

Oceanus 4

Newsletter
Issue 7
March 2, 2012

Flipping Tiles

Over the weekend and through Monday morning, Stephen and Amy stayed at the office to work on the animatic for the new interaction with flipping tiles. They passed it off to Cooper to show to GL. Stephen also wrote up a detailed document describing the interaction. In addition, Stephen and Pei-Lin held a brief Skype meeting with Cooper to answer and clarify any questions that he had.

Weekly Team Meeting

On Tuesday, the Osaka team held a Skype meeting with Pittsburgh and Cooper. The team discussed the best way to transfer assets between the two locations. John mentioned that Steve Audia would be setting up a new asset server for us. The team will send the code and documentation to Ruth and Sunny, and be on hand to answer any questions they might have. John will work on the background textures and other art, such as the topic ripples. Shawn will work on making the program more streamlined.

GL wants to see a playtest with the automation implemented. We believe that the best way to show the automation at work in conjunction with the experience is to create a video and webpage.

If it's possible to have the camera installed and a sufficient amount of assets implemented in the world, we are planning to go to Korea on March 15-17 to test the worlds on the EDG LED screen. Cooper will talk to John Kang and GL about the dates.

Montserrat arrived on Monday night, and she attended the Tuesday team Skype meeting. We introduced her to the people in Pittsburgh, and gave her a tour of the ATC.

Meeting with Megan

On Wednesday, Stephen and Jennifer had a meeting with Megan to discuss art. We discussed the look of the characters, and went over the schedule. We also answered any questions that she had about the project and schedule.

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

Programming Time!

Kai-Hsin and Pei-Lin sent the source code and documentation to Pittsburgh, and they started building the scene for our new interaction. They wanted to make sure that the layout work is finished this week. Kai-Hsin laid out the tiles, and figured out how the program can generate different sizes of tiles. Pei-Lin did the background and camera work. She figured out how we can use two different cameras at the same time. They combined their scenes together at the end of the week, and finished this week's goals. They began planning the game state machine, and what will be done next week, programming-wise. They also started to work on a four monitor setup so that we can test Sumi Twitter and the new interaction.

Artworks

From Wednesday and on, Stephen, Jennifer, Megan, and Montserrat worked on the model designs and preliminary modeling. The basic models will be shown to Cooper, and he will advise us on a final style choice.

Next Week

Once the style choice is made, the team can move forward with polished models and begin to rig next week. After the rigging is completed, the textures and animations can be worked on. We have yet to hear back from GL and the Expo committee about what they think of our animatic, which is slightly scary and frustrating. Hopefully, we get a response early next week.

