Team Status Update 4#:

Week-10:

Goals:

- Chase:SPRING BREAK
- Alex: Get Dialog Box to work
- Addison: Convert demo output to .obj file
- Thomas: SPRING BREAK

Set-backs:

- Chase:SPRING BREAK
- Alex: Issues with all code examples I can find implementing in hard to interpret ways
- Addison: HUGE setback discovered by me and Chase this week: the output files were not actually .mesh, but .bgeo, a file type created for and exclusively used by Houdini (a premium animation software)
- Thomas:

Who work on what:

- Chase:
- Alex: Dialog box struggles, helping get code compiled/Linux struggles
- Addison: got demo code working with Chase, did research into the composition of .bgeo files. Found a way to use Houdini's command line tools to convert .bgeo to .obj
- Thomas: SPRING BREAK

Week-11:

Goals:

- Chase:run a demo
- Alex: User input into dialog box
- Addison: Find a way to convert .bgeo without using Houdini
- Thomas: Same as Addison, trying to convert .bgeo using python so everything can be done in Blender

Set-backs:

- Chase:output file/data for code base is a BGEO file
- Alex: Breakthrough! Figured out how Blender pieces together info for dialog boxes, got custom dialog working
- Addison: Having trouble manipulating the raw data stored in the .bgeo files, but have been looking into existing blender add-ons to try to find this functionality

- Thomas: Could not find any easy patterns in the .bgeo files to convert them into .obj. Also no python packages to do this, so it might be best to work with other Blender add-ons to find a solution.

Who work on what:

- Chase:got a out-line for people on how to run demos
- Alex: Figuring out dialog boxes finally
- Addison: Built and ran demos in my own Ubuntu environment, researched .bgeo file type and potential existing add-ons for blender
- Thomas: Spent a lot of time going through .bgeo documentation and looking at the raw, binary data to see if I can figure out the pattern to how these files work. Also looked for python packages to see if there was already some easy way to convert these files without using houdini.

Week-12:

Goals:

- Chase:get BGEO files to work with blender
- Alex: Start processing user input
- Addison: Find a way to convert .bgeo files to .obj without houdini
- Thomas: Continue trying to find some way to convert .bgeo files to .obj without houdini

Set-backs:

- Chase:not seeing add-on in/on blender
- Alex: Same issues as everyone, with huge Houdini roadblock
- Addison: Found few possibilities of blender add-ons, but not open-source by the creators
- Thomas: Still not simple had no luck yet getting Blender add-ons to simulate houdini and convert them and still found no patterns

Who work on what:

- Chase:
- Alex: Finalizing dialog box look and variables.
- Addison: Continued work with conversion, now also accounting for vice-versa (changing a .obj to a .bgeo)
- Thomas: Tried a few Blender add-ons to try and simulate houdini's command-line to use gconvert. That didn't work, so I tried again to find patterns in the .bgeo files and python packages to convert them.

Goals/ Plan for Next 3 Weeks:

Week 13:

- Chase:Start working on transferring a file from blender into the code base
- Alex:
- Addison: Create something finalized: hopefully just a blender add-on that can convert .bgeo at this point
- Thomas: Hopefully get this .bgeo business taken care of. Maybe start on wrapping up the project, getting everything to work together.

Week 14:

- Chase: work on the add-on and python code
- Alex:
- Addison: Focus on organizing final presentation, using our old documents of our processes, setbacks, and adaptations
- Thomas: Finish the project. We have a lot of individual parts that work, but we need Blender to call everything and handle everything from within Blender

Week 15:

- Chase:Get most of the inputting/compiling done by the add-on
- Alex:
- Addison: Final, wrap everything up
- Thomas: Work on end of semester things like the final presentation.