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1 Major Changes

No major changes.

2 Progress

Solid progress has been made in implementing the flow. I have a prototype which performs gradient descent in intrinsic coordinates on a 10 vertex mesh. Along the way I've become much more familiar with ThreeJS and WebGL.

3 Milestones

Things are getting back on track.

4 Surprises

More progress than I expected.

5 Looking Ahead

I would like to generalize the flows ability to deal with larger curves and start thinking about alternative implementations(eg: sobolev gradients).s

6 Revisions

To be determined

7 Resources

As far as I know I currently have all the resources I need.