whale 'r' u

newsletter 04

In this edition of whale'r'u newsletter: we prepared tech demos and concept art to introduce to the client in their first meeting.

Client Meeting

ART

After the brainstormed concepts being turned into concept art renders, for better comprehension purposes when presenting to the client, these were moulded to showcase and demonstrate how the audience interaction flows for each experience.

GAME MECHANICS

In preparation for our client meeting, we created experience maps for each concept. This allowed us to discuss the most important points of our experiences and allowed our client to understand how each concept would fit the museum.

TECHNOLOGY

This week we prototyped some of our concepts in order to give our client a better understanding about the ideas we've been conceptualizing, their implementation, and how we planned to merge art and technology. We developed a Java-based game that uses Kinect as controller as well as an interactive particle system, also using Kinect. Both prototypes refer to ideas we proposed to the client and being able to demonstrate them through rough playable demos helped narrowing down our scope of possibilities for this semester.

Whale Race Tech Demo

CLIENT MEETING

The team met the client at the Whale Museum to present 6 concepts and discuss them. The client had some ideas of his own that he could share. Our client also came with a couple of ideas that he would like to be considered in our design process. With this information in hand, along with a better understanding of how the museum is structured, we have begun redesigning some concepts to present to the client on next Thursday.

NEXT WEEK

Preparing for Quarter Presentation will be one of the main focus of the week along with a second client meeting to box in one single concept to be further developed.

Open discussion/Tour

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