

Week 4:

Tuesday - 9/13/2016

Meeting with Dr.Kang - 4:00

- Discuss about the research that we did over the weekend.
- Define how the system look likes.
- How we want to accept user input?
- Unity - frame graphing? Plugins?
- Unity or Blender?
- Get OBJ file (of Earth?). How we gonna render using Blender or Unity (without opening Blender), how to render (given 2 camera locations, how to generate movie)? = how to render images into movie?
- Divide the group into 3, and each will explore Cesium, Blender and Unity.
- Spend 1-2 weeks to choose the tool to use for the software.
- Goal: Background process, no window. Control without actually open the application.  
Plugin programming?

Rendering on server-side!!!

Thursday - 9/15/2016

Meeting with Dr.Kang - 4:30

- Give up on Unity, and focus on exploring Blender and Cesium
- Use Cesium for interface.
- Use Blender for rendering into movie
- Interface that helps users feel natural to enter inputs.
- Divide group into 2 teams: one is focusing on Blender and the other is focusing on Cesium and how to accept user inputs.
- Goals: develop a software, users interact on the web. Render 3D (use Cesium?). Define the user cases. Come up with different scenarios.