

SEPTEMBER 26TH, 2012

WEEK 3: TRAVEL PLANS

Week Overview

Over the past week we have continued developing models, textures, and the creation of the general feeling and atmosphere within the Atomic Zone experience. These updates, now live in the demo on the project website, include a custom designed special effects package (capable of rendering black rainstorms), original music and increasingly detailed sound effects, as well as newly textured human characters. Over the next weeks, much of our focus will remain on the continued development of the artistic component of our project, however, we are also working on the critical narrative component and plan to finalize its attributes within two weeks.

Travelling

This week also included a team trip to Washington, D.C. The primary goal of this trip was to visit and spend time experiencing the Holocaust Museum. This visit, while not necessarily directly linked to the product we are working on, did allow us to experience an environment in which an important and morally charged event is chronicled and presented in an accessible fashion – without losing the impact of such an event. In the case of Atomic Zone, where we are to deliver an interactive representation of a similarly significant event, the examination of the museum was worthwhile as we experienced first-hand the ways in which the museum was successfully able to get and maintain our attention, guide us through the space without a physical guide or obvious indications, and finally, carefully control the viewers emotions by

introducing the most devastating and moving aspects of the exhibit in a controlled and well-paced fashion.

Plans

Next week we will be working on getting ready for our quarters presentations. Work will, of course, continue on building up our in game environment and as a primary goal we will be putting special emphasis on the narrative portion of our experience.



A picture taken during the team's trip to DC.

