23/01/2020

Present:

Jack King, Jack Lynham, Lewis Bond

This week: his week as a group we have decided to make the sense

Scene 1 – Introduction – Jack 1960

* Zoom in
* No Narration (Possible)

Scene 2 –  Jack

* Lush green jungle – what it means and how important it is.
* Wildlife
* Plant life etc
* Setup next

Scene 3 – Lewis

* Rainforest burning
* Trees burning when looked at gaze.

Scene 4 – Farming - Lewis

* Farm behind trees
* Narration talks about
* Farms fade in

Scene 5 – Lewis

* Fading doesn’t start straight away.
* Farming plant that slowly fades into the original jungle

Scene 6 – Jack - 2060

* Zooming out of jungle
* Tinted earth/ brown to earth blue green?

Gaze Mechanics

* When looked at flames appear
* Animation only happens when being looked at, after looking away animation continues for a delay.

Jobs:

Hector: Cow model with animation

Lewis: Start Scene 3.

Jack King: Start Scene 1 properly.

Lynham: Work on script for Scene 1 and 3.

Luke: Simple Fire particle Effects.

Tasks on GitHub -> Projects

30/01/2020

Present: Lewis Bond, Jack King, Hector Martin

Tasks for next week:

Jack King: Colour terrain, start filling scene with scenery.

Fire particle effects: Not complete - HMD

Cow Animation: Not Complete – LT Cow model added

Scene 1, 2 Started: In progress – JK

Script Narration: In Progress – JL

Scene 3 Started: In Progress – LB

For next week:

Jack King: Transition from scene 1 into 2. Smooth.

Lewis Bond: Scene 3 Setup (Some destroying no interaction)

Lynny: Narration in detail up to 5 mins. Brief overview of all narration.

Luke: Fire Particles, Help Hector with Animations.

Hector Martin Davies: COW ANIMATION PLEASE

Narration needs to be drafted / semi-done before we meet with Jacks script writer for an overview. @Jack Lynham

06/02/2020

Today we populated trees into the scene and decided on how to move forward with planning other aspects such as bushes and vines and rocks.

Present: All

Tasks For Next Week:

Jack King: Butterfly Particle System

Jack Lynham: Review Narration and make more concrete

Lewis Bond: Finishing of the trees- make progress on VR integration

Hector Martin Davies: Digger Rigging

Luke Tolchard: Work on placing trees – Implement Into a scene