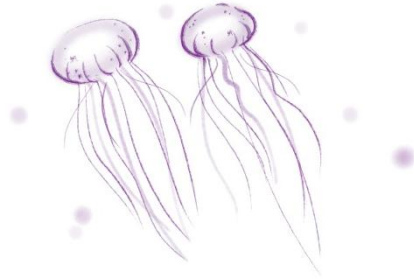


# Oceanus 4

Newsletter  
Issue 3  
February 3, 2012

## Can you see me now?

In the beginning of the week, Kai and Cynthia worked on reading the Sumi Twitter and Safe Spot code. They found that they were having trouble understanding the code from Safe Spot, and couldn't get the camera working with the world. They emailed Zeina and Darren to ask for help. On Wednesday, they got the camera running, seeing things, and doing masking.



Stephen and Jennifer started the week by working on the new fish assets for Sumi Twitter. These included textures and planar 3D models.

## Meeting with Pittsburgh and Cooper

On Tuesday morning, the Oceanus 4 team had a Skype meeting with Shirley, John, and Cooper. As Cooper was meeting with GL shortly after our meeting, we gave Cooper our pitch for the new Safe Spot interaction design idea, so that he knew how to best pitch it to GL. We also gave Cooper a detailed version of our schedule for the rest of the semester to pass onto GL.

The team also had the opportunity to meet with the new EDG server company that afternoon, and was able to get much needed clarification on some questions that would affect the way we proceed with development.

## Team

Stephen Garland  
Kai-Hsin Liu  
Pei-Lin Lu  
Jennifer Sheu

## Approved!

On Tuesday night, we received official confirmation that our new design for Safe Spot had been approved! We would need to come up with a new title and final camera position diagram and hand it off to Cooper by Friday afternoon. We decided to call the new interaction "Polar Rescue."

## The Rest of the Week

Cynthia continued working on the camera for Safe Spot, and Kai took charge of the Sumi Twitter and Polar Rescue Unity projects.

Stephen and Jennifer both worked on new Sumi Twitter fish designs to give to GL on Thursday for feedback. While waiting for feedback, Stephen worked on the camera position diagram, and Jennifer started the Polar Rescue script that would be given to Kai and Cynthia so that they could begin building the world.

On Friday, we received an email from Cooper with the feedback from GL. They said that they would be withholding feedback until after we give them full-fledged textures applied to 3D models and animated.

## Next Week

Kai and Pei-Lin will continue working on Sumi Twitter and Polar Rescue. Stephen and Jennifer will create new fish textures, model, rig, and animate them on Monday through Wednesday, in order to pass them to GL on Thursday.

## Advisors

Dr. Salvador Barrera  
John Dessler  
Shirley Saldamarco