

Procedural Modelling of Cities implemented as a Blender Plug-In

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1 Previous Short Term Objectives

1.1 Python Instantiation of a Road Network

The major objective for this week was to convert the java implementation of the road network generation classes into python classes that could easily be linked with the Blender API and thus used in a script to generate visuals for the road network within Blender.

1.2 Literature Review

A second objective for this week was to re-read and to summarize a paper relevant to this project. This was meant as a writing exercise to assist in preparation for the project major literature review which is due at the end of the first semester. For this task I aimed to prepare a single page summary of [?] as it is the underlying backbone of the project thus far.

2 Progress

2.1 Python

A closer inspection of the task of converting the Java implementation of the road generation classes to a Python implementation revealed that the task was far more complex expected. The process of class creation and object orientation in Python whilst appearing to be very similar to that of Java is in fact somewhat different and specifically different in unapparent and unusual ways. Thus most of my time this week has been spent in updating my knowledge of Python and its underlying methodology for object orientation. Specifically I have spent time completing the various Python tutorials which describe both the nature of the language itself and of the process of class creation and object orientation.

2.2 Literature Summary

This objective was successfully completed and the article successfully summarised, although the summary was over a page long. This could be indicative of either the original document being very heavily laden with relevant content or of my ineffectual prioritising of its content. The net result however is a summary of the paper which attempts to convey the central ideas presented and some of the papers underlying ideology.

3 Problems

No specific problems arose this week other than a lack of time, more time needs to be invested into the process of learning Python as a language and thus enabling my integration of the various Java Classes into the Python language.

4 Objectives for Next Week

4.1 Visible Results in Blender

The objective for next week is to fix the integration problem so that the system can finally focus on testing and implementing various road generation algorithms and methods. Specifically in the next week a skeleton implementation of the road generation classes should be created in Python. As such the objective for next week is to be able to generate images through Blender which accurately reflect the underlying Python implementation.