Deliverables

My project will try to improve the animation control in video games - more precisely in the widespread Unreal Tournament 2K4 game. My idea is to combine existing animation in the game world with additional animation information coming from the player. This should give the player a far better control over specific animation sequences. I want to use new interfaces (such as the Xbox 360 controller) to support this approach. The goal is to allow players to add their own animations and alter existing ones using this additional control feature.

1. Input recorder

In order to mark this deliverable as complete a version one of the system must be able to:

- Record at least 1 minute of input from the Xbox controller.
- Record different bone movement on each run.
- Send the recorded information to MovieSandbox multiple times.
- Be able to store and load recorded movements from a file.

2. Graphical editor

This deliverable has less concrete goals since it will depend of the final UI design based use from the recorded.

- Must be able to show where in the recording currently at
- Be able to distinguish which bones are being edited
- Extend to recording time to at least 10 minutes
- Optional: select different points to edit separately, dupicating

3. Graphical Preview

This final deliverable will bring the project together. Through the graphical preview, there will be no more need to run UT while recording input and therefore freeing up system resources for this program. The preview shows a boxel character with a basic skeleton. This image will perform all of the movements recorded and directly taken from the controller.

Optional: I think it would be a good idea to set certain buttons in the controller to set rotations so that when editing and creating content the character can be spun and provide different angles for the action.

4. Final clean

Finally, these two weeks will be used to fix extra bugs and to create an application that can be installed in other systems. This will conclude the summer research by having a product that .is produced at the end/