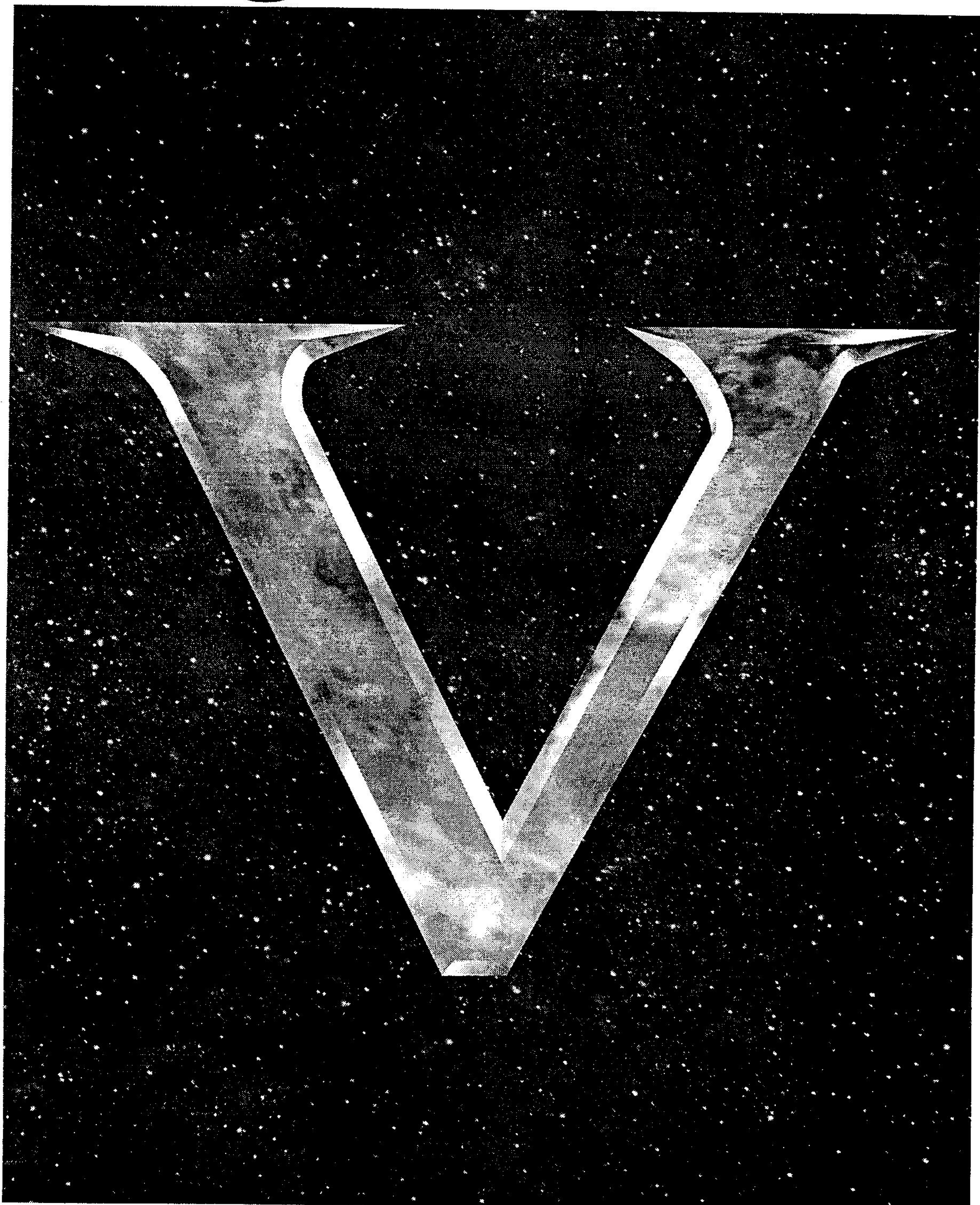


Wing Commander



Project Update - July 2, 1996

Wing Commander V - Project Update

July 2, 1996

Agenda

1. Hand out material. ☺
 - a) agenda.
 - b) Component summaries.
 - c) Story material.
 - d) Conceptual design stuff.
2. Story presentation.
 - a) Story Concept - Adam
 - b) Mission concept and overall design - Phil.
 - c) What is to come?
 - d) Q&A.
3. Art & conceptual design
 - a) What has been going on?
 - b) What are future plans?
 - c) Q&A
4. What is up with the other components?
 - a) Programming.
 - b) Audio.
 - c) Q&A
5. What has been going on since the last meeting?
 - a) Solidifying design.
 - b) Developing engine technology & general APIs (Application programmers interface).
 - c) Working out kinks of simultaneous project design and implementation (PC & PSX)
 - d) Moving resources to other projects to gain focus. (ex. John and Marcus working on the Darkening until Nov '96.)
 - e) Mission Editor and object editor spec'ed out and well under way.
 - f) Jeff Grills is heading up the 3d engine development with Paul, Pete, and Hugh.

