Old-Town Osaka Viewer on Android Device
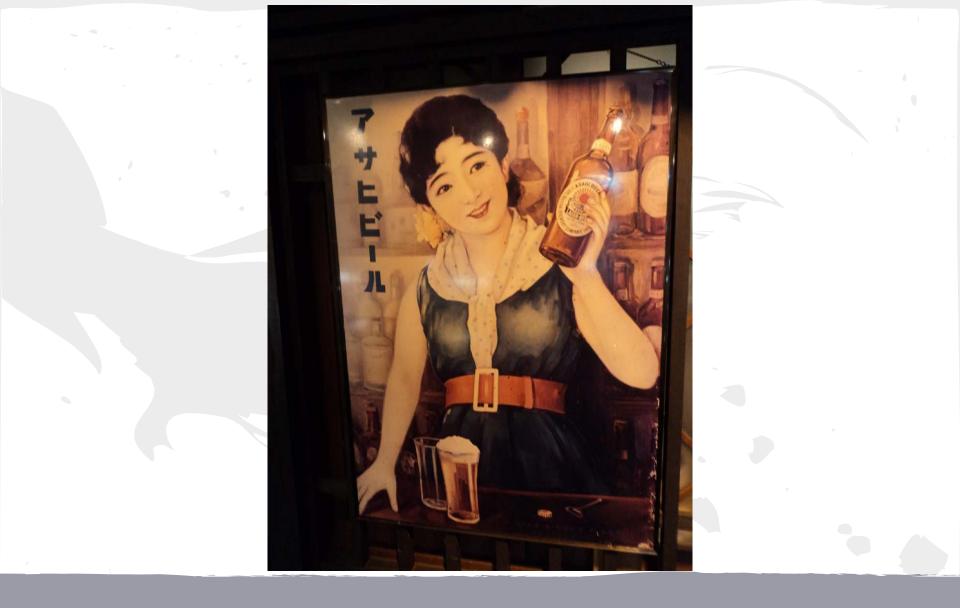## Osaka University
August 3, 2012

Sumin Wang

Progress

- Read up on OpenGL, an API framework meant to access hardware resources in order to render graphics, which is the pervasive toolkit of my application
- Processed texture files to match 3ds file name conventions
- Processed texture files into JPEG format

Goals for Next Week

- Divide model into pieces and render a piece at a time based on location
- Get multiple textures per object to render correctly

Not your average rough-and-tumble bar (painting)

Classical bunraku theater (diorama)

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