Michelle Guo

**Major Changes:**
No big changes in the goals or implementation

**Current Milestone:**
Getting all the necessary software and doing some background reading to prepare for the next semester, with a literature survey. All the below listed software is now set up. Will be working with the software listed below. Now getting used to the commands and finding out exactly what the different functions and by changing which parameters will get which shape of the curve. Mainly working with curves and line segments in blender as working with yarn and not chunks of solids.

**Accomplished:**
- Did some basic scripting in blender using python, following tutorials
- Have some fun curves and playing around with changing different settings to see what they do to the object that is being scripted - mainly looking at curves and splines within blender
- Working with blender to set up appropriate scripting methods to view and edit curves, mainly working with python scripting.

- Worked through an already existing code base for translating text into knit stitches, getting used to how the pre-existing code works and just getting the pipeline set up with basic files provided
  - Worked with the stitch mesh object (smobj) repository, a way to represent stitches, and also set up the smobj repo and the knetwork repo to translate text/ascii stitch layout information to smobj curves, which by using the knetwork repo that then translates that to 3D curves and splines into blender.

**Surprises:**
The blender scripting is still not as straightforward as anticipated, but more practice will be able to help and playing around with the software a bit more.
Revisions: Will still have to continue playing around with the software over break, not good enough to start forming desired shapes.

Resources Needed:
Nothing extra at the moment