

This week, we continued researching our Physi.js woes and discovered the issue was not with our logic but with the way the level we were trying to traverse and wrap in convex geometries was saved. Each grouping of items is saved as one object rather than separate objects (i.e. all the trees are one object, all the columns are one object, etc.), which was why the geometry wrapping wasn't working in the image we showed in the week 7 presentation. After loading up the level in Blender, we realized it would probably take more time to create a suitably modified version of the level than it would to hard code the bounding boxes for it like we did for the house level. So, we started looking into a navmesh solution. Currently, one of us is trying to figure out this solution while someone else is hard coding some bounding boxes for level two just in case we need to use that implementation.

We decided to work on making the dresser models for each of the bedrooms. For bedroom 1, we made a medium-sized dresser, starting out with a cube and using the loop cut tool to create the lines that will be the drawers. We then copy and pasted the square that we had created and extruded it to create the rough shape of the drawer. Using the loop cut tool again, we grew where the inside of the drawer would be and extruded it down to create the inside of the drawer. We used cones as the handles to keep it simple and lined them up using the subdivision lines. To give it an abandoned and broken look, we copy and pasted the drawer and inserted them slanted, resting on top of each other, to make it look like they had fallen off of their tracks. For Bedroom 2, to keep up with the children's room theme, we decided to make a toy chest that had fallen over. Using the loop cut tool to make a box with a reservoir like we did for the dresser, we then copy and pasted the bottom face of the box to make sure the dimensions for the lid were correct and extruded it to create a lid that we rotated to lay flat of the floor. To create the lettering on the front of the toy box, we used the knife tool to cut out the letters and then extrude them to make it look like they were raised. For bedroom 3, the master bedroom, we simply used the scale cage tool to make the bedroom 1 dresser longer, along with the drawers. Along with that, to give it a different look but to keep the abandoned style, we rotated the drawers on the x, y, and z axis to rest one of the drawers on top of the other to make it seem like they were ripped out of the dresser and thrown to the ground.

We have also continued researching our issues with Yuka, but so far aren't sure why our implementation isn't working as it should.