

Box Membrane - Plane Wave Project

November 1, 2024

1 Introduction

This document will track all steps in the development of the Box Membrane - Plane Wave project. The project consists of two main phases:

- **Phase 1:** Setting up the numerical solutions for the wave equation on a stretched membrane.
- **Phase 2:** Using the numerical results to animate the interaction in Blender.

2 Project Setup

The project directory was created, and version control was initialized with Git. The project was then linked to a GitHub repository for remote access.