Week 3 - 9/8/2016

Group meeting 3:00 pm

      Met to discuss questions that we might have for the jpl conference call. Have a better understanding of what the project actually is as a group.

1.API requirements? What steps do we have to take to get all the data needed?
   a. What are the major requirements you have for the project?
   b. Do you already own any server side licenses that we may use?
2.Walk us through a couple scenario of what the project should look like?(CHRIS AND KHANG)
   a. What camera modes should we have?
   b. Field of view?
3.What sort of models would we be receiving, What file type would we be receiving?
   a. Mesh?
4.For each point the user picks which attributes would we need?
   a. How are we going to get user points from the website?
5.What planets are we using the software for?
   a. Mars, Moon? Just to clarify?
6.How much are we simulating? (CHRIS AND KHANG)
   a. Lighting simulation?
   b. Acceleration?
7.Are we able to take the user info input and make it into array or some sort of file that we can use?(ANGEL)
8.Would we have to fill in the missing data if needed? (Fake info)(HIEU)
9.How are we going to simulate the server side of the project, will a server be provided to us for test things out.(FIDEL)

The questions we have already asked are going to change to red so we won't ask them again.

JPL Conference meeting 4:30

APP that runs within the framework that they have
Like shan said leave as it is do not simulate areas.
Figure out what would be easiest to do and go based off of that when it comes to simulate lighting.
Start locally, with kinda of hard coded data to make it easier.
Ideally if we can get it to work for mars than the others should be able to make it work fairly easily.
Blender would be hard to integrate to our project but is possible. The webportal runs using JS
Field of view, top down view would be ideal.
Runs on their server, should show it on the server or download it to the drive or so.
Obj file also geotiff file terrain at any given point.

Research

Linear Algebra, the way things are positioned in space, 3D engines, camera orientation