3D Model Viewer – Status Report 5

CSC 478 - Spring 2014 - Group 1 Choppers

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# Status Report 5 04/07/14 – 04/14/14

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

Task Ongoing:

* Rendering Engine
* Connecting the separate modules
* Requirements Doc
* Testing Docs
* Testing and Debugging

Task Finished:

* None this week

The parser/loader code was updated after a test run using Unity3D to make a quick and easy renderer. The geometry loads fine. There were some issues with either normal or UVs but they are currently being worked on.

The parser/loader code was integrated with the GUI code and the connection was established at the point where the filename is passed to the parser/loader. OpenTK installation or library will need to be included in either the installer or final executable package.

The rendering functions were coded in C and are in the process of being converted to C#. It should be committed to the repository within the next few days.