**Week 9 Lab**

**Deadlines**

Vertical slice to be polished and general layout implemented: May 24th!

Final version completed deadline: May 29th

Final screening: June 1st

**Goals**

May 22nd: Successful completion of vertical slice motion, placed into Unity.

May 24th: Successful completion of polished verticals slice. Completion of all technical pipeline challenges, consistent look and feel, pacing, and cinematic successfully tested and plans for final polish in place. All motion imported with the updated layout for the rest of the film.

May 29th: 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.

June 1st: Final Screening. 360 video composited and published on facebook and youtube, and placed on all Oculus Go devices. Executable ready to be played on both laptops.

**Group Tasks**

Vertical Slice Team (Andrew, Carson, Andy, Jackie, Vlad, Nick):

* Finish setting up the base template by the end lab, to distribute to each of the acts. Make sure the full environment with unlit shaders, proper skydome, and ground texture is placed in the scene, along with the rigs as assets.
* Continue polishing the vertical slice. This includes polishing motion as needed and getting shading/effects, audio, and any gaze-based interactions into the scene. Please make any feedback from the 5/15 story meeting is addressed.

Shading/Effects: Continue polishing vertical slice shading/effects, and continue working on Tyrant throw effects/shading. Please make sure to address any related feedback from the 5/15 story meeting.

Motion/Tech/Layout: Those who are not on the vertical slice team should work on implementing the layout in the rest of the story. Each group/act should have their layout completely implemented, even if it is not completely polished, by Thursday. Check in with Jenna for motion feedback. Please make sure to address feedback from the 5/15 story meeting.

**Lab Schedule**

[5:30-8:00] Immediately start working. Vertical slice team should focus on creating the template project file and export a package to distribute to the rest of the groups. Afterwards, they should continue polishing the vertical slice. Everyone else should work on getting the layout implemented in the rest of the story, or polishing shading/effects. Please make sure to address any and all feedback from the 5/15 story meeting.

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

**Lab Reports**

Group/act:

Name:

Date:

**1.Group report:**

Which group (vertical slice or layout) are you a part of? What are the main issues is your group is facing this week? Please include video capture and/or screenshots of your work if possible.

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 May 22nd deadline? If so, how can the staff and TA’s help you meet your deadline?