Major Changes: Will have to revise the milestones, future milestones will probably be revised to the following

March 16th - Creating 3d models of the stitch tiles that were created in the last milestone
March 30th - Connecting the tiles together to form the stitches, and seeing how the slip stitches and the single stitches can connect together, such that there can be a chain of stitches to either create a ‘tube’ model or a flat piece
April 13th - Warping the cells so that they can ‘bend’ around in 3d to see if they can bind to a mesh.
April 27th - Have all stitches rendered in their cell structures with ways to connect them to other stitches, with also a way to warp the tiles/cells of the structure.

Accomplished: Create a tile set that will represent slip stitches, and single stitches connected together. Currently it seems that it works, but I am currently working on making the tiles not hand drawn. Along with that, I’m looking into seeing if the inner of the tiles can be abstracted away, and that the inner loops of the stitch can also be turned into tiles.

Milestone: Had to revise the milestones for the future, given the current path. Along with that, the current milestone had to be thrown away.

Surprises: Due to a lot of homework these last few days, I’ve fallen behind a bit in working on the project, as along with that, the milestones had to be changed as I ended up working on both the slip and the single stitch, due to the slip stitch being somewhat trivial.

Looking Ahead: Will have to put in more effort in the next week or two in order to make sure to hit the next few milestones, also to be more time conscious.

Revisions: Had to change the milestones for the future in order to fit it to the current trajectory of the project. The goal of the project is still the same, but the process will be different, and I suspect that the end goal will look a bit different than I envisioned.

Graphics:
Single stitch (w/ 2)

End

Start

Ending (w/ top)