

# Ghar3D - Release 1.0

April 8, 2015

## Priority #1

- **Build (RK)**
  - Builds are functional again.
  - Memory foot-print is still huge and affects rendering. Project to “segment” model into 3 parts is still on.
  - Reference ellwangen model.
- **Ghar3D.in (Srinath, Praveen, Jeevan)**
  - Add all categories & items in progressively expandable manner.
  - Elegant use of images, colors, fonts, layout
  - Crisp banner for clear messaging. (before-n-after images to be developed and added)
  - X3dom models to be added. (Jeevan is bring expertise & focus for this )
  - The “Chair” model obtained from the x3dom samples will be used to begin with. As and when other models are production-ready they will also be added to the site.
  - Addition of x3dom models is in-effect a marketing initiative. It draws attention to the 3D aspect of our solution and should help us persuade vendors to join.
- **Legend-Chimes Model**
  - Viewpoints (tilt, sequencing and light configuration) to be completed. (Harish)
  - Kitchen to be completed. (microwave oven, refrigerator, glass, viewpoints, lights etc) (Harish to pick this up if Arun does’nt deliver on time)
  - Plumbing & Wiring related features to be developed to showcase the power of 3D technology and to enhance the story of house-maintenance. (Harish for now)
- **UI/UX (Uday)**
  - Delete related features. (“Delete All”, “Delete Furniture” etc )
  - Validate against Microsoft’s UI/UX guidelines.
- **AntiAliasing & Nurbs Tessellation (All )**
  - Test to ensure that these scripts are operational as we expect them in various hardware configurations.
- **Plants (Jeevan)**
  - Outdoor plants using Nurbs, Instancing.
  - Fruits, Flowers, Decorative plants and other categories to be developed to be able to convince vendors such as gamlaa.com and uniquetrees.in (both hyd based)
- **Paints (Satish )**
  - Enable Asian-Paints “shades”, “types” and “prices” to our Ghar3D eStore.
  - Complete tool for paint area & price calculation
  - Relocate “undo” button. Make “lights control panel” floating.
  - Texture support. (e.g [http://www.bitmanagement.de/developer/contact/labs/composite\\_rgba.wrl](http://www.bitmanagement.de/developer/contact/labs/composite_rgba.wrl) )
  - Uday/RK to review the design/code and assist whereby needed.

## Priority - Other

- **Home-Theater**
  - ?.
- **Update**
  - Silent update for code & data, under user-control
- **Tiles Tool**
  - Along the lines of Paint Tool
- **Undo**
  - Clean & consistent do/undo/redo mechanism as in ms-word
- **Options**
  - Setup options panel for “shadows” etc.
- **UX**
  - Ensure that Ghar3D App & eStore usage in combination is easy and obvious