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week 9



With halves a week packed with filming coming up, the team has been scrambling to hit deadlines and prepare for the big events.

Our halves presentation will be recorded Tuesday, March 27th, at 4pm GMT.

One of the major tasks to tackle this week has been collecting the remaining props that we needed for our shoots next week. Bjorn and Brandon went on several excursions into Manchester and the surrounding environs to visit prop and antique dealers in search of items like an old-fashioned dome-style bird cage and an early 19th century wooden chair. They also had to ask a hardware store employee how much rope they should get to tie someone to a chair with.

Back at MediaCityUK, Heidi and Dan-ah have been working hard to complete art assets for the visualization and interaction portions of the project, respectively. Bhavna has inserted these art assets into her interaction scenes in Unity to complete the aesthetic, while also refining the Kinect's responsiveness to guest movement.

Elsewhere, the University of Salford's wardrobe department has been a huge help in fitting costumes for our cast in preparation for shooting. We also need to credit Fiona Broadbent for going above and beyond in helping with filming.