**Assignment 4**

**Due 5:00pm Thursday May 3 2018**

Each group will submit a one-page description that covers all of the following requested information:

Assignment 4 Assessment:

1. How close are you to finishing your Group’s vertical slice(s)?  If not complete, what isn’t completed and when will you have it complete and ready for review?

2. What technical/aesthetic challenges are you facing (be specific)?

3. Have you hit all the story beats? If not which ones are missing and what is your plan for completing the beat or beats (be specific)?

4. What help do you need from the staff or consultants in order to complete the vertical slice(s)??

5. If it applies to your group, include a progress report that addresses lighting/shading/effects (be specific).

6. What is your plan for vase based interaction in your Act?

What concerns or questions do you have about implementing your ideas? Again, be specific.

**Agenda Thursday 5.3.18.**

Matt Balby from Unity in to review your work and cover VR (interaction) pipeline questions.

Lecture on “Best VR Practices”. His talk will cover interactive design in VR.

\*\* Each group will present their current iteration with an emphasis on capturing story beats.

\*\* Students will be expected to show recent lighting/shading/effects work

\*\*Each group will have questions ready to pose to the class that will include their thoughts about applying gaze-based interaction to their Act.

\*\* Each Group will present their layout reference video for feedback from the rest of the team based on the group’s ideas on how to add interaction to the VR experience.

\*\* If there are technical/aesthetic questions from your group bring them up in class so that we can address them!!