

---

# YGGDRASIL MEETING MINUTES

---

DATE: 01/10/12 TIME: 14:15 - 15:00 VENUE: ROOM 315,  
COMPUTER SCIENCE DEPARTMENT, UCT

---

---

## Attendees

Prof. James Gain, Ryan Mazzolini, Richard Pieterse

---

## TOPICS

---

### Final Evaluation Interface

The horizontal prototype of the final testing interface was presented and discussed. It was decided that the following demographic data must be captured.

- On average how many hours does the user play video games per week
- How many years has the user been playing games for
- How experienced is the user with 3D modeling packages.
- Has the user taken any courses in computer graphics
- gender
- field of study
- age
- experience with botanical sciences

Action Items	People Responsible	Deadline
Complete Interface	Ryan Mazzolini	Sunday the 7 <sup>th</sup> of October.

### Next thesis chapter draft

Each member is to choose the next chapter of their thesis to be completed. This is to be completed and submitted to A/Prof. Gain by Friday the 5<sup>th</sup> of October.

Action Items	People Responsible	Deadline
Chapter draft	All project members	Friday the 5 <sup>th</sup> of October, 16:00

### Next Supervisor Meeting

The next supervisor meeting is scheduled for the Monday the 8<sup>th</sup> of October at 14:00.

Action Items	People Responsible	Deadline
	All project members	Monday the 8 <sup>th</sup> of October, 14:00

### Texture Synthesis Boundary Condition Issue

Ryan mentioned that there are boundary issues occurring in the analysis phase. These are producing artifacts of mirroring. The solution suggested is limiting the analysis neighborhoods from crossing the boundaries.