

whale 'r' u

newsletter 03

IN THIS EDITION OF WHALE'R'U PROJECT NEWSLETTER THERE ARE SOME NOVELTIES ABOUT TECHNOLOGY RESEARCH, GAME MECHANICS AND ART IDEAS.

ART

With the concepts that we brainstormed, artists have created concept art for each experience. Through this step, we are trying to get feelings and mood: "Interactive whale wall" ; "Circling fish game", "Trippy" and also "Whale Races". It was made use of different kinds of art styles in each of them to make it easier to distinguish between the experiences and also to make more suitable.

MECHANICS

Sonar and Whale Racing were the focus for game mechanics development. Sonar is an experience where guests are given the opportunity to "see" sound. Guests take on the role of a hungry whale in search for food. Using echolocation to navigate the ocean floor, guests must capture five fish that are hidden in different parts of a room. Sound waves are shown as bursts of colorful light that changes appearance depending on volume and pitch. The louder a sound the more saturated its color becomes while a lower pitch sound produces darker color.

Whale Racing is a racing style game where guests control and customize different species of whale through audience interaction. Whales are categorized by species, weight class and speed with each one having their own special ability. In addition to special abilities, guests can obtain power-ups placed at certain intervals throughout the track that can be used to sabotage other players.

TECHNOLOGY

This week a lot of focus was turned towards the Kinect using OpenNI and Windows SDK by learning how to manipulate color, depth and audio API and the functionality that the SDK allows for projects in Visual C#. Also this week we researched upon technologies that will allow us to implement the ideas we've developed this far, focusing on Microsoft Kinect and Arduino sensors that combined, can provide embodied experiences for our users. Because the technology will be just a mean to the goal of our experience, it's important to adapt the technology to our needs instead of adapting certain ideas to a particular technology. More on kinect, some basic prototyping is ongoing using Peter Kinney's Kinect wrapper for Unity 3D

NEXT WEEK

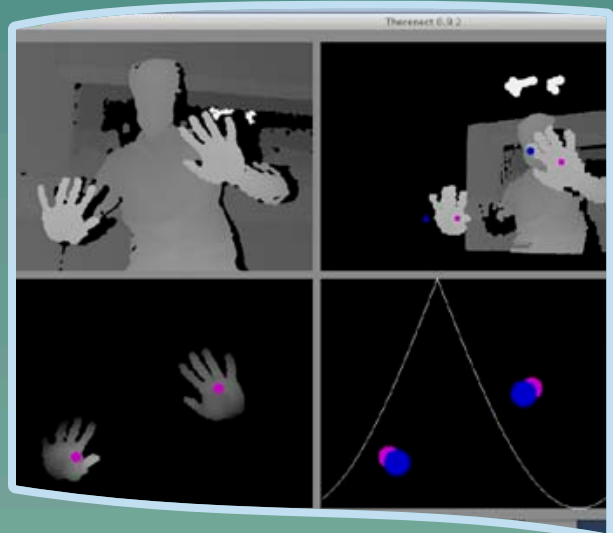
Art production and Technology research will continue as our findings will allow us to quickly prototype some of those ideas before our meeting with the client later in the week. For that meeting we plan to present our concepts and prototyped experiences to iterate upon.



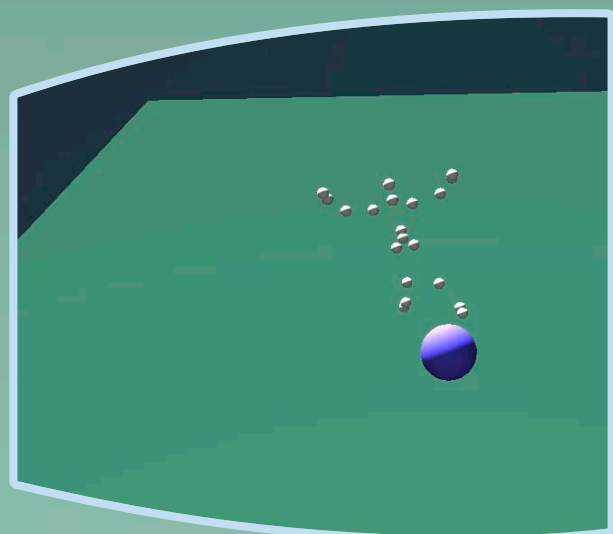
Interactive Whale Wall



Trippy



Kinect with OpenNI



Kinect with Unity3D

ANTÓNIO GOMES | ASHLYN SPARROW | MÁRIO DINIS | MONIQUE PARK | PEDRO CANDELÁRIA | SHIBLI MANSURI
ADVISORS: MONCHU CHEN | SERGI BERMUDEZ