

OCTOBER 15TH, 2012

WEEK 6: KEEP ON GOING

## Week Overview

This week was spent continuing to develop a defined art style, creating models, implementing a new medical information delivery system, doing more research, and meeting with our client. Work has also continued on narrative development. Organizationally, we had our progress grade meetings.

## Progress

The emphasis this week has continued to be on experimenting with our art style. After meeting with our client, the decision was made to push our characters more toward the abstract. He proposed few a samples from Anime, which we have spent time examining. To this end, we have reworked our human models and are now retexturing them. We will have several samples available to our client early



Jason and Nick hard at work.

next week. Work has also continued on a couple of different shaders. The first is a toon shader, the second is a hatching shader. Currently, we are working on combining them into something that will work well on our new models.

Building out our environment has also been an important focus this week. We have been working with CityEngine in an attempt to generate some before and after renderings of the city. This has been going well, but experimentation will continue.

We have also been working on a system to deliver medical information to our visitors. We are currently working on isolating the information we plan to deliver using this system and devising a UI for this.

## Plans

Next week we will begin prepping for halves. We will also be continuing work on building up our environment. We have rounded up a new, large batch of sample imagery from after the blast and we are working to create additional models to simulate these scenes.

Sound and music development will be continuing as well, as we work on refining our sound environment and implementing the sounds for fire and rain.

