

Week 11: Polish Week 1

Overview:

Throughout the first week of polish, the team has been integrating small details for the tech demo that do not directly relate to animation blending, but support the look and feel of the project as a whole.

Look Development:

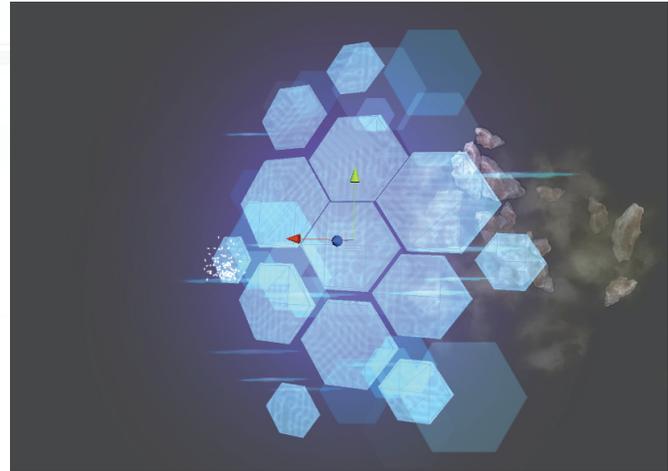
With all the major art assets in place, the artists have been polishing textures and tweaking particle effects this week. Generally speaking, they have been looking to polish areas that don't require much support from the programmers, and can be easily dropped into Unity as replaced assets. (Such as updated particle effects, textures, animations, etc). A second revision on the user interface for sync-kills came through this week, as well as a new set of particle effects to enhance in-game "Blocking" actions.

Code Development:

The programmers have been busy implementing environmental effects and User Interface overlays this week. If an enemy Rigg is flung into a wall, a set of particle effects erupts with smoke and cement chunks blowing out from the point of impact on the wall. The UI indicators for the sync kill sequence have been implemented to instruct the player as to what gesture to perform in the sequence, and the Sync and Charge meters have been implemented as well. The meters will represent a player's health and their level of charge before they are ready to perform a sync kill.

Coming Up Next Week:

Next week will be the final week of polish for the main deliverable (tech demo) of the motion blending technology. During this time, the programmers will be documenting the work they've done, while the artists will be tweaking final assets and preparing the team's 3 minute and 30 second videos.



(top) Particle Effects and Mesh for the "Blocking" action, for enemies and the player.
(mid) New hit effects, particle effects, and decals implemented this past week.
(Bottom) A screencapture of the latest revision of Sync-kills, this time with the UI for action prompts in place.

