



Team members:

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Newsletter: Weeks of Oct. 29th and Nov. 5th, 2012

OVERVIEW

Over the past few weeks, we have jumped into content production.

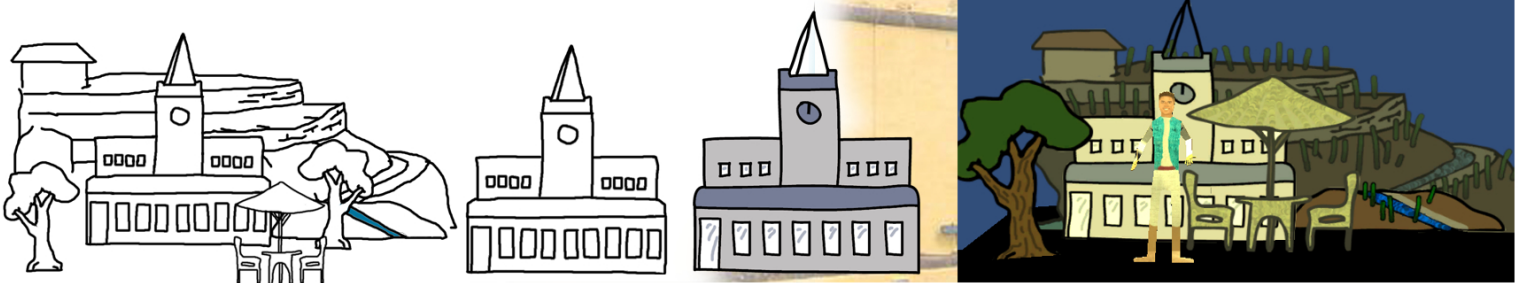
We began by making a list of what sets each of our 24 places apart. What are these locations known for? What cultural activities, geographical features, past-times, and architectural styles define the location? We then proceeded to take these attributes and image them as objects on a set. For instance, the valley Curral Das Freieras is known for its chestnut trees, winding roads, beautiful scenery, and nuns. As each of our places will be manifested as a page in a pop-up book, we had to figure out how best to take these attributes and relate them to each-other as objects that pop up. Through a process of exploratory mockups, we took our list of notable features of each place and transformed them into a set for each location.

We then drew each component of each set in photoshop, producing simple outlines. We inserted these outlines into transparent planes in Unity, producing our first high-fidelity mockup of these scenes.

Meanwhile, Mara has modeled and animated our book. The book is our most important 3D model- all of our sets take place on the book, so it is both a landscape and a framing device for the pop-up content. The book is now animated to be able to open and close, and one page in the book flips.

For programming, Duarte built and tested our XML document. The XML document is a simple text document that allows us to define what set objects will pop up for each scene, without working directly inside Unity.

From left to right: first, we created in photoshop an image for each place. Then, we exported each object in the set as a PNG. We imported the PNGs into illustrator and textured them. Then, we imported each textured object into Unity, and set up their positions.



Plans: This coming week, we plan to finish retexturing all of our place objects and writing down the position of the objects for our XML document. We also plan of making our first set of animations for our avatar, adding the weather into the background of our scenes, and adding buttons to each scene so that users can access forecasts for the following 2 days.

Progress: We have the backbone of our 2D content done, we have tested our XML document, and we have tested our pipeline.

Alexander Goldman