**Major Changes:** Still working on the tiles, have stopped making tiles in 3D for now, will try to attempt in the next week or so, to see if the 3D tiles would have a new depth to look. Right now, I’m just going with whatever I have, so the goal is a bit different from before.

**Accomplished:** Working on a paper, have the method written out, and have notes for the section on future work, abstract is done. Rough draft is finished, now polishing it up, would probably make some changes in order to make sure that it fits the given requirements. Along with that, making the tiles bigger and also marking down the intersections of the yarns. Also looking at the loops of the tiles, it seems like what defines with a stitch, is mainly the internals of the yarn. Also with that, have started working on poster for the end of the semester, and just collecting materials for that.

**Milestone:** So, I have put all the milestones behind a bit, still working on the report/paper, but I’m still making the tiles neater and creating more complicated tiles. Have also realized that there are 2 more weeks in the semester, and would probably need to step up my game, and work harder on blender. Also with that, the 3D tiles would probably look a big jank (messier than the 2D tiles)

**Surprises:** When looking at different stitches, or the more complicated ones, so far it seems like that the complex stitches seem to be more or less composed of the simpler stitches, which would be interesting to put that into future work. Also with that, looking at how the internals can be replicated in a more abstract way, but probably would be more of an acknowledgement. Along with that, to be honest, the deadline seemed to come up really quickly. (-_-) I was surprised at how quickly time passed for the project.

**Looking Ahead:** Finishing the paper by the end of the year, and also trying to start with some semblance of the 3D tiles and seeing how that works, but probably not being able to attach it together. Then with that, making the tiles and assembling them into a bigger pattern, with probably the physical pattern side by side to compare (maybe?). Also with that creating physical patterns to showcase in presentation and for photos for paper.

**Revisions:** Probably at this point, going with the flow, still trying to complete what was stated in the beginning of the course, with the 3D models. Along with that, making bigger patterns with the tiles created, so that way we can see that the tile set works for at least a subset of things.

**Extras:**
Sample of tile (some revisions is to make it look more natural with the string crossing and such)