

CENG 491

PAGODA

Weekly Report - 4

Selçuk TUNÇ
e1298348

I installed Visual Studio .Net and Open Scene Graph. With Visual Studio .Net I have compiled some C++ projects and written some example codes to learn the classes of developing user interface.

Akin Ercan ÜRET
e1298405

With Open Scene Graph I have written some example codes. In addition I tried to use fmod library and read some about it. I am familiar with Visual Studio .Net and I have done some projects using it. In addition I tried to make some 3D objects using 3DS Max.

Çağatay TURKAY
e1298355

For this week we had a graph project. After finishing the project I have compile it using Open Scene Graph's libraries. In addition, I had made some modifications on our project using some of the Open Scene Graph's libraries. Moreover I have read tutorials about fmod library and written a sample code using this library.

Sinan MUTLU
e1298025

For this week I installed Open Scene Graph, 3DS Max and Visual Studio .Net. Using Visual Studio .Net I have compiled some C++ codes. Moreover I looked to the GDI+ classes and some of .Net classes that were developed by using C++, that we will use these classes while developing user interface. Also I have done simple things by Open Scene Graph and 3DS Max.