Korsan Yazılım, Progress Report #6

25.11.2005

Kaan Meralan

This week I continued running sample codes of Ogre3D in .NET2003 and tried to understand its internal structure. Besides, there were some meetings held in the group in order to decide on the format and the semantics of the design report.

Umut Orhan

I have studied on design report in this week. What kind of strategies should we follow when writing and how should we write the report are main concerns of the study. I have tried to construct our design report format and specify general topics in this document. Also, this week, I have extended my knowledge of Ogre3D, read its manual and used some model exporting tools of Ogre3D. I have exported a 3D model having skeletal animation from MilkShape3D. Moreover, I have tried to combine an Ogre3D application with an graphical user interface which is designed by using C# in .NET platform. Finally, I have joined Ogre3D forum which will be very useful for getting technical help from experts.

Sağnak Taşırlar

During the week we passed, I attended the meetings for design report issues. I installed .NET2003 , Ogre3D SDK and MakeHuman's last version. I exported a realistic flexible human model from MakeHuman to Blender3D. Then tried to insert a skeleton hiearchy into the model. For now, I can bend the models knees. Thus, I believe that we can use those realistic models and with the help of Blender, we can embed a skeleton.

İbrahim Taşyurt

This week I had chance to examine different Ogre3D examples using .NET2003. Having no compatibility issues, these observations were more useful than last weeks'. This time I observed that many Ogre3D features are implemented by built in structures. Furthermore I worked on the outline of the design report and discussed what it's going to be like with my mates.

Utku Utkan

During the week, I have analyzed previous year's project reports. I have also done research on Initial Design Report Formats in the internet. For the development environment, I installed Visual Studio .NET2003 and Ogre3D SDK. After the installation, I run the sample Ogre3D projects which have come as a bundle with the SDK.