



FRANK HAMILTON



TUSHAR ARORA



ALEX LOUGHRAN



AUSTIN BOOKER

# PROJECT SPEARHEAD

## OUR WEEK IN RECALL

Week 9 started out with our 'Halves' presentation to the faculty. 'Halves' is requirement of the Entertainment Technology Center (ETC), we present the progress and findings of our project to the ETC faculty along with our plan for the rest of our time.

After the presentation was over we turned our attention towards finishing our first two prototypes: 3rd Person Rig and Space Bball. According to our schedule this is our last week to work on these two projects.

## WHAT WE ACCOMPLISHED

For 'Halves' we focused on presenting our entire project, both the tests and the prototypes. Instead of focusing on only what we were currently working on or what our plans were we showcased our complete catalog of work. In conjunction with this we touched on the conclusions we had drawn in regards to the tests we conducted. Towards the end of our presentation we showcased our Space Bball prototype and performed a live demonstration of our 3rd Person Rig. And finally we showed our rough outline for the rest of the project. This included our decision to couple the Oculus with four different outside technologies: Organic Motion, PS Move, Kinect, and the Razer Hydra.



A picture of the Organic Motion mocap equipment.

'Halves' took place on Monday, the rest of our week was spent working on our first two prototypes. Since this was our last week for these tests we were focused on polishing them as much as we could. We are less concerned with presentation and more interested in trying to get as much functionality as possible into the prototype. This is especially true with our 3rd Person Rig. In the last few days we managed to gain 3D sight and depth perception by adding a second webcam. Our Space Bball prototype is due to be completed on Sunday, which will allow us to start our next round of prototypes on Monday.



Our 3D mount for the 3rd Person Rig.



An early build of Space Bball

## WHAT'S NEXT

We have a plan to brainstorm and begin designing our next two prototypes on Monday. We are entering our next two week production cycle.