

Project Schedule – Nick Funk – 10035546

- 1. Proposal – Due October 21s, 2013**
- 2. Programming and Application – Due December 1st, 2013**
 - a. Constrained Mesh Modeller – Due November 15th
 - i. Load default mesh
 1. An initial starting mesh needs to be generated to work with
 - ii. Attach handles and traverse mesh
 1. Convert the mesh and add handles to apply modifications to local mesh areas.
 - iii. Modify local handles
 1. Allow full editing of the mesh through manipulation of the generated handles.
 - iv. Export modified mesh
 1. Produce an exported basis mesh for further processing
 - b. Terrain by Example – Due December 1st
 - i. Acquire example terrain
 1. Speak to Famarz about example terrain samples
 2. Determine what types of terrain in what formats will produce the best processed terrain
 - ii. Load example terrain
 1. Load terrain into application in a data structure suitable for selecting and correlating user mesh and example mesh
 - iii. Interactive Mapping
 1. Allow user to correlate areas of the example terrain to areas of the user's basis terrain
 - iv. Upgrade user terrain (Perform Terrain by Example processing)
- 3. Report – Due December 5th, 2013**
- 4. Presentation - TBA**