Check-in summary

We decided to start by implementing Tutte embedding of 3D models to 2D textures, using the object files from pset 0 as starting material. We referenced [Floater, 2002] and some lecture slides from the University of Columbia to see how to create a Tutte transformation matrix and apply it to 3D models. We also cannibalized some code from assignment 0 to read in model data.

Going forward, we will be turning to the focus of the project, which is to create boundary-free, optimized texture maps from the Tutte textures we have created.