞAN. Among the available options, this couple seems more likely as a solution for meeting the needs of our project. However, we will not turn our backs to OSG because these applications can be easily converted to others, and we can change our mind if a great constraint is faced.