**Week 4 Lab 2**

**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: Bryan and Travis focus on troubleshooting the script and workflow with Dave to be able to implement it on characters and figure out how to blend between clips. Andrew finalize the AI workflow, if testing is needed work with Alex. Rund, Carson and Alex focus on updating motions and baking out the locator animation for shots that are good enough to use for the April 26th deadline.

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. Implement feedback, create shot in Unity and test in VR. Test how the stars might affect the surface shaders for the star people.

Lighting: Talk with layout team about lighting drawovers and go over them with Ali. Work on lighting tests based on drawovers and feedback. Need to focus on how to differentiate the tyrant from the followers, and keep the tyrant as the sole light source.

Effects: Iterate on effects based on feedback from Ali, try to apply the effect to the whole Tyrant.

Shading: Iterate on shaders based on Tuesday’s feedback from Ali. Work on trying to convert his example shader in Unreal into Unity. Work on creating a shader for the followers for the lighters to use (start with an emissive-only shader). If there is time, show ground shaders to Ali and get feedback.

**Lab Schedule**   
[5:30-8:00] Jump right in. Continue working on projects from Tuesday, finalizing motion pipeline with Dave and testing lighting/shading/effects with Ali. Layout will go over new boards and implement in Unity.

[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?