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OUR WEEK IN RECALL

At the very end of last week our entire team packed up and headed down to Austin, TX for the brand new Captivate Conference. We were there until Thursday of this week attending lectures and talking to fellow developers.



WHAT WE ACCOMPLISHED

The best thing we did this week was bring an Oculus with us to Texas. This allowed us to show off our work to all of the developers and companies that were visiting the conference. On Monday we talked to the conference organizers and got permission to set up a booth in one of the unused spaces.



As a result of our booth we managed to make contact with another team who is working with the Oculus Rift in Iceland. Also we talked to a manager of a Start Up Incubator who was interested in possibly working with our project. All in all our trip to Captivate was incredible.

On our way back we decided to try something we image hasn't been done before: play Oculus on an airplane.



Our airplane tray Oculus Rift set up.

It worked surprising well, even through turbulence.

Once we got back to the ETC we had a meeting and laid out our first two prototypes we're going to create: a basketball game and a 3rd Person Camera Rig with 3D and AR.

WHAT'S NEXT

We're finally starting to focus on the long term. Instead of look a day or two in advance we're planning out entire weeks to facilitate the development of larger scale prototypes.