Oceanus 4

Magic Tiles Large Crowd Playtest

On Monday, Kai-Hsin worked on preparing the Unity scene for the Magic Tiles large crowd playtest video and set a goal to finish the preparations by the end of the day. He mentioned that he had an ongoing block of not being able to test the internet connection to ensure that the EDG Twitter executable can pick up tweets when run in Korea.

Pei-Lin worked on preparing the large crowd video shot at Umeda Station for use in the playtest video.   Later that day, she used Ruth's code in our program to remove the border surrounding our interactive. Because we are running the interactive on four different monitors, we need to remove the border.

On Tuesday, Kai-Hsin created and sent the large crowd playtest video to Cooper to give to the client.

Halves Presentation

On Monday, Stephen worked on editing the video for our halves presentation together. All of the Osaka team members had recorded their assigned parts of the presentation on Sunday.

Artwork

Montserrat worked on textures for the fox and sent them to Cooper to pass on to the client for feedback. She fixed her textures for the baby penguin. Montserrat, Stephen, and Jennifer discussed implementing a graphic interface to inform guests about the in-scene animals.

This week, Amy worked on painting and fixing weights for the arctic fox rig. She also created and fixed the fox's idle animation, which is of it grooming itself.

Stephen fixed the polar bear up and began unwrapping the UVs.

Amy and Stephen held a Skype conference with Megan on Monday night to provide her with critique on her animations which she can apply while working on the second pass of animations. Megan worked on the new batch of seal and penguin animations and sent them to the Osaka team.

Music and Sounds

Stephen talked to Adam about the music for Magic Tiles. Adam said that he would give us the first pass of the music by March 23rd, and the final music by March 28th. Stephen also asked Adam for input on sounds to use in the game, such as those for the flipping tiles.

Shunbun no Hi

All of the Osaka team members decided to go to the office on Tuesday despite there being a Japanese national holiday on that day. The team held an internal meeting to discuss the script and other essential items for Magic Tiles that needed to be addressed.

Weekly Meeting with Pittsburgh and Cooper

On Wednesday morning, the Osaka team met with Pittsburgh and Cooper to discuss the interactives and camera installation progress. Cooper mentioned that the EXPO committee had concerns about a large crowd of people interacting with Magic Tiles all at once. We had discussed this during our internal meeting on Tuesday and mentioned the solutions that we had come up with.

Team
Stephen Garland
Amy Kawabata
Megan Kennedy
Kai-Hsin Liu
Pei-Lin Lu
Montserrat Presno
Jennifer Sheu

Advisors
Dr. Salvador Barrera
John Dessler
Shirley Saldamarco

Video Plane Tiling and Alpha Channels

Pei-Lin had planned on using Dave Kent's video to test in the Unity scene. He mentioned in a previous email that he had sent a test video for us to use, but it was nowhere to be found. In order to give Pei-Lin something to test, Stephen created a test video of 6820 by 960 pixels, but found that it was unwieldy to export and that led to our decision to instead use tileable videos of smaller resolutions in our interactive, which might help to lower the work load for Unity. After we made this decision, Pei-Lin sent an email to Dave asking for a new test video, which he sent to us right away.

Pei-Lin successfully ran the aurora test video in Unity and figured out how to key out the background of the aurora.

ATI Radeon Graphics Card

Stephen emailed Jon Underwood to ask him about the possibility of having Pittsburgh send us the graphics card that we desperately need for testing. John asked for an emergency Skype meeting at 2 AM on Thursday and told Kai-Hsin that they would send us the card that is currently in use at the ETC, and order some new cards in Pittsburgh.   The ETA of the card is March 26th.

Meeting with Salvador and Mika

On Thursday, the team held a meeting with Salvador and Mika to discuss the plans for the days remaining this week and all of next week. We talked about the work that needs to be done, and the best way to organize it in order to accomplish everything by the end of next week. We also brainstormed solutions for testing the graphics card in Osaka. We want to ensure that our Osaka test computer and the computer in Korea have identical specifications so that the potential for hiccups is reduced or even completely eliminated before we make our trip to Korea for installation.

We discussed the possibility of needing to purchase computer and camera backups in case our equipment goes down at any point over the course of the Expo, because they will be kept on and running each day during the Expo.

Planning Time

Stephen mentioned that he wanted to make a Magic Tiles script for Kai-Hsin and Pei-Lin to follow when they work on the Unity project, but he could find no time to do so. In addition, John needs a similar plan for the video, and Dave needs a plan for the audio and sound effects.

Jennifer worked on revising the master development task list for the EDG Twitter interaction. She added tasks and updated the deadlines. She then emailed the Pittsburgh team to inform them about the revisions and build videos that need to be completed between now and our internal deadline of the end of next week.

DLL Issues

On Thursday, Kai-Hsin discovered that Magic Tiles could only run on his and Pei-Lin's computers, but not on other ones. He kept being given an error message that mentioned that the Cpp-Lib.dll file could not be found. Darren of Oceanus 3 had mentioned that he got the interactive running on every computer in the office. Therefore, a solution existed, but Kai-Hsin did not have any knowledge of what it was.

After having spent all day Thursday and part of Friday working on a solution, he decided to email Darren and ask for his help. Before hearing back from Darren, Kai-Hsin figured out that the Cpp-Lib.dll in the final archive was broken and that the source code in the final archive also had some minor errors. He successfully made a new build of Cpp-Lib.dll and fixed everything.

Next Week

Both the Osaka and Pittsburgh teams will continue to push forward at full speed to finish up our interactives by the end of next week.