

Individual Log

Throughout the course of the semester, we ask that you keep a detailed log of the work and amount of time you spend on this course. Through the course website, we provide you with a tool that allows you to track how many hours you spend daily, weekly, and monthly on this course. It also helps you keep track of how much time you spend working individually and with your team.

On average, we expect that you work 10 hours a week on this project, including class/lab time. Please be sure to document all time spent on the project including workdays and lecture time. You may designate team workdays as either time spent individually or working as a team (i.e., with at least one other team member), as appropriate.

We monitor your logs regularly, so we suggest that you keep these updated. We will print and grade the logs on the dates listed on the class calendar.

Examples of poor and good log entries follow.

Sample of Poor Log Entries

Week 10

Mon. 03-15-2010 Research on TKX

Individual: 8 hours

	Individual	Team	Lecture	Total
This Week:	8.00	0	0	8.00
Total to Date:	32.00	8.00	0	40.00

Week 11

Mon. 03-22-2010 Preferences

Team: 2 hours

Wed. 03-24-2010 Combine preference module and code update module

Team: 2 hours

Fri. 03-26-2010 Demonstrate to our sponsor

Team: 2 hours

Sat. 03-27-2010 Research on TKX

Individual: 5 hours

	Individual	Team	Lecture	Total
This Week:	5.00	6.00	0	11.00
Total to Date:	37.00	14.00	0	51.00

Sample of Good Log Entries

Week 8				
Sun. 10-04-2009 Individual: 0.5 hours	4:00 PM - 4:30 PM. Fixed the arrow animations on the slides (alignment issues)			
Mon. 10-05-2009 Lecture: 2 hours	Oral Progress Report 2, -Discussed with team the issue of Vertex arrays. Thi Lynn sent a email querying SAS about their estimation of the importance relative to view volume clipping in non-trivial cases.			
Wed. 10-07-2009 Team: 4 hours	10:30 AM - 12:30 PM, 4:00 PM - 6:00 PM -Collaborated on WPR2, Don and I made revisions to the task plan (to reflect resolutions from the Sept. 30 Sponsor meeting) while BJ and Thi Lynn composed the Test Plan section (and worked on formulating test cases). -BJ and I reworked the UML Class Diagram (to be more comprehensive and correct)			
Wed. 10-07-2009 Individual: 1 hours	-Wrote the Summary section and fixed a few obvious errors in WPR2. Submitted via email.			
Fri. 10-09-2009 Individual: 2 hours	Traveled to NYC, but had some time to kill on the plane, so I read some of the documentation on Adobe's PixelBender to investigate the practicality of using a PB Shader subroutine to serve as a depth buffer for HSR. So far, it's not looking very good. Unfortunately, PixelBender w/ Flash is severely restricted in its capabilities. Major Problems: -Cannot create custom functions (only one function: evaluate_pixel()) -No looping, the only control structures are if/else :(-Return value for each pixel is limited to 24-bit color and 8-bit alpha channel, so even if we could pass in an input image to serve as our z-buffer, the 8 bit alpha channel would be insufficient to correctly determine depth order.			
	Individual	Team	Lecture	Total
This Week:	3.50	4.00	2.00	9.50
Total to Date:	31.50	66.20	5.30	103.00

Week 9

Sun. 10-11-2009 **Individual:** 2 hours Had some more time on the plane, so I read the rest of the PB documentation. After having thought a great deal about a practical strategy for making PB serve as a z-buffer, I have concluded that it would be too difficult (if not impossible to acheive). So I suppose we'll have to resort to a geometric solution.

Mon. 10-12-2009 **Team:** 2 hours -Did some reading through textbooks and online about geometric depth ordering. (BSP tree and Newell's alg). -BJ helped me get FlexCover running on my machine.

Wed. 10-14-2009 **Team:** 2 hours Today we tended to the proffered comments on WPR2. We moved the UML Diagram from the appendix into the body document, rewrote the design section to be much more clear. Thi Lynn sent the new version to Sponsors and requested a meeting on October 23.

Fri. 10-16-2009 **Team:** 4 hours Setting up the DB + Apache Performance tooling is rather quick and easy on Windows machines, but we discovered today that this is not the case on a Mac. BJ, TLG and I tried to get things set up on her MacBook Pro, but we could not get it to work. After trying for several hours, we cut our losses and resolved to simply use the lab machines. :(

	Individual	Team	Lecture	Total
This Week:	2.00	8.00	0	10.00
Total to Date:	33.50	74.20	5.30	113.00