

Knot Binder - Android OpenGL application

Advanced Internet technologies

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Key features



Simple - easy to use

Blender - simple creation

Easy managing models

No limitation with SDCard

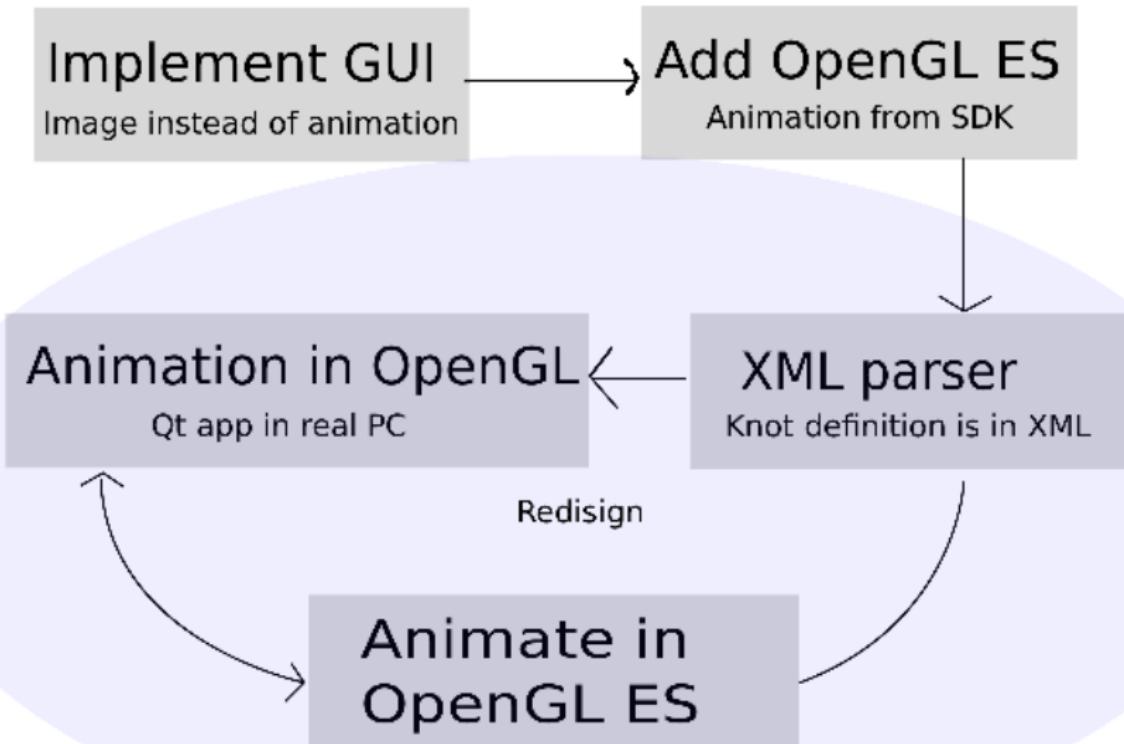
Time estimation

Feature	Priority	Implemented	Hours*	Hours**
Learning JNI	high	YES	4	?
Exploring ndk samples	high	YES	12	?
OpenGL demo	high	YES	4	?
Running animation	high	YES	20	?
Loading OBJ definition	high	YES	6	?
Select model	high	YES	1	?
Full screen	middle	YES	3	?
Screen saver	middle	NO	4	?
Binding colourising	middle	NO	4	?
Viewpoint manual change	low	YES	2	?
Docs & refactoring	middle	NO	5	?
Design of XML	high	NO	15	?
Totally			80	172.5

