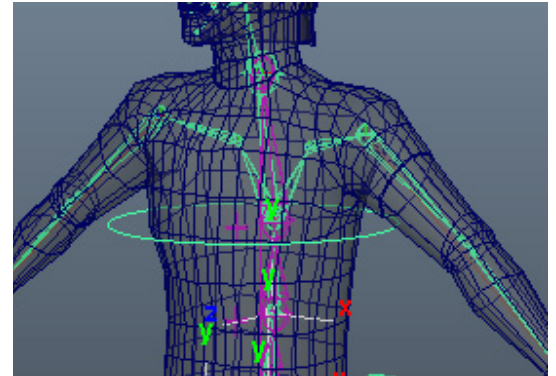




WEEK 11: Xensing progress

WEEK OVERVIEW

The final development of the experiences, which was kicked into full gear last week continued its momentum this week. We have made progress in creating assets and received the touchscreen monitor that we will use for the final Neuro experience.



PROGRESS

For the Neuro experience, Arvind continued 3-D asset work by rigging the character for animation and polishing the clinic 3-D environment. Annabelle has started texture work on the character model. We also successfully tested out the new touchscreen device that we received this week with our Neuro prototype.



We completed shooting two stages for the audio experience this week with professional actors from CMU's School of Drama. These were the deaf and 32 channel implant stages. Albert and Elwin also shot some scenes for the opening cinematic which includes birthday cards. Also for the same experience, David has assembled a prototype version of the 5 button hardware interface.



PLANS

Next week we plan to finish most of the art assets and code for our experiences, leaving room for polish. We also aim to finish implementing the three experiences into functional builds so that we can start play testing the week after.

Above: Inside the character model
Middle: Trevor, one of our actors in a scene
Below: David, working on the 5 button hardware interface

