VR Planetarium - Public Facing Report: February 11th, 2022

Members: Taylor Anderson, Michelle Bobilev, Zoe Caggiano

Table of Contents

1. Progress Report

Completed

Shriya and Kierian have made 3D assets of an example star to populate the model with. Zoe met with them on Thursday to show them the project and confirmed that flat images -> text is possible to render in the project. This is great news as we can now go ahead and focus on how much text an user can read and still enjoy the project as well as how it's placed.

We have also set up meetings for the core team on Tuesdays at 5pm going forward. We also arranged a meeting with Professor Nordhaus at 2pm on Tuesday to update him on our progress and present a list of our goal stars and constellations to get his thoughts in order to determine what needs to be cut/added to the project.

In Progress

A list of constellations has been made and will include a narrowed down list of important/unique stars to be modeled. Revisions to that list will be made upon meeting with Professor Nordhaus and will be finalized at the team meeting later that day.

A rough draft of text for one star and one constellation is in progress and will be inputted into the project for the presentation on the 16th. We will have different variations of the text and pick the best based on feedback to develop a template that all the educational information for each star/constellation will be displayed through.

To Do

Going forward, there are some crucial things we need to accomplish.

- Narrow down the list of stars to be modeled
- Create visual/tactile browsing interactivity - pointer laser extends from controller in VR, when pointed at the sky it provides user with feedback that a star/constellation can be chosen and interacted with
- Finalize meeting times with Shriya and Kieran for the rest of the semester
- Expand the Visual References document
- Begin work on the "Zoom in/out" function
- Begin work on the 3D diegetic menu
- Get last year assets

In addition, we are planning to have a working model of the VR Planetarium to present to class for feedback on February 16th.

2. Timeline

Google Calendar For the Semester (Available to view for everyone with a RIT account)

Make sure to enable weekends

- Red for Deadlines
- Green for General/Preparation
- Blue for Advisor Meetings
- Yellow For Core Team Meetings
- Purple for 3D Team Meetings - tentative

Rest of February to Beginning of March

February 11-13

-Expand Constellations/Stars Document

-Develop Question Document with Nordhaus

-Begin developing text info templates for constellations and stars

-Develop brief text for one star/constellation to be inputted in project

February 14-20

-have finalized list of stars after meeting with Nordhaus

-have VR Planetarium .5 done

-Practice for the presentation on the 16

-*WEDNESDAY THE 16TH PRESENTATION*

-work with S+K to finalize stars model and develop production process for remaining types of stars

-Begin work on zooming function in VR

-Finalize Info Template Draft

February 21 - 27

-schedule a meeting with Mardini

-cont. work on zooming function in VR

-cont. Work with S+K with a finalized production process plan for remaining stars

-Have access to VR Planetarium Website

-VR Planetarium 1.0

February 28 - March 6

-Zoom Function .5

-Rough draft of 25% of text done

-25% of 3D assets done