

SEPTEMBER 28TH, 2012

WEEK 4: WORKING HARD

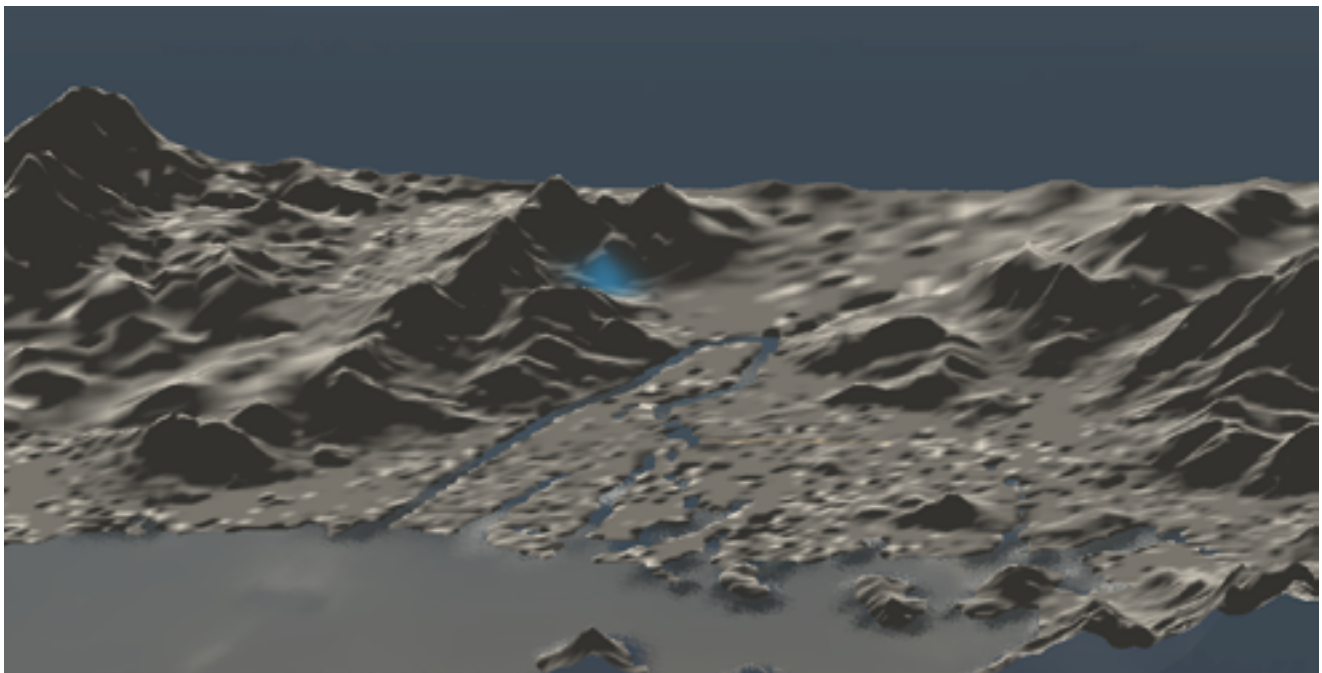
Week Overview

It was quarters week at the ETC and we were scheduled to present on Wednesday. The presentation went well and we received substantial useful feedback from faculty. In preparation for quarters we updated the live experience demo on our website and included some of our most recent assets. This week also included an emphasis on narrowing down the narrative element of our project and getting all of that information into a cohesive document so that we can move forward with writing the content and incorporating it into the interactions within our experience.

Progress

In order to best prepare for quarters, a fair bit of time was spent during the early portion of the week rounding up various organizational materials, such as an updated calendar, reviewing website content, and catching up on some documentation. Additionally, we worked rapidly this week on deploying geographically accurate terrain and heightmap data into Unity along with incorporating new models and new textures.

The later portion of the week was primarily focused on developing and solidifying the story component of the experience. This is an aspect



A screenshot of the terrain of Hiroshima as recreated in Unity.

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which we had been delaying in order to get some experience working with the pipeline and to ensure that we were in a good technical position to move forward. With this in order, we met to go through the various interactions and experiences we had come across so far in the semester and selected those which we wanted to include. We categorized them based on how far away from the blast site they would be most likely to occur, the type of interaction (passive, active, and/or essential), and what the best location and order would be. We also examined items that we would include in the inventory system, knowing that we will be able to modify that list easily later on.

Plans

Next week we will be working to rapidly draft the story through which our experience's visitors will travel. This is an essential component to our project and requires enough extra time to thoroughly revise, as well as to get a chance to record the narration itself for inclusion into the project. As a result of quarters feedback we will be able to examine the selected artistic style as well as ways to further incorporate documentary type information into the experience.

