



WEEK 12 : Making Xense

WEEK OVERVIEW

This week the team has been making the final push to get all the exhibits done to begin playtesting next week. All filming for the Audio Exhibit has been finished; the Neuro Exhibit needs final animations; and the Visual Exhibit has a list of assets awaiting final feedback from the client.

PROGRESS

The team finished filming the remaining sequences needed for the Audio Experience: These included the ending office birthday party reveal, stage 2 and all it's reactions, as well as the introductory walking scene. All videos have been rendered out to be put into the application.

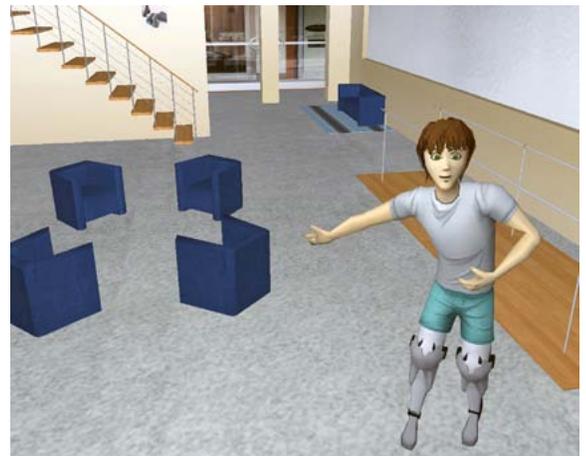
The team is almost done with assets for the Neuro Experience: The 3D assets (character and environment), have been textured and only need to be animated.

The team has also decided for the visual exhibit to include 2D posters of street signs, warning symbols, and even an eye exam chart that will need to be printed out and tested. These are in addition to the 3D objects.

Finally, on Wednesday, a group of "Wounded Warriors" - military veterans, some of whom were amputees - visited the ETC and tried some of our experiences, which they found extremely engaging and spent a long time with.

PLANS

The team will spend the weekend making sure that all the experiences are clean and presentable. We will then do a lot of playtesting next week: One here with our fellow ETC students, hopefully one with just biomed people in the building, definitely one on CMU main campus, and possibly one at the Carnegie Science Center next Saturday.



Above: A screenshot from the final Audio Experience with our actors and final background.

Middle: A screenshot of our final character and background for the Neuro Experience.

Below: US Marine Corps Wounded Warriors Regiment Logo.

