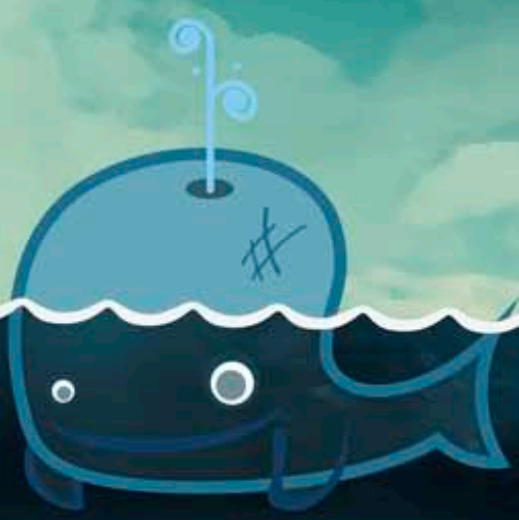


# whale 'r' u



newsletter 13

IN THIS EDITION: THE TEAM IS ON FULL STEAM MODE TO CONCLUDE RIGS AND ANIMATIONS, TO IMPLEMENT ASSETS AND TO REFINE UI AND GAME AESTHETICS.

## ASSETS

This week we finalized all the animated character skeletons, by doing so we can now finish the animations and import the assets into Unity. At the same time we keep on animating the sea creatures.

## GAME

Work has begun on the final layout of the terrain, starting with the basic concept map and specifying mission placement. Next, details such as hills, rocks, paths, textures and seaweed were laid out along with dust and bubble particles, to further enhance the underwater ambience.

The selected UI from last week began to be made into a submarine control panel.

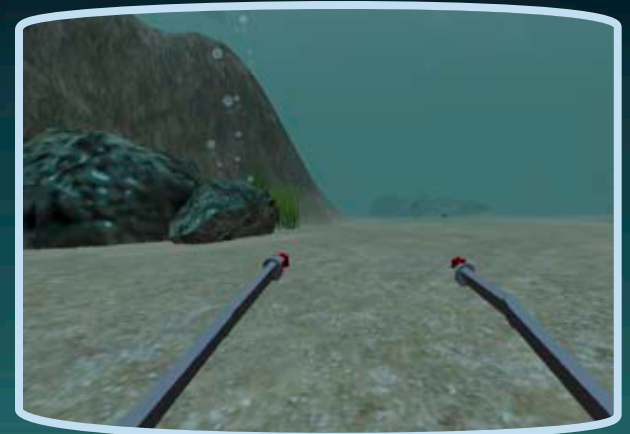
## THE MUSEUM

We also met with the client this week in order to discuss the building process for the final installation as well as the placement of speakers within the space around the experience.

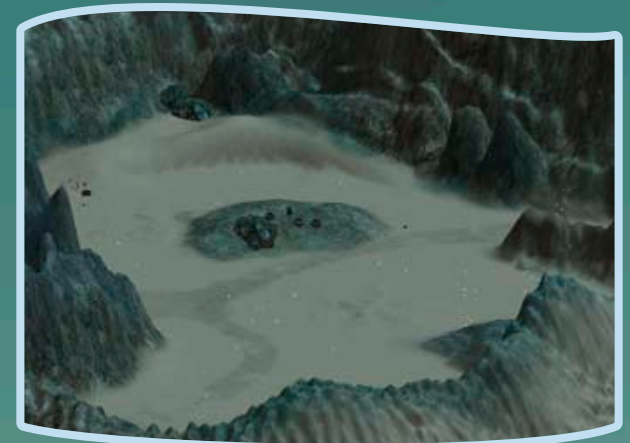
## NEXT WEEK

We will finish the first pass of nearly all assets and aspects of the game so they can be implemented in the game.

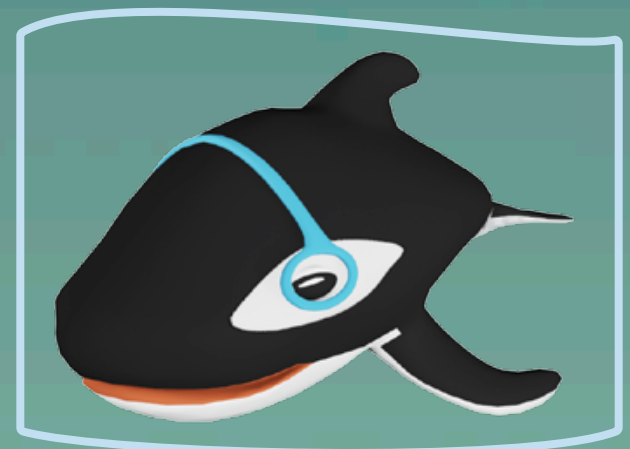
The game build will reach a beta version to be shown on our Soft Opening.



Underwater look



Terrain



Orca whale

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