Group number: 4

Project title: Multi-Actor Framework for HTC Vive

Client &/Advisor: Dr. Nir Keren

Team Members/Role:

Andrew Buchta – Communications Lead,

Nicholas Boos – Co-Webmaster,

John Heiling Co-Webmaster,

Marcus Eidahl – Co-Design Lead,

Robert Slezak – Co-Design Lead,

Tom Kiss – Team Lead

Weekly Summary (Short summary about what you did this week)

This week we were given a scene of the International Space Station that Nir often uses to demonstrate Virtual Reality. We moved our project files into that scene and added our networking and playback functionality to it. We also completed decision matrix conversion algorithms and have a partially working version of voice communication.

Past week accomplishments (please describe as what was done, by whom, when)

o   Drew completed the decision matrix conversion algorithms, and adjusted the build function to automatically center matrices depending on size.
o   Tom worked with Marcus to get the playback to work in the ISS scene
o   Marcus and John worked on voice communication using Unity Master Server
o   Robert successfully integrated the networking into the ISS scene and synchronized two boxes over the network.
o   Marcus and Nick built a network environment

Individual contributions

NAME	Individual Contributions	Hours this week	HOURS cumulative
Andrew Buchta	Matrix conversion algorithm, matrix placement	6	93
Tom Kiss	Incorporating playback into ISS scene	8	92
Marcus Eidahl	Incorporating playback into ISS scene	8	92
Nicholas Boos	Worked on voice communication	8	91
Robert Slezak	VR Avatar & ISS Scene Networking	7	91
John Heiling	Adding voice to main project	8	87

Plan for coming week (please describe as what, who, when)

o   Andrew Buchta: Merge code to master project, begin working on audio content within matrix
o   Tom Kiss: finish incorporating playback into ISS scene
o   Marcus Eidahl: finish incorporating playback into ISS scene
o   Nicholas Boos: Help John finish voice communication
o   John Heiling: Work on integrating voice communication into main project
o   Robert Slezak: Continue working on VR Avatar Hands and sync hand positions over the network in ISS scene.

Summary of weekly advisor meeting (if applicable/optional)

This week we met with Nir's coworker Peter and his graduate student John. We demonstrated the ISS scene with networking and playback, as well as a matrix that was authored within VR and converted to a live matrix. They were both impressed and passed feedback to Nir.