

Investigation Into The Representation Of 4D Shapes

17/03/2022

Week 2 Progress Report

- Experiment 11
- Dissertation:
 - Design chapter
 - Texturing objects implementation section
 - Data collection implementation section

Questions

- Opinions of Implementation Chapter so far?
- `readme.md` and `manual.md` for `src/`
 - Do I just say how to build the Unity project?
- Opinion on presentation structure?

Plan Ahead

- discuss methods of rotating in 3D
 - explain implementation of manipulating shapes in 4D
 - Grab ball and global swiping
 - discuss experiment
 - discuss the results of the investigation
 - write conclusion and complete abstract
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- work on presentation in the background

Am I on schedule

- yes?