



IMMERSIVE VISION

WEEK 10

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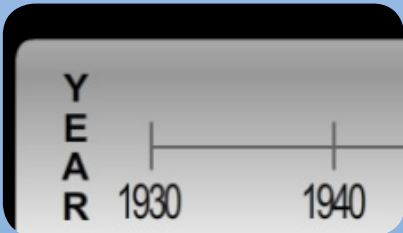
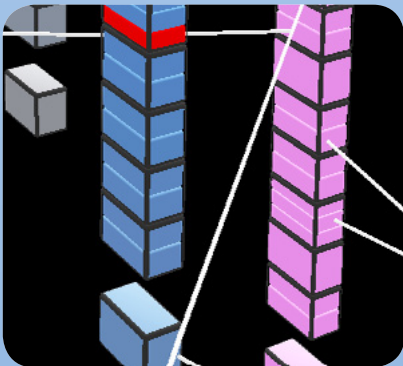
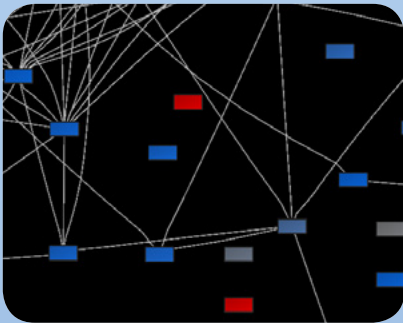
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2D INTERFACE

We started work on implementing the 2D interface into our database this week. We also discussed how playing with the focus will affect the interface and how it will change the way that guests will interact with our project.

Our team discussed the importance of the overview screen and what value it gives to the project. We also considered other possible visualizations for the data we have now.



PROGRAMMING

This week we have been working on a few ideas to address some of the problems we saw during our first round of playtesting. We have changed the color scheme to use much simpler colors and added highlighting to the box that the mouse is pointed at along with all of its connections.

We have also been testing out a few ideas involving changing the size of the blocks and drawing an outline around a group of blocks that represents one year. In addition, we have added user control over the distance between the towers.

INTERFACE

We made several additional modifications to the interface, including adding a slider to adjust the spacing of the towers which can also be controlled through the keyboard. Over the course of several meetings, our group did extensive brainstorming regarding the color and size of the boxes so that it will be more visually pleasing to the guest.

ETC MIXER

The Immersive Vision team hosted roughly 100 guests this week at the ETC mixer. Our guests came from many diverse companies and we received extensive feedback from our playtesting which we have documented and will be using to improve our interface and database. We will send out an email this week to show everyone the feedback that we documented from this mixer.

We also collected business cards from many of our visitors including the contact information from a guest who worked directly with James Cameron on Avatar.

HOW 3D WORKS



Depth Cues



Basic Principles



WEBSITE UPDATES

This week we are adding an important page to our website which will show how 3D works. We gathered together much of our research which we will add to the site so naive guests can get a better feel of how we created our 3D world.

We also are working on adding to our 'Media' page on the website. We want to add additional videos of our playtesting, research, and photographs that we have taken.

B-ROLL SHOOTING

Our group spend a lot of time gathering b-roll from the ETC mixer of the guests that visited our project room and tested our database. We are doing this in preparation for the 30 second promo and our 3 minute video that we will be shooting and delivering during our soft-opening.

We are also planning to shoot interviews with our four team members explaining the project that we are working on this semester.