

Meeting notes for 2017-10-18
3D Painting Project

Members present: Richard Cunard, Braxton Cuneo, Dr. Kirsten winters

1. We began the meeting by going over what we discussed in our previous meeting with Dr. Bailey.
2. Dr. Winters asked about what elements of the technology involved (graphical programming, VR motion controls, etc.) the project would entail. Braxton and Richard went over what the system would entail and the division of labor regarding our respective skill sets.
3. In order to further explain some of the technical challenges, Braxton and Richard went over the difference between a GPU and a CPU.
4. Dr. Winters asked what we generally hoped to present at Expo.
5. Braxton and Richard briefly explained what the team hopes to create as a base program, listing the feature set the team will include in the problem statement document.
6. Dr. Winters confirmed that her verification as not needed for the problem statement final draft, only Dr. Bailey's.
7. Braxton asked hat Dr. Winters saw as her personal vision for what the final product would entail. She responded that she was unsure of the specifics, but described the idea of having the ability to hold and move objects in virtual space, paint in empty space, and be able to walk through a virtual scene. She also suggested the concept of using such a system to trace the movement of an instructor through use of motion controls.