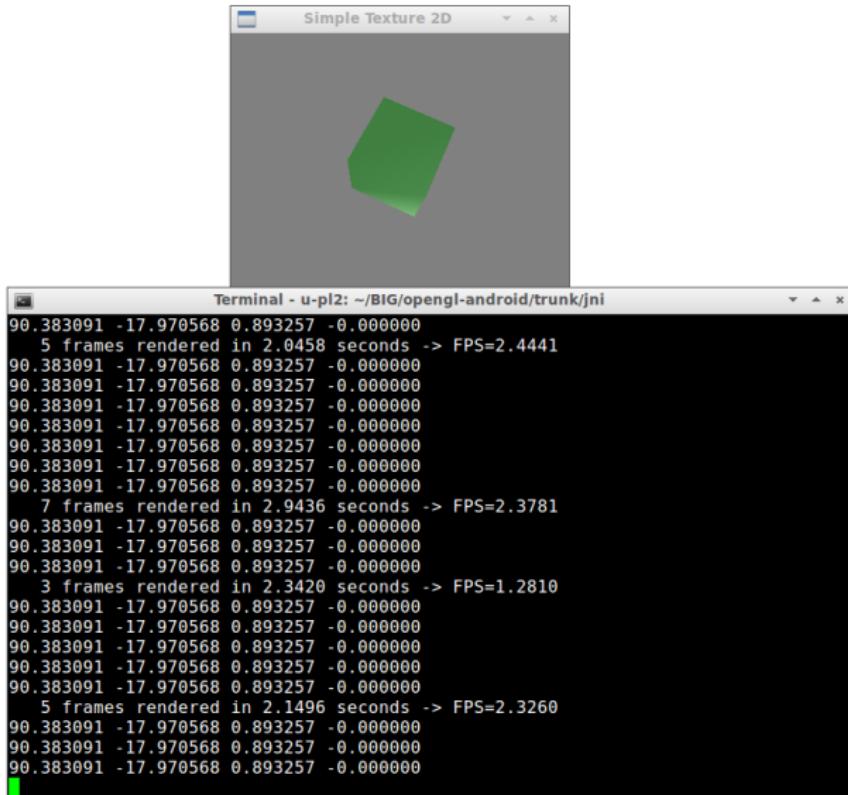
Screen shot



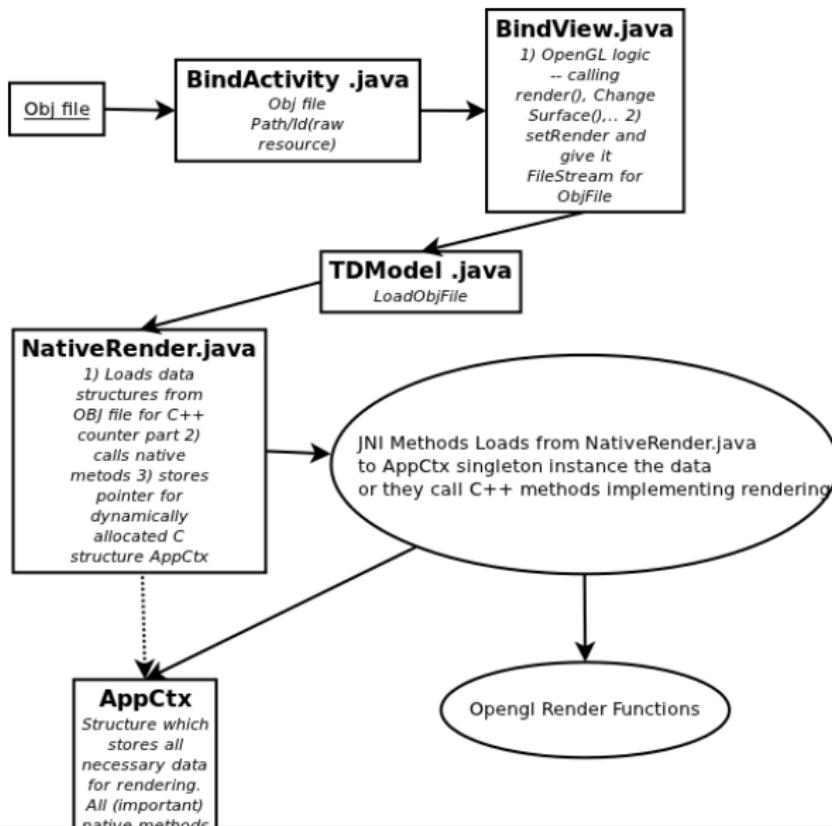
Dream workflow



X11 linux application



Inner structure



Time estimation

Feature	Priority	Implemented	Hours*	Hours**
Learning JNI	high	YES	4	51.5
Exploring ndk samples	high	YES	12	11.5
OpenGL demo	high	YES	4	25
Running animation	high	YES	20	40
Loading OBJ definition	high	YES	6	8.5
Select model	high	YES	1	10
Full screen	middle	YES	3	0
Screen saver	middle	NO	4	-
Binding colourising	middle	NO	4	-
Viewpoint manual change	low	YES	2	5
Docs & refactoring	middle	NO	5	20
Design of XML	high	NO	15	1
Totally			80	172.5

Summary

- Technologies: **Java, JNI, Android, OpenGL ES 2.0, Sqlite3, Eclipse, Vim**
- Hard to debug string transfers Java/JNI/C++/GLSL
- Efficient
- Not as good as paid application
- Good base for future work

Questions?

