CIS 510 Homework 4 - Submission 1

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1

How will you divide labor/responsibilities within your team? Be specific, and explain why you divide tasks as you have. What is your plan in general for how to respond to problems that might arise?

We plan to divide labor and responsibilities by time. That is, instead of me doing all the python/qt coding and Areej doing all the Maya modeling, we plan to both alternately work on each topic to some degree. This will allow both of us to learn all of the material.

When problems arise we will first seek the help of Google and online documentation. If that fails, we will then seek the guidance of Professor Stevens.

2

What aspects of the project are expected to be highest risk technically, and how are you going to address those aspects?

The high risk aspects are mostly related to Maya, rigging, and deformers. We have the least experience in these areas. We plan to address these by reading about and experimenting with the tools.

3

What aspects of the project are regarded as high-priority and what are low-priority?

High Priority:

- create a usable GUI
- create a facial mesh
- assign deformers to the required attributes
- link the GUI to maya through nimble

Low Priority:

- add additional "fun" attributes to deform
- create a realistic face
- create a perfect GUI

4

What will be your first deliverable version? How will you then plan on expanding on that first version?

In our first deliverable, we plan to:

- create the face mesh in Maya.
- create the QT GUI with the required attributes
- create empty callbacks for all attributes in python
- implement the alteration of one of the metrics that we feel is the easiest to deform (for example, mouth width only).
- implement the callbacks for this attribute, and make it modifiable through our GUI.

Once we've created the first deliverable, we plan to:

- implement the other required alterations
- work on maintaining the face topology when independently modifying attributes.
- re-vamp the QT GUI
- add additional "fun" attributes, such as hair length, teeth length, teeth shape, skin color, ...