**Accomplished:**

* Node to Node pairing with CTW
  + Creates collapsed elements (Meshes can be reorganized)
  + Nodes may travel far for compatibility
  + **Difficult to account for every occurrence**
* Surface with STW
  + Finding right surface to fit can be hard
  + Compatibility between surface nodes still difficult
* Mathematics concerning above
* Modularization of code in header/source

**Need to do:**

* Analytical surface for tows – NRUBS SISL Library (Keith’s thoughts)
* Separate out GUI (Keith’s thoughts)
* Git repo for code (Email Lauren)
* Looking at relaxation (if time permits)
* Finishing penetration detection
* Surface/Compatibility resolution (with NURBS)

**Tried:**

* Surface Fitting
  + Tough to define correct polynomials
  + Still needed to deal with compatibility
* Polyhedron detection
  + Used in video games but depends on time stepping and usually for avoidance of penetration
  + Difficult for many sided Polyhedra
  + Will still need distance data to solve penetrations

**Tests:**

* **Sphere intersections**
  + **Test subtraction of Nurbs Library**
  + **Try using Paraview**