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

13/02/2020

Present: Hector Martin-Davies, Lewis Bond, Jack King, Jack Lynham

We decided to remove the differ rigging as it would be better to be stationary and focus on rigging other assets. Since no work on the digger had been started we decided just to re-focus on other model animations.

Need an idea of how long speech and cues etc so we needed draft narration as temp asset.

Tasks For Next Week:

Jack King: Populate scene and transition from intro into Scene 1

Jack Lynham: Draft text-to-speech narration so we can get an idea of timestamps

Lewis Bond: Fire Spreading

Hector Martin Davies: Start work on monkey Rig

Luke Tolchard: Absent.