This week we made substantial progress—the majority of our planned assets are in place and working in our engine and our animation is almost complete.

Adding new Assets

We added sunglasses and a rope to the scene, which have been animated to match our character's movements. Because our audience will have no idea about our buggy character's story, we've replaced some assets from the original story with other objects. For example, we are no longer using the pizza and pizza box, as people in the audience would have no way to know the character is a pizza delivery-boy. In its place we're using the EA logo, which seems to be a more intuitive choice for the context of the demo.

Animating the Camera

The demo is far more interesting now that we've animated the camera. This serves to both emphasize the 3D world and showcase the animations we've made by taking advantage of close-up camera shots.

New Particle System

We almost had to cut our character's rocket-boot animation, as it seemed unlikely that we would have a functional particle system in our engine early enough to include this sequence in the demo. We were very excited to find that a particle system has been built, and although we are still working on placing the particles in Maya we can already see our nice fire effects trailing from our character's boots.

In a nutshell, our tech demo is moving forward smoothly. Collaboration between the team and our client is getting better. We like what we are making, and we will be ready for the conference very soon!

Team Dailies

Monday

- Still committed to Plan A
- Added sunglasses to the scene
- Continued detailing character animation

Tuesday

- Started working on particle effects
- Added rope animation to the scene
- Continued detailing character animation

Wednesday

- Added EA logo to the scene
- Fixed buggy's textures and bones for Unity
- Continued detailing character animation

Thursday

- Began working on camera animations
- Continued detailing character animation

Friday

- Tested camera pipeline with the client
- Reorganized shared working folder structure
- Tested sound in the engine
- Resolved some issues with the particle system