FireBolt

a reimagining of temporally oriented visual fabula realization

Features

1. Engine realization independent of xImpulse plan representation so that domains can be easily interchanged
   a. Current iteration
      i. has in-engine dependence on argument names.
      ii. requires xImpulse operator argument interpretation to be constant across domains
         1. not necessarily true...reorganizing to try to use parameter-style arguments and avoid static encoding of actor instantiation in base FireBolt actions
   b. Next iteration
      i. removes static references to xImpulse argument names from in-Engine code
      ii. translates xImpulse plan into FireBolt plan consisting of
         1. create
         2. remove
         3. translate
         4. rotate
         5. animate
2. Engine realization independent of assets so that models and animations can be easily interchanged
   a. Current Iteration
      i. Models and animations statically knowledge engineered into cinematic model.
   b. Future Work
      i. implement knowledge engineering support tool to comb directories and suggest models and animations for mapping, then generate xml
3. Engine realization supports setting playback to arbitrary points in time
   a. Current Implementation
      i. NYI
4. Engine realization incorporates temporally based camera plan
   a. Current Iteration
      i. Camera plan NYI
5. Camera plan uses classical filming related terms to specify
   a. angles
   b. shots
   c. distance to subject

        d. movement
        e. camera properties
             i.   Current Iteration
                  1. NYI

Open Questions

1. Do we want the ability to look up executing fabula steps at an arbitrary point in time?
   a. if so we will
      i. have to keep a reference to parent actions in decomposed FireBolt actions
      ii. load the xImpulse plan AND the FireBolt plan
2.

Workflow

1. Create timing enhanced xImpulse plan
2. Create Cinematic model with
   a. xImpulse actions and arguments to IDs mapping
   b. actor IDs to models mapping
   c. actionId, actionParameterId, actorId to animation mapping
3. add models and animations to Assets/Resources
4. specify xImpulse plan and cinematic model to load
5. play!~