May/June end-of-month review

(written 30 June)

This month I have tried to implement a half-edge-based mesh system, in order to represent my 3D waves and scenery. However, this is entirely new to me, and I am finding it very hard to visualise and implement the operations on this system correctly. I am quite disappointed at the lack of progress on this.

I have successfully made a 2D prototype of Verlet integration in order to demonstrate ragdoll physics. This was very success in my opinion, and used parts of mathematics and physics that I had already learnt, coupled with the "Verlet integration" technique which I learnt from a web page, and a line segment collision algorithm that I found in a book (Graphics Gems, page 304). See my diary for details (and pictures).

As I do not expect that I will have very much time at all over the summer (I have summer schools during July and family holidays in August, meaning that I will have only three free weeks during the two weeks) I have revised my Timeline in order to reflect this.