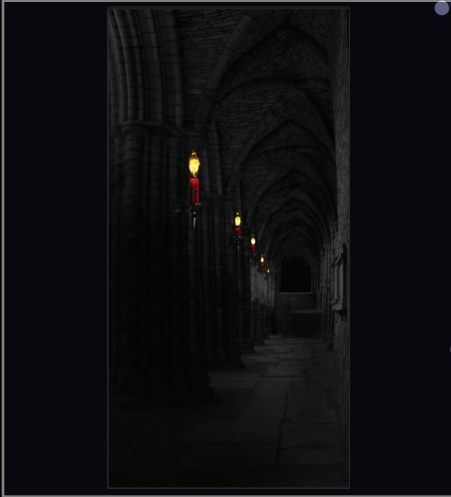


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week 11



The Madhouse team returned from a restful break to dive straight in to post-production tasks.

The interaction team got to work testing the interactions on the Egg hardware. Playtests also began when possible.

The film team started tackling the mass of footage collected prior to break, and the process of keying the green screen shots and editing others.

With three weeks to go before soft opening, the team has a lot of work ahead of them. However, with everything scheduled appropriately, all the project tasks are quite achievable. There may be a few late nights, but everything is coming together.

The film and audio from the recordings before break came out well, so there's lots of good footage to draw from for film pieces. With Decode/Recode over, the Egg space is more fully committed to Madhouse, and the tech support staff responsible for the Egg have already been very helpful in reconciling some hardware differences between the team's work machines and the ones which run the Egg.

As ever, several Salford students and staff have stepped up to lend a hand with the project.

We already feel like we're on the home stretch - everything is falling into place.