bowtie

MARCH 24 2014 **NEWSLETTER WEEK 9**

Playtest & Halves Week!

With Spring Break and GDC Week Over, we have ahead of us the Halves Presentation Week.

During this week we did a lot of things in preparation for this presentation. First of all, we executed a very interesting playtest in which we asked the participants to determine the emotions
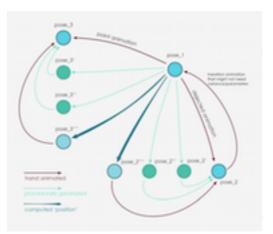
they were reading in some HERB's antimations.

We obtain lots of useful data and insights from this playtest and we are sure the results will helps us to design and portray more accurate motions.

We also have been working in the content of the presentation it self. The overall idea is to show our progress since the 1/4 presentation, as well as all the evolution of the projects.

We are planning to show different material like the rehearsals, the playtest results, the UI Design philoshophy and a demo of the UI.

Pose to Pose

In the previous week we also went

Playtest

This week we did a Playtest collecting data of both, peers and Amazon Mechanical Turk.

The information obtained is very useful for the animation process. Now we have actual data proving that there

over the pose concept and we change it to a more versatile and manageable concept.
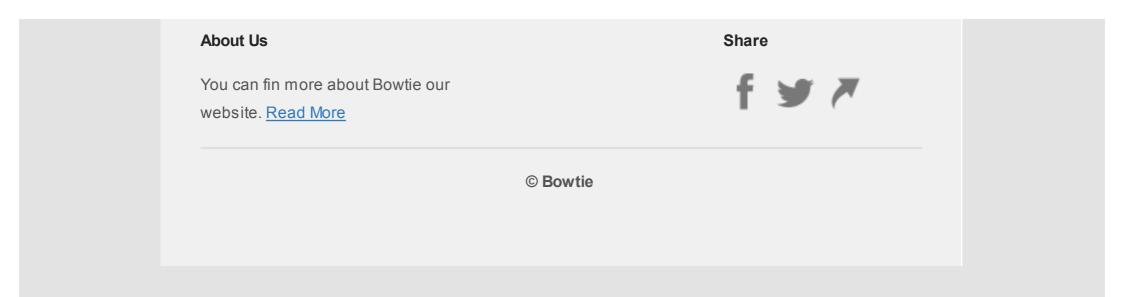
Our new solution allow variance of pose but make sure there is a path for the a and b pose to come back to the original (this is hidden) so that this way we only generate transitions between the main poses and keep from exploding the graph.

are certain motions that fully express and convey the idea of certain emotions.

From the 9 evaluated animations, at least 3 are strong enough to be considered reliable and trustworthy for the animations process. Besided, the emotions theory we used to design the Playtest will be very helpful in order to obtain more reliable andimations from the data we collected.

You can check all the the data, analysis and survey in the following link:

http://tinyurl.com/kyspu7d

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