

One fish, two fish, red fish, blue fish...

On Monday, the team held a meeting to discuss our plans for this and next week, and the specifics of what art and programming would do.

Stephen and Jennifer started working on the fish textures for Sumi Twitter. They decided to use a thick and bold outline, with bright opaque and contrasting colors for the coloring of the fish. This is what we believe will show up best on the EDG LED screen. Over the course of the week, Amy came in and helped out with the fish animations.

Kai-Hsin worked on reading and understanding the Sumi Twitter Unity project in preparation for bringing in the new fish textures and animations. Pei-Lin continued working with the camera for Polar Rescue.

Can you see me now? (continued)

Late Monday night, the team tested the camera with project team members standing at varying distances away from the camera. We also tested a couple of camera angles, so see which angles combined with distance from the camera gave us the best range of view.

On Tuesday, the team met with Pittsburgh and Cooper to discuss our progress. Stephen redid the camera diagrams and handed them off to Cooper so that he could present them at the meeting with all of the other EDG content teams.

Later that night, we received an email from Cooper containing feedback regarding Sumi Twitter, Polar Rescue, and the camera position. He mentioned that what we previously had thought were pillars that the cameras could be attached too are actually narrow streetlights. We would have to rework our camera position. They also asked for a CAD file of the final camera position. Unfortunately, none of the team members had any prior knowledge of AutoCAD, so Stephen would have to quickly learn how to use the software in order to insert the camera position into the CAD file.

Team

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

Old fish, new fish...

On Wednesday and Thursday, Jennifer and Stephen worked on and finished up the new textures. Stephen also tweaked the old textures and added a thick black outline to them so that they had the same look as the new textures. Kai -Hsin brought these textures and the new animations into the Unity project. Pei-Lin made a list of models to purchase for Polar Rescue and emailed it off to John Dessler for approval. She kept in touch with Darren via email over the course of the week to figure out how to revise his code for the camera.

Kai-Hsin and Stephen stayed overnight at the office on Thursday night to finish up deliverables to be given to GL on Friday. Kai-Hsin finished bringing in the textures and animation for Sumi Twitter, and made Fraps for Stephen to use in making a video of the build. Stephen also made final camera and interactive area location diagrams, and the user scenarios for both experiences.

On Friday, the team briefly met with GL Associates via Skype. They approved the new Sumi Twitter textures and animations, and the Polar Rescue camera position. We also received the news that the Expo committee disapproved Polar Rescue. They had some concerns that it is too complicated to make in time, and that naïve users will not be able to tell how they interacting with the world. GL's Mr. Park suggested falling back on making an AR experience similar to that of Disney or National Geographic.

The Road Ahead...

Over the course of the weekend and on Monday and Tuesday (**Valentine's Day!**) of next week, the team will work on making a proof of concept and playtest for the Polar Rescue interaction to prove to GL and the Expo committee that Polar Rescue is possible, and that it is both easy and fun for guests to interact with.

Advisors

Dr. Salvador Barrera
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