

BOWTIE NEWSLETTER WEEK 6

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Rehearsal with Sam

We had a meeting with Sam French in which we discussed the approach we are using for the interface. He gave us some user insights on how to improve it.

We also had our first rehearsal and you can see a video of that in this link: <http://www.youtube.com/watch?v=-9R2jcPcoF0>

Website

We finally have our website up and running. We are going to start generating content from this week.

You can see the website following this URL:

<http://www.etc.cmu.edu/projects/bowtie/>

Progress

We did some great progress this week. In first place we finally were able to successfully export a trajectory to both, the robot and the 3D simulator, which means that we are on a good track to have all our animations up and running on HERB.

We also decided that we are going to use two scales of expressiveness. Openness and Intensity. Using those scales will let us work with a broader set of possibilities.

We are also going to start using Python API in Blender so we can automate some animations basics.

This week we also had a basic version of a Drag and Drop that you can see here.

The creation of something new is not accomplished by the intellect, but by the play instinct arising from inner necessity. The creative mind plays with the object it loves." - Carl Jung

