3D Model Viewer – Status Report 2

CSC 478 - Spring 2014 - Group 1 Choppers

Andrew Baker

Adam Le

Todd Previte

# Status Report 2 03/09/14 – 03/24/14

Repository Location: https://github.com/failrate/Chopper

Task Ongoing:

* Rendering Engine
* File Loading/Parser
* GUI/Interface
* Requirements Doc
* Testing Docs

Andrew is working on a matrix and vector structures, and found existing one in OpenTK. He will be learning the ropes of OpenTK for use in his file parser. He committed the test data to our GitHub repository, railway and weird pseudo BNFs for the OBJ format and refactored MeshLoader and initial MatrixN

Todd has been able to put some cycles in this week on the GL side of the project. It looks like it's going a lot more efficient to use the OpenTK library (Open Tool Kit) than not. It's a low-level library, but it wraps the GL calls such that you can use them directly within a C# app without having to do a bunch of other bullshit. He still needs to write all the code for rendering engine, this just allows me direct access to the OpenGL library that I need to make it happen.

Adam has been working on restructuring the GUI objects so that the clearing of forms do not interfere with one another. He is also concurrently writing the requirements documentation for the GUI.