

PlayStation BlackLight



Week Three:

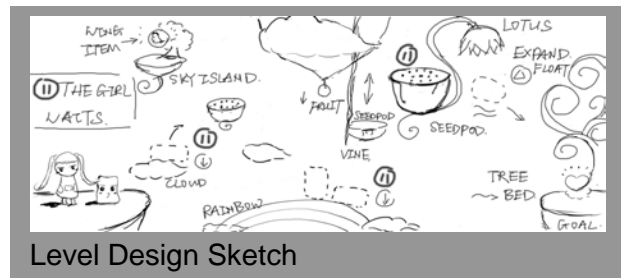
Assignment #1 – Pillow & Girl

Week three saw a lot of progress for PlayStation BlackLight. On Monday we met with Chris. He reviewed the animation and story we had developed at that point. He suggested that the walk cycle have more personality and that the central character's desire and opposition are clear. He also suggested that we start scheduling individual team member meetings for process grades. The meeting schedule has been added to our calendar. Arjun and I will be the first to meet with him next week. Chris also reminded us to inquire about the process of handing in our deliverables.

During our client meeting on Wednesday with Ken and Alex we inquired about this. It was decided that we'd use a FTP delivery system with deliverables due at 11:59pm (EST) on Fridays. Alex and Ken also suggested that along with the deliverable we provide documentation in bullet form notation that covered the areas of art, design, story, PlayStation Mobile issues, technical information, and reasons why we went with a 2D environment.

On Thursday we met with visiting faculty member, Anthony Daniels (C-3PO himself), who provided feedback on our project. We explained the nature of the project and what we were currently working on. His suggestions included fleshing out the opening with an animated sequence. Due to time constraints, this was virtually impossible. But we did provide an opening using still artwork. He raved about Ashwin's artistic talent!

Friday saw a mad rush for the finish line to assignment one. During the eleventh hour we discovered that there was an issue between the simulator and the Vita. The compressed PNGs worked on the simulator but caused the Vita to crash. Working around this issue caused us to be a little tardy in submitting. The deliverable was submitted at 12:18am with the documentation following within the hour.

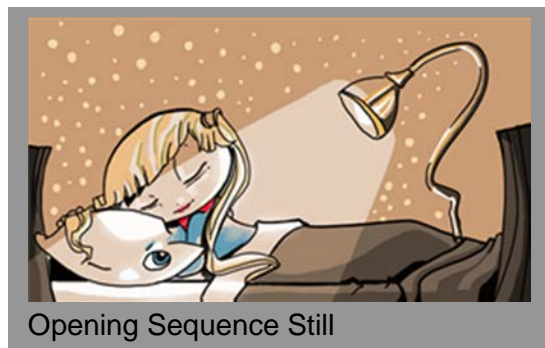


Level Design Sketch

Still to come...

Team Photos! The popular idea at the moment is for the team to be standing in front of a wall that is lit with a black light illuminating 'PlayStation BlackLight' written on the wall behind us. We are exploring the possibility of how to execute this with Photoshop.

That's all for this week. Have a great weekend everyone. See ya next week! -SJ



Opening Sequence Still



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