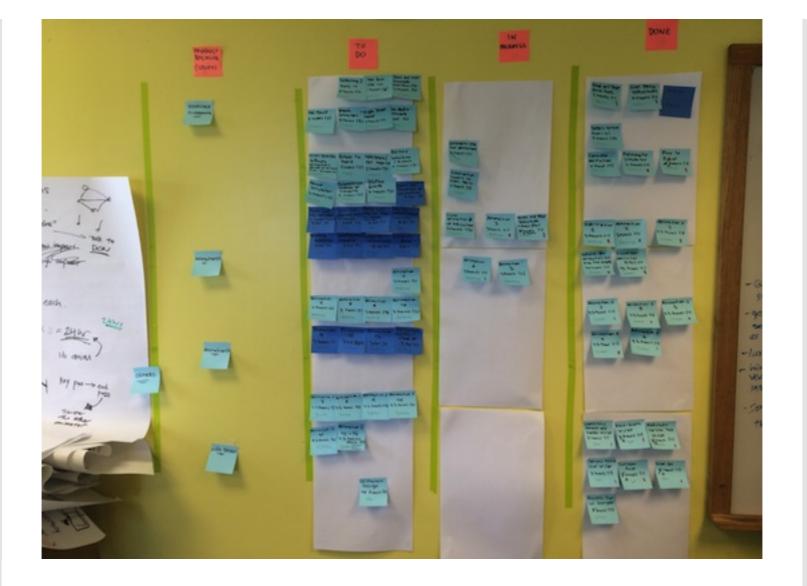
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APRIL 13 2014 NEWSLETTER WEEK 12



Soft Opening Ahead!

This week we continued with our developing process of the animations and the UI, and we started to prepare our presentation for Soft Opening.

Last monday we had our processing grades meeting and we received feedack from the faculty in regards to our progress and

the challeges we have ahead before the ending of the semester.

We are addressing all this feedback to get the best out of our final sprint.

For Soft Opening we expect to show a live demo of our platform and animations as well as some detailed explanations on our progress since halves week.

We expect to have a good ending of the semester in which we can sum up and show all the work of our team.

Animation

The animation tasks have been proressing during the week and now we have Simon creating several animations for the final performance.

Rachina is still working on the parametrization that we already succesfully tested last weekend and this monday she is testing new animations on HERB. The idea is to meet

Playtest

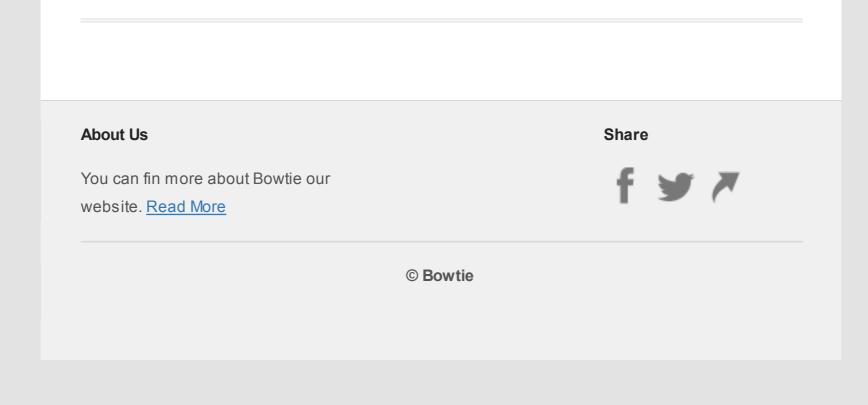
We have been working on new Playtest based on HERB real execution of certain emotions.

This week we're going down to the lab to test different animations on HERB and we will record some footage of that session.

During this week and the

with the director Sam French to get his feedback and insights on the parametrized animations.

following week we will be performing focus groups and surveys based on that footage to get some validation of our work.





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