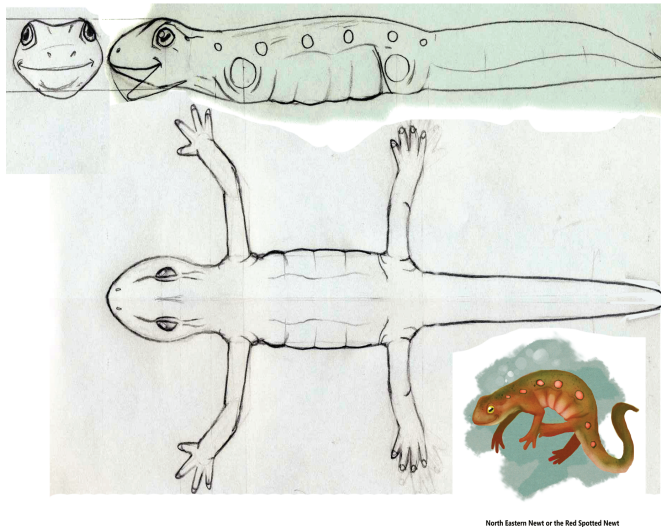




Getting things Growing!

The Concept

This week we started working on our concept sketches for the animals and their corresponding environment. Oglebay gave us a list of animals and we picked three from them; Salamander, Dragon Fly and Flying Squirrel. We picked these three animals because we felt they provide the aerial, land and amphibian ways of exploring. We also fixed our milestones and schedules for our quarters and our current efforts are focused on achieving those milestones. We had our client meeting onsite this week at Oglebay Institute in Wheeling, West Virginia. We met the center's staff and naturalists who gave us a lot of important information about the animals, their habitats, their deferent mechanisms and their predator prey relationship.



North Eastern Newt or the Red Spotted Newt

1. Concept art for Salamander

We started developing our 3d model for salamander this week and it has been progressing well. Initially we thought of having a red textured salamander which closely resembles the Red Spotted Newt. But based on the discussion we had with the biologist and the naturalists at the center we changed our salamander to the Slimy (Plethodon glutinosus)

2. Concept art for the experience

For the immersive experience, we have decided the opening scene would be a water area which is exploratory and open. The guest would be free to roam the area and a voice over (mother nature) would be suggesting tasks for the guests to do. Certain portions of the experience are interactive

Team:

Noe Barragan
Sarah Wang
Sandi Chakravarty
Samantha Collier
Val Sofranko

Advisors:

Mk Haley
Mike Christel

Oglebay Institute



Inspiring the Imagination



Getting things Growing!

in a special way, which means they start a mini-experience like a hunt for food mode or a escape from predator mode. All these activities are tallied and in the end the guests get a virtual trophy (king newt, champion salamander etc). Based on the feedback we received from Evan Hirsch and the staff from Oglebay we have decided to shape the experience in such a way that you don't complete the inside part first but rather start it or discover/explore outside for a solution to a problem and come back to finish the game.

Notes

Our visit to Oglebay this week was a tremendous success. We received a lot of information with which we feel we can make this experience mind-blowing and truly enriching. We also fixed our scope for the project and decided to have two animals and a web portal, if possible, as our final deliverable.

What's next

Our next tasks are completely fleshing out the game design from top to bottom and meet our quarterly milestones. For our quarters, we are hoping to have a 3d salamander model react to basic gestures performed by the guest with the help of Kinect.

