Week 5: Will it Blend?

Overview:

This Monday, the AIM team had its first major milestone in its Quarters presentation. Then, based off of the feedback gathered, the team met to discuss the roadmap for the next two prototypes (upcoming next week). Additionally, this was a week of roadblocks and breakthroughs for both art and programming.

Look Development:

As of the end of this week, the art team has the player's character fully modeled, rigged, and ready to be textured. A big challenge was ensuring that the "Hero Rigg" could be mapped to any of the animations authored originally for the "Enemy Rigg". This makes creating custom animations for the Hero Rigg more efficient, and lets the team's programmers work with the enemy rigg's animation assets in the meantime.

The second half of the week also saw big breakthroughs in developing tech to support the Hero Rigg's coat. The team was able to get skinned mesh cloth simulation working on it, as well as write a custom shader for it, that will be used after the model is textured.

Code Development:

This week saw several refinements as the programmers wrapped up both of our on-going prototypes. Our locomotion system gained a few new levels of polish including dynamic leaning during tight turns and the introduction of dashes and rolls. In the combat prototype, the programmers continued to improve the ragdoll-mauling demo visitors enjoyed early this week, with new blending and hit reactions. The programmers are in the middle of transitioning our skeletal control blending system to a more sophisticated approach that focuses on hands and feet, using IK to resolve the elbows and knees.

Coming Up Next Week:

Next week signifies the start of the next two prototypes planned for the project. Prototype 3 will focus on exploring "combo" hits (Sequential, chained attacks), using the Kinect. Meanwhile, prototype 4 will explore transitioning between movement and combat.
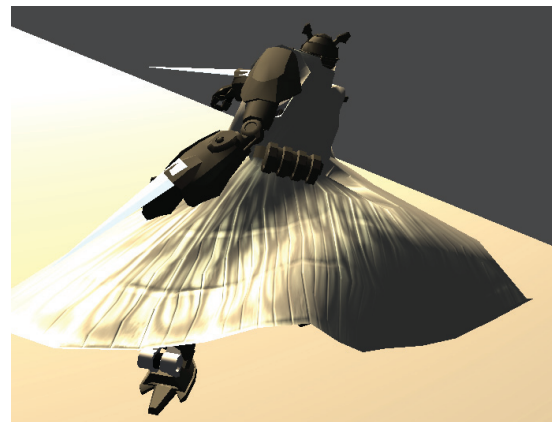
(Above) Shader tests in Unity for the coat, showing the working Hero Rigg and Model, with working realtime cloth simulation.