

Skyline Newsletter - Week7



What we have done:

- refined the beginning
- added the title scene to the beginning
- reconstructed the whole storyboard, defined 5 sub-sections for the whole story
- created the first shader for 2D art style
- meet with Dave Bossert, get the feedback how to build our physical storyboard
- built a plug-in that can implement different types of flat fire
- use the sound to enhance the emotions

Problems we encountered:

- the emotions are not clear without explanation
- the whole story should be simplified
- the storyboard need to be close with concept
- the concept didn't connect the pot art style closely
- misunderstanding in the conversation part
- the process is a little bit slower than we expected

The goal for the next week:

- practice for halves presentation
- clarify the storyboard again
- record live actions for emotion design
- play testing for the new animatic
- determine the main character concept
- refine the fire art