

PlayStation BlackLight



PlayStation BlackLight!

It's official. The Sony PlayStation Project has been renamed PlayStation BlackLight. Thanks to Alex and Ken for the use of the logo and font. The team is excited about the name and the logo looks great. Ashwin is already working on the poster and half-sheet design. From what I've seen, the initial sketches are very inspired.

Week Two!

Week two not only saw a new name but also brought a visit from our client representatives, Ken and Alex. It was a pleasure to meet them in person and spend time with them discussing the project. They reviewed our character designs with us. From their feedback the team has decided to continue developing Pillow and Girl as our initial assignment.

We also discussed the assignment scheduling. Assignments will be issued every three weeks on Monday with a deliverable due on the third Friday following. Here's the breakdown...

Assignment 1: Monday, Aug 27 – Friday, Sept 14.
 Assignment 2: Monday, Sept 17 – Friday, Oct 5.
 Assignment 3: Monday, Oct 8 – Friday, Oct 26.
 Assignment 4: Monday, Oct 29 – Friday, Nov 16.
 Assignment 5: Monday, Nov 19 – Friday, Dec 7.

Client meetings will be on Wednesdays at 2pm eastern with Alex and Ken via Skype.

Advisor meetings will be on Mondays at 12:30pm with Chris.



New Stuff.

As you can see by the above photo, the team now has an official door name plate. And in other things new, news...

Our website is now live.

<http://www.etc.cmu.edu/projects/playstation-blacklight/>

At this moment this is just a placeholder. We'll be updating it as soon as we can to include things like newsletters and other fun important stuff.

The project room décor is coming along nicely. We've added posters from God of War, Mass Effect 3, Little Big Planet 2, and DC Universe Online. Others are on the way as we speak.

That's it for now. See ya next week! SJ.



ETCglobal
Carnegie Mellon.