Week 1

1/26 – 2/1

Goals

* Flip the smock stack model over so that it appears upright
* Get three.js running
* Render the smokestack with three.js

Completions

* Flipped the smoke stack
  + This was done with MeshLab by following by using a filter to transform the matrix.
* Three.js running
  + <https://youtu.be/8jP4xpga6yY>
  + <https://youtu.be/wHuSQ7I1aKs>

Plans

* Render the smokestack with three.js
  + <https://threejsfundamentals.org/threejs/lessons/threejs-load-obj.html>
* Start working on picking
  + Be able to know which vertex the mouse is clicking.
  + <https://threejsfundamentals.org/threejs/lessons/threejs-picking.html>

Notes

* none

Week 2

2/2 – 2/8

Goals

* Render the smokestack with three.js
  + <https://threejsfundamentals.org/threejs/lessons/threejs-load-obj.html>
* Start working on picking
  + Be able to know which vertex the mouse is clicking.
  + <https://threejsfundamentals.org/threejs/lessons/threejs-picking.html>

Completions

* Rendered the smoke stack in three.js

Plans

* Figure out how to add a custom made shader to the smokestack model

Notes

* None

Week 3

2/9 – 2/15

Break

Week 4

2/16 – 2/22

Goals

* Learn three.js basics
* Research libraries that will allow users to point and click things to bring up interfaces

Completions

Plans

* Finish setting up the geometry buffer so that a the computer knows what vertex a person clicked on
* Work on being able to bring up a gui widget after a person clicks on a point on the screen

Notes

* None

Week 5

2/23 – 3/1

Goals

* Finish the geometry buffer in order to know what vertex the user clicked on
* Find gui interface in three.js to use
* Design a shader that gives each vertex a different color

Completions

Plans

* Finish setting up the geometry buffer so that a the computer knows what vertex a person clicked on
* Work on being able to bring up a gui widget after a person clicks on a point on the screen

Notes

* None

Week 6

3/2 – 3/8

Goals

* Copy vertex data from mesh to a second geometry buffer
* Find gui for canvas
* Design a shader that gives each vertex a different color

Completions

* Found a method for accessing the vertices of a mesh
* Turns out that canvas does not have a complete library for gui’s. The better method is to tell it directly what you want to draw and where.

Plans

* Finish setting up the geometry buffer so that a the computer knows what vertex a person clicked on
* Work on being able to bring up a gui widget after a person clicks on a point on the screen

Notes

* None

Week 7

3/9 – 3/15

Goals

* Set up a server in order to store the tags for the part of the smoke stack

Completions

* Server was set up and it is able to receive data

Plans

* Get the server to be able to parse and store he data for later use
* Get the server to be able to deliver the data as it is needed

Notes

* None

Week 8

3/16 – 3/23

Goals

* Get the server to be able to parse and store he data for later use
* Get the server to be able to deliver the data as it is needed

Completions

Plans

Notes

* None

Week 9

3/30 – 4/5

Goals

* Copy vertex data from mesh to a second geometry buffer
* Find gui for canvas
* Design a shader that gives each vertex a different color

Completions

* Found a method for accessing the vertices of a mesh
* Turns out that canvas does not have a complete library for gui’s. The better method is to tell it directly what you want to draw and where.

Plans

* Finish setting up the geometry buffer so that a the computer knows what vertex a person clicked on
* Work on being able to bring up a gui widget after a person clicks on a point on the screen

Notes

* None