

Project Web-GL Discussion I

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1 Points being discussed

1. Languages used: Python for solving differential equations, HTML for programming
2. Initial design is done in Blender, then imported to WebGL
3. IDE: none for WebGL and Spyder for python
4. Robots: One-link translational inverted pendulum

2 Job descriptions

2.1 Yudha

- Design CAD in Blender (3D)
- Program the model and controller at Python

2.2 Arijal

- Master the WebGL library
- Create an interface to python

3 Planning for next week (10-17 January 2015)

- **Yudha:** Design a sketch of the inverted pendulum in Blender
- **Arijal:** Learn basics of WebGL