**Week 6 Lab**

**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.

**Group Tasks**

Motion/tech: Continue updating motion. Troubleshoot scripts if needed. Continue working with Layout to implement scenes in Unity and test in VR. Check layout notes below for groups/acts.

Layout: Continue implementing layouts in Unity and test in VR.

* Act 1: Create at least two, preferably more, different tests - make sure they properly introduce the story, “Once upon a time….. And every day….” Check the story feedback notes for specific details.
* Act 3: Create at least two different endings (one with the Followers last, and one with the star people last). Check the story feedback notes for specific details.

Lighting: Re-watch Natalie’s lighting presentation from Thursday (especially her recommendations towards the end), use that to implement a real-time unlit shadow solution for the film (1 real-time light only). Test with character meshes (Tyrant and followers) if possible.

Effects: Iterate on effects based on feedback and combine different effects to create new ones (focus on merging 3 and 4, and 4 and 5 especially). Make sure to test effects in VR, and try to test them with tyrant animation if possible. If possible, work with shading to create a combined test in VR.

Shading: Iterate on shaders based on feedback from Thursday. Make sure to test in VR. If possible, work with effects to create a combined test in VR.

* Tyrant shader (Vlad): Talk with Cody about duplicating the mesh so there is no clipping. Make sure to change the orientation so it is not view-based. Make sure the base mesh is unlit and has low or no emissiveness. Try animating properties/attributes if possible.
* Follower shader (Nick): Work on creating properties/attributes which can be connected to the Tyrant’s current location (test with animation if possible). Add properties to change the strength and location of gradient. Make sure to test shader with more than one follower, and the tyrant as well.

**Lab Schedule**

[5:30-8:00] Dave will be calling in at 5:30. Motion/tech should work with him to fix any issues that come up. Everyone else should immediately start working. Lighting/shading/effects should iterate on their work based on feedback. Layout and motion/tech should continue implementing new Unity scenes. See group tasks above for additional details.

[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:**

What are the main issues 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 April 26th deadline? If so, how can the staff and TA’s help you meet your deadline?