- Amos C++ research
  - OpenGL for basics
  - Scene graph system for combining stuff
  - A lot of work - would take up a big chunk
- Josh Java research
  - JavaFX is probably the go to
  - Though there's not a massive amount of stuff out there
  - Might be tricky to render into a webapp
  - Best option if we have to
- Revit
  - We can get it for free
  - Has sample models
    - Stuff to play around with
  - Some trouble with the loader
  - Seems like PyRevit might be able to do some of the stuff we want
    - We'd have to mess around with it to be sure
- Issues with Python and Java
  - Might have to do everything in Python
  - Django seems like the good WebApp tool for Python
- Tasks for the week
  - Continue trying to organise another meeting with John
  - Everyone download revit, get to grips with it, and begin to learn pyrevit