



Team members:

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Newsletter 10: Week of Nov. 12, 2012

OVERVIEW

This week we have created the remainder of our set places in Photoshop. The process is a bit indirect. Alex has first drawn the set outlines in Illustrator, and then ported them in to Photoshop for texturing, as the tool palette better supports the art style we're going for.

Meanwhile, Duarte has been replacing and positioning buttons in Unity project. We now have a next day and previous day buttons, as well as a selection interface for choosing between morning, afternoon, and night.

Mara is beginning work on the avatar. Part of our design is that, in different weather conditions, the texture on the avatar and the clothes it wears will change. For instance, when it is cold out, the avatar will wear a long traditional coat, and shiver. Her lips will be pursed against the cold. This combination of swapping textures and adding items of clothes onto the avatar requires a lot of conceptual organization. Mara and Duarte have been figuring out how the dynamic nature of the avatar will work in the code.

It's pretty thrilling being able to work with real weather data- manipulating the data and applying it in new ways is helping us to better understand exactly what weather means. Weather is not only what happens in the sky- it is guidelines for what you should wear, what you can do, and what you should bring when you leave the house this morning. Taking weather data and reflecting it in our app truly reflects our project team name- madeirAlive!



The Funchal set, with the avatar, during a clear, cold night.



Plans: Next week, we'll fill out the XML form with the positions of our set objects. We'll add the finishing touches for softs presentations the coming Monday, November 26th.

Progress: We are nearly finished with content creation for the app. The decisions we made last week have come to life in fully textured place sets; each of the 24 locations on our weather map, when clicked on the map, will bring the user to a pop-up page with famous elements of those places.

Alexander Goldman