**Week 4 Lab 1**  
  
**Deadlines**  
Midterm deadline for all vertical slices to be polished: April 26th!  
Final screening deadline: June 1st  
  
**Goals**  
April 26th: successful completion of polished verticals slices for all major story shifts. Completion of all technical pipeline challenges, consistent look and feel, pacing, and cinematic successfully tested and plans for final polish in place.   
  
June 1st: Understand and tell a story in VR that is clear - a clear story using gaze-based interaction and sound that utilizes the interactive techniques to support the story. Completion of the project will include polished motion, texture, lights, and effects that support immersion and the understating of the armature of our story.   
  
**Assignments**  
  
Motion/tech: continue polishing motion and continue assembling scenes in Unity. Address motion pipeline.  
  
Layout: focus on three story beats for main character: Act 1 will be fear of Tyrant, then fear of the darkness, Act 3 the indecision and the decision and regret. Figure out where the title will go and how it will be implemented to support the story. Test how the stars might affect the surface shaders for the star people.   
  
Lighting: reference Diana’s images as a starting point for lighting. Figure out how to make the most dramatic lighting, while keeping it simple and clear to support the story. Tyrant should be the only source of light until the stars come out in act. Ex. As Tyrant walks away from the viewer the light diminishes.   
  
Effects: work with Ali to figure out what is possible in Unity and how to translate whats been done for the capstone film in the most effective way to support the VR story. Top priority, the Tyrant’s emotional state reflected in the effects. Go over the 5 examples front the capstone and show them to/get feedback from Ali. Question for Ali: best starting approach to get fog into Unity. Simple tests to peruse that support the story.   
  
Shading: differentiate the Tyrant from the followers. Produce examples for each character. Get a look from the Tyrant the produces more light and less form, how to fill in the natural shadows on the Tyrant with light instead. Projects light instead of absorbs light. Consider treating the body differently than the face, keep facial expressions visible while experimenting with light. (Lighting and shading work together)  
  
**Lab Schedule**   
[5:30 - 6:00] Dave Q & A, tech troubleshooting, finalize motion pipeline.   
[6:00 - 8:00] Explain current workflow to Ali, shading/lighting/effects work with Ali to get feedback on what you have. Show Ali the effects work/ tips how to translate effects from Maya to Unity. Everyone work on assignments above.

[8:00 - 8:20] Class discussion about what each group accomplished, what issues came up, etc.

**Lab Reports**  
  
Group/act:  
Name:   
Date:  
  
1.Group report:  
What are the main issues your group is facing this week?

What are your top priorities these next two weeks as a group?

Are there any concerns with the progress your group is making?

2.Individual report:  
Please list the tasks you accomplished during lab today.

Are there any technical issues that you would like to receive help with from Dave and Natalie? (If there are, please be specific, and include a Dropbox link to any files)

What are your goals for the next week? What can you accomplish personally to help your group move forward?

3.Production goals  
How did the tasks you accomplished support your group/act goals?

Do you have any concerns about meeting your April 26th deadline?

How can the staff and TA’s help you meet your deadline?