

OCTOBER 8TH, 2012

WEEK 5: TRUDGING ONWARDS

Week Overview

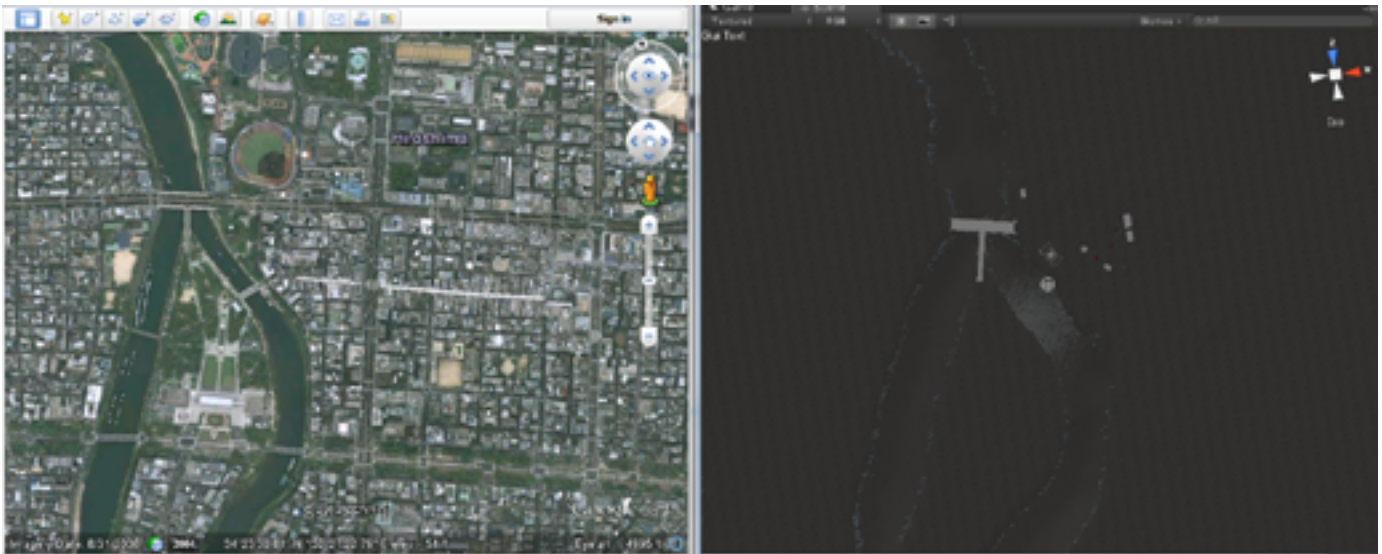
The majority of this week was spent evaluating the feedback we received from quarters. We have been working on art style and have created a few different examples that we will present to our client, faculty, and staff for review. Additionally, we have been narrowing down our narrative selection, by examining in game pacing. Tweaks have been made to geography of the environment to both make it more accurate and accessible from within the experience.

Progress

The emphasis this week has been on experimenting with our art style. During quarters a substantial amount of our feedback revolved around balancing a realistic look and a more stylized look. At the time,

we had been mostly focused on accurate proportions and realistic textures. Due to some concerns to us during our presentation, regarding how successful and convincing a realistic look may or may not be, we are working on some new textures with a more stylized look. Additionally, we have been working on creating a custom real-time shader that can be used to add a more hand-drawn look to the environment.

Pacing the interactions a visitor will have within our experience has also been an important component this week. We have worked on this in two ways. The first is the actual placement of markers signifying a stopping point and then simply walking between them. This provided us a basic sense of timing for the experience, most specifically what the minimum amount of time is that it would take to walk from our proposed start-point to the center of the city.



Working to recreate the terrain and scale of Hiroshima as accurately as possible.

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Advisers: Scott Stevens, Brenda Harger



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We have noted a couple locations where there was too much of a gap between something new happening and we are working on additional content to include.

Secondly, we have been working on writing the narrative itself. With the experience interactions generally outlined, it is now time to thread them together into a cohesive story. This is one of the most important aspects because it provides the visitor with a reason to actually traverse and experience the environment we have created, as well as provide additional factual information.



Original (left) and restyled (right) models for a generic character. Model proportions and texturing styles have been changed drastically.

Plans

Next week we hope to be able to discuss with our client the art and general atmosphere we have created. We also plan to bring in some outside opinions to evaluate our progress since quarters. Finally, the narrative should be more or less complete and we will begin passing it around for all to read and provide feedback.

