

Meeting Notes for 2017-10-23  
3D Painting Project

Members Present: Chris Bokkam, Richard Cunard, Braxton Cuneo, Andrew Emmott

1. Andrew began the meeting by asking the team to give a general overview of the project goals.
2. The team went over the basic concept of the project (VR three-dimensional painting and sculpting system).
3. Andrew then asked what the team saw as the minimum working spec for the project.
4. The team went over what we had previously decided as the basic project requirements (be able to create, destroy geometry; color objects; save/load data; accomplish all of this via motion controls).
5. The team then went into the modular nature of the project, such as how the program will never be officially 'finished', and the possibility of designing the system to be able to support user created tools and features.
6. The team also discussed some general design ideas, such as using voxels versus discrete geometry.
7. Andrew suggested the team focus more on getting to minimum spec, and treating any significant features as stretch goals, due to the challenge of the project.
8. Richard asked if Andrew was comfortable having future meetings recorded, which Andrew replied to in the affirmative.
9. Andrew stated that he needed the team to share all of our respective OneNote pages, as well as the team GitHub repository.
10. Braxton asked if there needed to be a team OneNote to submit documentation. Andrew responded that there needed to be a repository of some sort where he could access team documents. He specified that a team OneNote would suffice, but was not specifically necessary.