YGGDRASIL MEETING MINUTES

DATE 08/17/12 TIME: 13:30 - 14:00 VENUE: ROOM 315, COMPUTER SCIENCE DEPARTMENT, UCT

Attendees

Prof. James Gain, Ryan Mazzolini, Richard Pieterse, Donovan Foster

TOPICS

Feedback from feasibility demonstration to second reader

- Gary was happy with progress
- Suggested against using heuristic testing
- Donovan ill, to schedule private demonstration

Action Items	People Responsible	Deadline
Organise demonstration	Donovan	24th August

Preliminary testing plan

- Demonstration in front of experts (Suggested: James, Patrick, Gary and Julian Kenwood (currently at Nvidia, may be back in time)
- Scheduled for 14th September (one week after vacation)

Action Items	People Responsible	Deadline
Preliminary evaluation	All	14th September

Final Testing plan

- Mesh joining
  - Current suggestion is a silhouette test, either forced choice or rating out of 10
  - Against actual trees and/or other tree generating systems
  - Richard tasked to get sample tree pictures
- Texture synthesis
  - Similar forced choice test, but with textures
  - Against real bark and/or other synthesis techniques
- Leaf generation
  - Similar forced choice test, but with leaves (issue of textures or meshes)
  - Against real leaves and/or other leaf generation programs
- Overall
  - Since tests are similar, suggested building one testing program that can show and record tests (Team can contact David Nunez, who has experience in testing)
  - Useful statistics must be considered, gathered and processed
  - Box-and-whisker plots suggested
  - Equally, overall efficiency and performance tests were also to be calculated

Action Items	People Responsible	Deadline
Gather pictures and choose relevant statistical measures	All	14th September

Hand-ins for end of term

- Mesh joining
  - Joined tree mesh
  - UV mapping must still be done (Vector fields technique suggested, but must be tested, not for hand-in)
- Texture synthesis
  - Synthesized texture
  - Richard to give sample tree for UV mapping testing (not due for hand-in)
- Leaf generation
  - Leaf texture with leaf shapes and veins
  - Colours, variations and meshes also need to be included (not due for hand-in)

Action Items	People Responsible	Deadline
Completed hand-in and demonstrations	All	31 August

Additional points

- Check on libraries available for automatic bump-mapping (Ryan and Donovan)
- Ryan unsure of best technique, suggested an extended discussion during next meeting showing the advantages of different techniques
- Texture mapping technique still to be found

Action Items	People Responsible	Deadline
Research bump mapping libraries	Ryan and Donovan	Before 14 September
Research texture mapping techniques	Ryan and Richard	
Prepare discussion on texture synthesis	Ryan	

Future project meetings

Next meeting scheduled Friday 24th August at 14:00
Ryan to give texture synthesis tutorial to educate the team on his role and help choose the best technique.