6. What's coming up in the next couple of weeks?
- a) TDD presentation to Tony Bratton & Scott Cronic. This will help determine ship date.
 - b) Writers are coming on board (this coming Tuesday).
 - c) Tracking well for technical Milestone I due in September.

7. Questions:

- 1) When is the ship date?
- 2) Who gets to sit with the writers?
- 3) When is the script coming back?
- 4) Are the aliens going to be CG (Computer Generated)?
- 5) How many Kilrathi are going to be in the game?
- 6) Is Tom Cruise going to replace Mark Hamill as Blair?
- 7) When are raises coming out?
- 8) What's the deal with bonuses?
- 9) What's up with Maniac?
- 10) What is up with the cinematography class?
- 11) What's up with Capital ship technology?
- 12) When will the first game playing brownbag be?
- 13) How often will we be having group meetings?
- 14) Does anybody read the summaries?
- 15) Do you know what you are doing?
- 16) Any more questions, comments, or complaints?

Component Summaries

Art Department:

To date, the art staff has predominantly been working in helping out other project teams, U9, Crusader, Kilrathi Saga and to some small extent, Maniac Missions. Several people have finished up those tasks and are now in the initial stages of WCV conceptual ship design. For the last two months or so many of us have been going through advanced Alias training and more is to come soon. Other events in the near future include a cinematography \ fundamentals of film theory class and Siggraph 96 in New Orleans. More conceptual work is slated to be completed as well as work done on building an effects library of animations. Plans are in the works for a short class on Composer as well as sessions demonstrating how to lay animations to tape and building and texturing poly models in Alias for our game-flight engine.

Production Design:

The conceptual design team has spent most of the past few months waiting while some critical story and game design decisions were finalized. Now that we've got that, we've finally started generating some sketches for Confed spacecraft. The team is a small one at the moment, but as the weeks go on we'll be adding new members as we expand out into designing sets, alien technology, and eventually even some characters. Look for some artwork to pop up on the walls around here shortly.

Programming:

The Wing 5 PC and PSX programming teams have worked out a system to help maximize the amount of shared code between the two platforms. Jeff Grills has agreed to become the Wing 5 render engine programmer. Currently, the 3D render engine API is being formalized which will allow simultaneous development of the 3D engine and game systems.

Audio:

Wing Commander 5 audio will shatter industry standards and again become the biggest, baddest sound experience in the business. In a nutshell, Wing5 audio will include the following industry milestones:

1. Full 22k, 16bit stereo sound during gameplay, including 3 dimensional sfx generation
- no resolution downgrade from movies to spaceflight!!!! - 1st in the industry
2. Live orchestral scores for both movies and gameplay!!!! - 1st in the industry
3. All movie mixes will be done in the new 6 discrete channel format** (ala; AC3 or DTS digital)!!!! - 1st in the industry. **Tied to success of new DVD-PC integration.
4. Brand new post production facility capable of doing all off-line video editing, dialog editing, sfx editing, foreign dubs, 3D mixing, and archiving for all platforms!!!! - a first for origin.

Design and Movie Production:

Things are steaming ahead. See attached documents for details on all the work that has been done so far. For even more up to date information, check out the internal web page at: [//flight/wing/projects/wc5/web/default.htm](http://flight/wing/projects/wc5/web/default.htm)

PSX:

The last two months have involved the PSX team integrating with Maverick, and vice versa. I think the relationship has developed nicely and everyone is looking forward to working together.

Design:

Our design team has temporarily been reduced. John Guentzel and Marcus Merrell are currently in England helping with mission design on Privateer: The Darkening. Though they will be back in Austin this month, they will continue to serve that project for a few months. Sean Mustakus has very effectively served on the centralized design team with Phil and Jeff.

Programming:

Hugh has been concentrating on the 3D development. Axel will be working closely with Pete in the early stages to define the code structure.

Wing 4 PSX:

Currently being developed by Lion. Some of our people are working closely with them to insure quality, and to gain insight into PSX development.
