


Crittters: The Tech Crew




Plan for this morning

- Team Assignments
- Expectations for Checkpoint 1
- Code structure




Job announcements

- Latest SIGGRAPH job posting now linked from my home page:
 - <http://www.cs.rit.edu/~jmg/SIGGRAPHjobs.html>
 - Link from my home page
 - Updated every 2 weeks or so.



Teams

- Goal:
 - To realize a production of "Crittters"
- Grad students
 - Many tasks...not many grad students
- With that in mind...
 - Teams tasks more finely subdivided.



Teams

- Major Technical Teams:
 - moCap -- deals with Ester
 - Puppet -- deals with critters
 - Staging -- deals with staging / lighting
 - Audience -- deals with audience
- Non-Teams
 - Audio
 - where's the orchestra?
 - Sound FX to staging
 - Networking
 - Darren's Grad work



Team moCap

- Justin Allgyer
- Robert Blackwood
- Matthew Gery
- Double dipping
 - Andrew Bair (Independent Study)
 - David Huynh (Innovations)



Team moCap

- Subtasks:
 - The Suit (Justin, Matthew, Robert)
 - Logistics of suiting up
 - Ester model
 - When things break
 - The Environment
 - Interface to Innovations class (David)
 - Cylindrical projection (Andrew)



Team Puppet

- Justin Hamson
- David Huynh
- Josh Jennings
- Dan McCabe
- Robert Songer



Team Puppet

- Subtasks:
 - Asset Import
 - import models, critters, animations, etc...from Design team
 - Josh, David, Justin
 - Puppet Interaction
 - Define / Implement control of critters
 - Robert, Dan



Team Staging

- Andrew Bair
- Justin Coplan
- Matthew Leszczenski
- James Lord
- Nam Ngo



Team Staging

- Subtasks:
 - Stage Manager Environment (Matthew, James)
 - Specify interface
 - Define Access Grid Layout
 - Lighting / Cueing System (Andrew, Justin)
 - System for defining stage cues
 - Timing
 - Possible redesign of current staging system
 - GUI (Nam)
 - Light Board
 - Setting cues
 - Stage Manager Environment



Team Audience

- Tim Garwood
- David Price
- *Darren Stanley*
- Subtasks:
 - New interaction model
 - Rose-colored glasses.



Team networking

- Darren Stanley
- Subtasks:
 - Deal with current networking problems
 - Investigate networking over long distances
 - Deal with networking related changes required by other teams
 - Be wise and helpful!



Creative Team

- Design / Modeling / Animation
 - Marla Schweppe
 - Ning Su
- Theatrical Direction
 - Walter Wolf
- Actress
 - Tina Chapman DeCosta



Notes on team assignments

- Best estimate of needs to talents as of today.
- May be subject to change as course progresses.
- Issues or problems...see me immediately...we're on a tight schedule.



Questions?

- Before moving on to Checkpoint 1



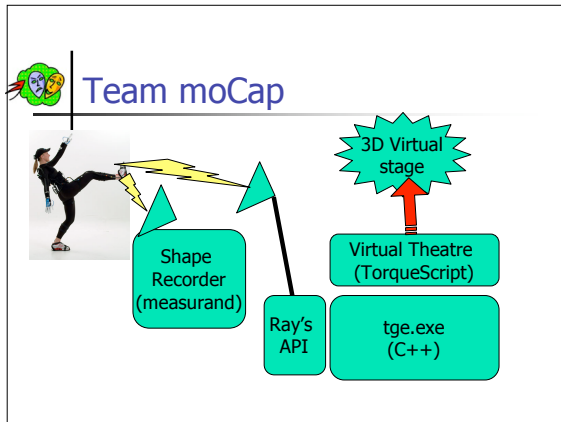
Checkpoint 1

- Goal:
 - Reproduce demo from last spring but...
 - With new stage
 - With Ester model
 - With real critter
 - What does this mean?



Checkpoint 1

- Team moCap
 - Suit
 - Learn logistics of suiting up and running (videos and docs from last class)
 - Start analysis of "actor" code in current system.
 - Import Ester model...assure she is rigged correctly
 - Actor environment
 - Plan / definition for interfacing w/DOME.

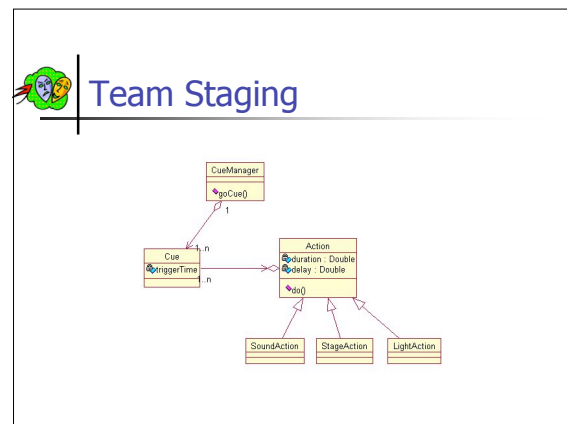


Checkpoint 1

- Team Puppet
 - Asset Import
 - Learn how models are imported (Maya2DTS)
 - Import new stage
 - Import a critter
 - Puppet Interaction
 - Look at current "puppet" code
 - Assure simple critter works
 - Plan about interaction with other critters (I will provide you with list).

Checkpoint 1

- Team Staging
 - Stage Manager Environment
 - Learn up on Access Grid (I can provide demo)
 - Define best way to "display" full performance
 - Spec of GUI for cue setup / performance
 - Lighting / Cuing
 - Get current "staging" code...see how cues work.
 - Don't hesitate to start a redesign.
 - GUI
 - Learn up on GUIs in Torque
 - Mock up of GUI for stage manager.



Checkpoint 1

- Team Audience
 - Look at "audience" code
 - New interaction for lookat, zoom
 - Learn about implementation of rose-colored glasses...will need to be extended (more on how next time).

Questions?



What next?

- Most of you will need code
 - On SVN server (see mycourse, remember password)
 - Darren will give quick overview of code structure after break.
- Most of you will need access to Graphics Lab
 - Definitely moCap:Suit team
 - Definitely Puppet:AssetImport team (maya on Dory)
 - Need card swiped by Joanne in CS Office
 - Need picture taken for Graphics Lab Web page.



What next?

- Programming environment
 - ICL6 Machines (remember to backup before leaving)
 - Your own machine (get SVN...go for it)
 - Graphics Lab (let me know if you're not on the 2 teams just mentioned)



What next?

- Communication
 - E-mail (all e-mail addresses on mycourses)
 - Discussion groups (mycourses)
 - Assets and such will be uploaded to content area of mycourses
 - Code/other data can be placed in SVN.
- Get to know your teammates and who's on what team.



What next?

- The Critters script...
 - Will say more about that next time with complete list of critters.
- From this point on
 - Lectures are working time for teams
 - Short common time at start of lecture to discuss issues to project as a whole
 - Schedule meetings to discuss more complex / pressing issues.



What next?

- Break