

THE GRID

Issue 6
February 24th 2012

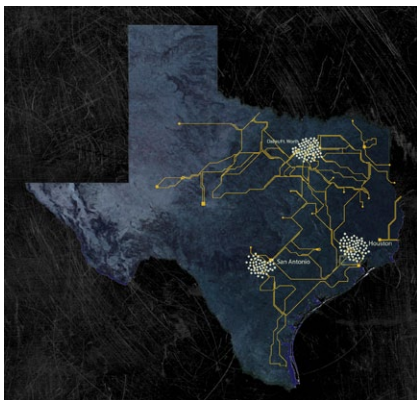
Week overview

This week the team worked on taking the feedback we received from the client and turning that into a presentation for the next phases of our design.

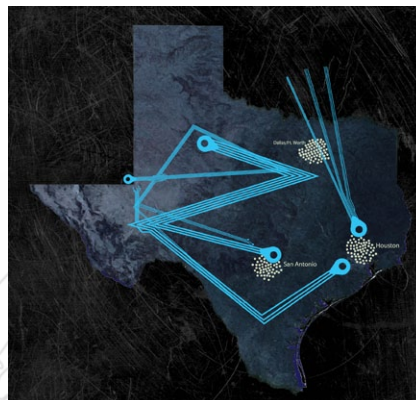
Progress

In order to develop the designs in both visuals in and experience the team decided to limit the scale of the experience to just Texas for now. We also limited our focus to just wind power. The team felt this was important in order to focus on the core elements of the experience.

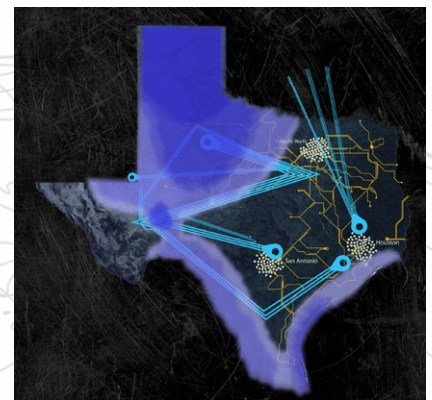
For visuals the team worked on designs for energy grid for both the current situation as well as plans to develop lines specifically dedicated to wind-power. Along with that designs that considered topography were added to the map. In addition, the team started to develop representations for rich sources of wind power in the form of fluid simulations.



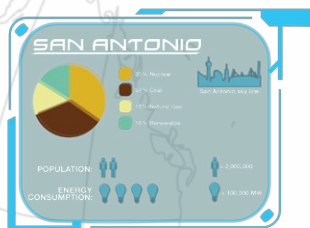
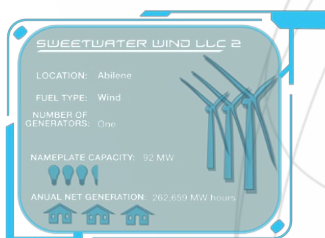
Texas current energy grid



Texas future energy grid



Texas grid with wind density

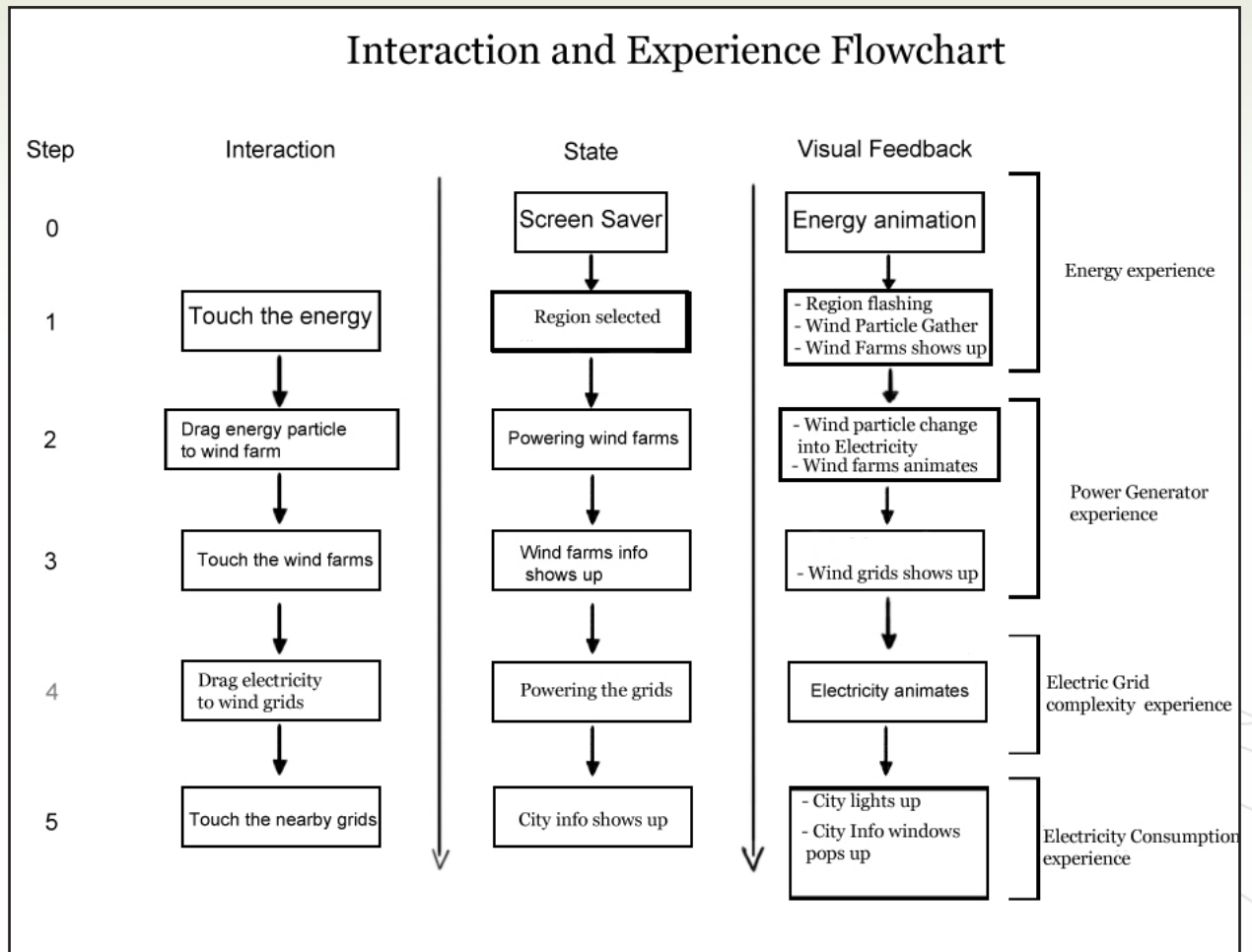


UI development for the deep experience. Pop-up facts for windfarms and for city energy consumption

Team: Matt Costa, Ricardo Merchan, Kevin Primm, Eric Salim, and Kai Zhang
Advisor: Shirley J. Saldamarco

For experience, the team decided the deep experience and drew a flow chart to present to the client. The experience focuses on wind energy with Touch and Drag interactions. The team is also adding UI in order to spread out the information so the audience can have a great passive experience by just looking at the table.

For technology the team is moving in the direction of something flash based. The team is still deciding which hardware would be the best option for digital playtesting.



Plans

Moving forward the team plans to continue developing the digital prototype focusing on Texas. The team will also be making a decision on which hardware/software will be the best option for playtesting while keeping in mind portability to the final hardware.

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