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# YGGDRASIL MEETING MINUTES

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DATE: 08/24/2012 TIME: 14:00 - 15:00 VENUE: ROOM 300,  
COMPUTER SCIENCE DEPARTMENT, UCT

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## Attendees

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

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## TOPICS

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### Presentation of potential Texture Synthesis Techniques

Ryan presented to two potential texture synthesis techniques so that a decision could be reached on which technique to implement. The techniques were:

- Texture Optimization
- Compatibility Matching

The following table of comparison was drawn up

	<b>Texture Optimization</b>	<b>Compatibility Matching</b>
<b>Computational cost</b>	(Poorly defined) Hours on a CPU	(Poorly defined) Milliseconds on a GPU
<b>Ease of implementation</b>	Difficult but well defined	Easier but poorly defined
<b>Structure Matching Quality</b>	Appears to be equal	Appears to be equal
<b>Can be integrated with vector field</b>	yes	no
<b>External control</b>	Parameters can be exposed	no

It was decided that Texture Optimization is the best method for our application.

<b>Action Items</b>	<b>People Responsible</b>	<b>Deadline</b>
Prepare Presentations	Richard and Donovan	Tuesday 28th of August

### Next Supervisor Meeting

Richard and Donovan will both present a comparison of techniques relevant to their research areas. Richard will discuss the methods for generating single bifurcating meshes and Donovan will discuss the available options for generating a leaf.

<b>Action Items</b>	<b>People Responsible</b>	<b>Deadline</b>
Prepare Presentations	Richard and Donovan	Tuesday 28th of August