

### **Discovering Nature Through Play**

#### September 28, 2012



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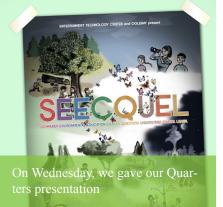
Advisor: Shirley Saldamarco





A photo from our client visit

# THANK YOU





Another shot from our client visit.

For more info visit: http://www.etc.cmu.edu/projects/seecquel



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## Week in Review

This past week was Quarters. We recieved a great deal of feedback, much of it positive, some negative, mostly focused on how to balance technology and nature, and ensure that the guest's focus remains on the latter. This is definitely one of our concerns, and something we intend to test heavily.

Our Scaleform licenses also came through later in the week, and our programmers are familiarizing themselves with it. At present, we have a blocked out UI, and a working compass scipt. We also significantly improved our project website.

On Friday, the team's artists and designers went on an overnight visit to the Schrader Center to

gather texture reference photos and interstitials for the video, and detrmine exactly where in the chosen areas to place the podiums.

## **Client Meeting**

Our client meeting on Friday was very productive. We decided which activities to do for each podium (and alternates where necessary), and how the experience should progress, and discussed our current progress.

## The Coming Week

We are starting to script the avatar's lines, and hope to start recording soon. We are also improving our compass code and working on adding activity specific features

A shot of the falls, where the last podium will be. We want guests to take the same picture, which we will use to create a time lapse gallery.

