bowtie

APRIL 6 2014 **NEWSLETTER WEEK 11**

Rehearsal and Tests on HERB

This week we continued with our developing process of the animations and the UI.

We also had a new rehearsal session in which we were able to discuss the animation process with the Director Same French, as as well as going over the different audios that HERB would be playing on the final performance. This was especially helpful because now we have a good idea on how that specific part on the performance is being handle.

This week we also did some tests on HERB and we some very promising results. Among other things, we were able to push and play parametrized animations on HERB, which is a very

important technical advance for our process.

Additionally, we were also able to succesfully export and play animation on HERB using our own interface.

These two milestones are very important for our process and we expect to keeo progressing in the coming week.

Rehearsal

This week we had a new rehearsal session in which we particularly explored the implications of the dialogues and we were able to have a good demosntration on how that part of the performance setting up is going on.

We think that the dialogues clearly add to the performance and can potentially make the play very attractive from a comedy point of view. Below you can find a link to a folder with the synthetized voices:

Interface

This week we also tested some of our work on HERB and we were able to succesfully use our own interface on the Robot.

This is very important for our process because it means that we have working interface that can push and play animation on the robot, and that can be iterated to be more robust and flexible.

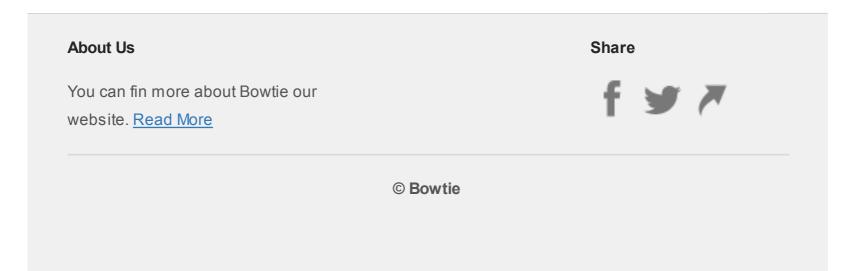We expect to have new improvement on this in the coming week.

Below is a link to the video with this test:

https://www.dropbox.com/sh/jsm
d1vk1g8zkham/AL4lw6rJEX

https://drive.google.com/file/d/0B9DDop8FjR-
IS1pmNktXRVZMdW8/edit?usp=sharing

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