

Testimonial

NOTE: The spacing below is to facilitate your writing of comments.

Learned:

- Relearning some basic OpenGL, as well as a new look at matrix manipulations in regard to OpenGL.
- The low level of how rotation, translation, and articulation.
- The basic idea of homogeneous coordinates.
- The basic idea behind Orthographic Projection from higher to lower dimensions.
- The basic idea behind Perspective Projection from higher to lower dimensions.
- The algorithm for the Sierpinski Triangle and how to apply it to higher dimensions.
- A very simple form of understanding of how one can represent solids not as points, but as intersections of subspaces. Effectively, a small understanding of what Greg Ferrar's ADSODA project is about.
- A small amount of LaTeX.
- I am terrible at keeping my journal up to date, but am slowly learning.

Done:

- Installed and configured Cygwin (Linux terminal emulator) to use subversion.
- Installed and configured VPython and Aszgard.
- Modified oopskel.cpp to show a rotating Sierpinski Pyramid to be found in `fjunge2/aszgard/Sierpinski/`
- Began modifying Greg Ferrar's project ADSODA to run with modern C++, located in `fjunge2/aszgard/Other_Peoples_Higher_Dimension_Work/ADSODA/`
- Admonishing myself now for not keeping a better journal.