Korsan Yazılım, Progress Report #7

02.12.2005

This week Korsan Yazılım simply worked on clarifying the design issues and completed Initial Design Report except some parts as Collaboration Diagrams. However, individual workload of each team member can be summarized as follows:

Kaan Meralan

I continued to code with Ogre3D and tired to understand the internal class structure of it, in order to decide on the details of PAPAĞAN's class diagrams.

Umut Orhan

I wrote the introductory part of Initial Design Report and in addition to this I implemented a small animation in Ogre3D including skeletal properties.

Sağnak Taşırlar

Implanting a skeleton to a model and construct a hierarchy for it in Blender3D was in my consideration. Although I faced several problems, I succeed in defining a valid leg skeleton consisting of 8 bones.

İbrahim Taşyurt

I wrote some piece of code about skeletal animation and achieved to move selected bones of a built-in skeleton.

Utku Utkan

I examined some example codes and created a blank Ogre3D project in .NET 2003. This work helped me to realize the interaction of Ogre3D methods with user-defined methods.