

antEAter

FALL, 2011

OCTOBER 24 - OCTOBER 28

ETC - SILICON VALLEY

Project 1/2 Presentation, and the Delivery of Tech Demo

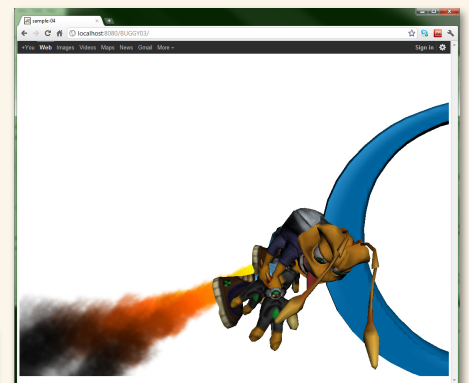
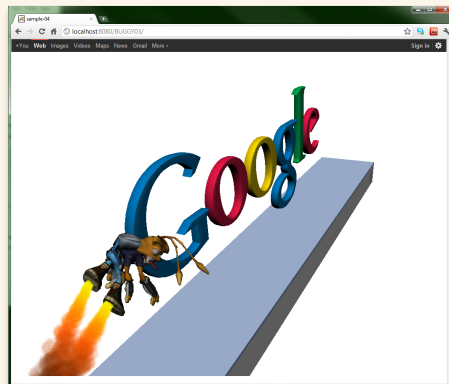
Project half presentations were this week on Wednesday. Unlike quarter's, our team wasn't satisfied with ourselves. We got feedback from individual audience members about the clarity of our content—something we had spent a lot of effort trying to resolve before the



presentation, but weren't able to really iron out. Despite the being a little disappointed, we are happy to have the opportunity to learn where we can improve. Once our presentation video is

online, we will review with our advisers and discuss how we can avoid making any similar mistakes in the future.

At the end of the week we delivered the final version of the tech demo to the OCCO. Thanks to strong efforts from our team and the client's engineers, our demo has fully functional, stable features such as renders, 3D animation, camera



control, sound and particle effects. Next Monday, Rich Hilleman, the Chief Creative Officer will give the entire ETC Silicon Valley campus a preview of his presentation before the conference.

NEXT STEPS

Although team antEAter is officially changing engines from EA's internal WebGL engine to Unity 3D, we hope

to return to working in the WebGL engine once we've fleshed out our game design. Team antEAter will not go too far from client's engine's expectable capability, and will always

keep our client's engineers in the loop. We will check back in about two weeks with the OCCO to see if the engine is ready for some game development.



An Electronic Arts and
Entertainment Technology
Center Collaboration.

Team

Chong Zhang: Producer
Robert Duncan: Lead Programmer
Alex Kowalski : Game Designer

Yunkyu Kim: Animator
Hyemi Do: 2D Artist
Sophie Lu: Sound Designer
Nan Jia: Programmer

Advisers

Carl Rosendahl
Jiyoung Lee