



WEEKLY NEWSLETTER VOL 6.

AMALGAMEDIA

FEBRUARY 22ND. 2013

## PREPARING TO FILM

THIS WEEK THE TEAM WAS ABLE TO FINALLY GET ALL THE EQUIPMENT NECESSARY FOR FILMING. NOW THAT WE HAVE ALL THE EQUIPMENT WE WERE ABLE TO FAMILIARIZE OURSELVES WITH IT. WE ALSO HAVE THE CASTING ALMOST WRAPPED UP. WE HAVE OUR HERO, AND WE HAVE TWO FINALISTS FOR THE ROLE OF THE EVIL SUIT. LOCATION WISE WE HAVE PAT'S MOM'S OFFICE LOCKED DOWN AND FOR THE HALLWAY SHOTS WE HAVE THE CFA BUILDING ON MAIN CAMPUS LOCKED IN. WE ARE STILL CONTACTING PLACES FOR BACKUP LOCATIONS JUST TO BE SURE WE HAVE EVERYTHING COVERED. WE HAVE ALSO STARTED OBTAINING ALL THE NECESSARY PROPS AND COSTUMES WE WILL NEED FOR FILMING. DUE TO THE FACT THAT WE FINALLY JUST GOT ALL OF OUR EQUIPMENT WE HAVE DECIDED TO PUSH FILMING BACK TO THE WEEK OF 3/4-3/8. THIS WILL GIVE US MORE TIME TO LEARN THE EQUIPMENT AND MAKE SURE EVERYTHING IS IN WORKING ORDER.

ON THE GAME SIDE OF THINGS, FRANK AND HIMANSHU HAVE BEEN TESTING OUT DIFFERENT JAVASCRIPT FUNCTIONS. THEY HAVE MAINLY BEEN TRYING TO FIND BETTER WAYS TO INSERT AND MANIPULATE A USER'S FACEBOOK INFORMATION AND PICTURES INTO THE FILM SMOOTHLY. SINCE SIM IS NOW DONE WITH ALL THE STORYBOARDING, SHE HAS BEEN ABLE TO FOCUS HER ATTENTION ONTO THE ART STYLES FOR THE GAME. THIS WEEK SHE HAS MAINLY BEEN PLAYING AROUND WITH DIFFERENT STYLES OF PIXEL ART, TO GIVE THE GAME AN OLD SCHOOL NINTENDO FEEL.

NEXT WEEK WE PLAN ON PREPPING EVERYTHING FOR FILMING. WE WILL MAKE SURE THAT ALL THE PROPS ARE GATHERED AND READY TO GO, CASTING IS WILL BE COMPLETE, AND LOCATIONS WILL BE SET. WE WILL ALSO BE MAKING A PRODUCTION SCHEDULE TO MAKE SURE WE ARE ON TASK DURING FILMING SO THAT WE CAN FILM AS QUICKLY AND EFFICIENTLY AS POSSIBLE. WE PLAN ON FILMING FOR 3 DAYS DURING THE WEEK OF MARCH 4TH. IT WILL MOST LIKELY BE TUES - THURS. WE WILL HAVE SCHEDULES FINALIZED BY MIDWEEK NEXT WEEK.