Progress Report for
Better Graphics For A Robotics Grasping GUI

Shady Robots

Group 12

Justin Bibler

Matthew Huang

Daniel Goh

CS461: Senior Software Engineering Project

Fall 2016

December 3, 2016

Abstract: Our customer is using a simulation to create visuals that are used for online data collection. This simulation is using outdated libraries which result in outdated graphics.

Keywords: OpenInventor, OpenGL, OpenRave, shaders, warm cool shaders, silhouettes, shadows, robotic simulation, geometry, visualization, render, vertex lines

1 PROJECT PURPOSE AND GOALS

2 WHERE WE ARE IN PROJECT

3   PROBLEMS AND SOLUTIONS

4   INTERESTING PIECES OF CODE

5 RETROSPECTIVE

TABLE 1

Table showing what went right (Positives), what needs to be changed (Deltas), and implementations to fix said Delta (Actions)

Positives	Deltas	Actions
1	1	1
1	1	1
1	1	1
1	1	1
1	1	1
Week 6: We further revised problem statement, finished requirments document, Matt an Daniel participated in the robot grasping study, and we recieved help from Kirsten and Nels for our requirments document and problem statement	Our requirments document is small, and in our opinion poorly written.	We will be revising the requirments document next term, we will not be taking any requirments out, and we will most likely add in a few more requirments if we feel that they are neccessary.
Week 7: Final version of problem statement was finished, user interviews were introduced into our project as a new requirment, requirments document was editied further, and recieved input for Gantt chart and tech review topics.	No new deltas were introduced this week.	No new deltas.