

# Wing Commander V Component Leaders Meeting (CLM)

November 08, 1996

## Agenda

- Last week's issues.
- This week's reports.
- General discussion.

## Weekly Dilbert



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# Wing Commander V - Status Report

## For the week ending on: November 08, 1996

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### Project Overview

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#### This Week:

1. A lot of meetings and general discussions...
  - a) Multigen.
  - b) File system
  - c) Art flow
  - d) Rod.
2. Worked tentative schedule of when to meet with component leads on a weekly basis (all "meetings" are from 3 - 3:30 pm):
  - a) Monday: Production.
  - b) Tuesday: Programming
  - c) Wednesday: Art
  - d) Thursday: Design
  - e) Friday: Sound

#### Next Week:

1. Work with ACE to resolve hiring issues.
2. Many more meetings.

#### Issues & Possible Roadblocks:

1. Working on getting a networked Schedule+ system in place (ACE task).

#### Summary:

It was a good but quiet week as many people were away from the nest on business (and some on PTO ☺).

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### Art

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#### Art Director:

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#### This Week:



- 1) Kerry Miller will be joining us soon as one of our new artists. She will fill Jen's slot as a Graphic Designer. Others are being looked at to fill one more junior animator slot as well as the continuing search for a Hotshot.
- 2) Discussions with Ace group and WCV programmers concerning Game Art workflow.
- 3) More schedule breakdown with new beat outline, some cuts recommended. This of course is pending outcome of writers meeting.
- 4) More Syd Mead drawing came in. Discussions continue for out feedback to him early next week.
- 5) Second round of cinematic and game art objects are well underway.
- 6) Motion tests are being run on animatability of current Alien skeletal structure.
- 7) Rod meeting individually with art staff this afternoon, show and tell for peoples skill level and styles.
- 8) I did some work on creating a poly version of the new Alien fighter to judge doability.

### **Next Week:**

- 1) We hope to completely implement any new changes resulting from writers meeting and adjust schedule as needed.
- 2) Get with Syd and give feedback to latest round of images
- 3) finish poly alien ship
- 4) Talk with more art prospects
- 5) continued object modeling and texturing

### **30 Day Outlook:**

Most all of Syd's designs should be incorporated into some of our own designs and alien object creation should be well underway.

### **Issues & Possible Roadblocks:**

1. Possible inability to fine perfect "hotshot" animator and settling for a solid\_experienced animator.

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### **Production Designer:**

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## **Programming**

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### **This Week:**

1. Worked on memory maps and CD footprint
2. Axel still working to get PSX version up to speed ✓
3. Worked on Wing 5 task list to hand off to ACE
4. Decided to formally review programming task completion status the first Wednesday of every month
5. File API progress
6. Andy implemented event system
7. Work beginning on MCP
8. Jason H. continued AI work
9. Object creation meeting

### **Next Week:**



1. PSX version caught up.
2. Work on mission flags and commands
3. Jason H. and Hugh start implementation of communications system
4. AI development
5. Physics system phase II

### **Goals for the Month:**

1. All programmers with PSX development stations can compile and run the game
2. Scripted MED missions running with AI scheduler and event system
3. Scripted MED Gameflow with two rooms featuring hot spots
4. Sound system integrated (PC and PSX)

### **Issues & Possible Roadblocks:**

1. Upon first glance, it looks like there is a good chance we will overflow 4 CDs

### **Summary:**

Continued progress on Mission system. AI commands are getting fleshed out. PSX version is catching up with Win95 version.

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## **Design**

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## **Audio**

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## **Movie Production**

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## **ACE**

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### **This Week:**

1. GameGen demo.
2. File library meeting with Jeff, Pete, Frank.
3. Object creation meeting. See results (attached).
4. Met with Rod to discuss future.

### **Next Week:**

1. Setup a file library using IFF reader currently in Wing 5.

2. Try to get GameGen evaluation copy.
3. Look into producing a quick and dirty converter for OpenFlight to IFF.
4. Write job description for ACE media programmer.

### **Goals for the Month:**

1. Give Frank \$100. Hey, what the ...
2. File library with current IFF methodology.
3. Take an object from Alias, to GameGen, to converter, to Wing 5
4. Language and Font library.

### **Issues & Possible Roadblocks:**

1. Will need exclusive use of an SGI for running GameGen.

### **Summary:**

The GameGen demo this week gave us much insight into its abilities. We have formulated a plan which includes GameGen to take objects from Alias into Wing 5. An evaluation copy will be brought in to test this plan. A starting point for the File library was agreed upon.



# Object Creation Pipeline

## ***I. Alias Poly-Object Creation (Artist)***

1. Geometry and texturing
2. Face Reduction
3. Level of Detail creation
4. Child object placement
5. Animating textures

## ***II. GameGen Intermediate Processing (Designer, SGI)***

1. BSP trees
2. Combine Level of Detail meshes
3. Coplanar face checks
4. Child object constraints (degrees of freedom, range of motion)
5. Collision regions
6. Hardpoint locations
7. Shield regions
8. Armor regions
9. Sound sources

## ***III. Property Editor (Designer, PC)***

1. Shield strengths
2. Armor strengths
3. Missile hardpoint index
4. Projectile hardpoint index
5. Damage collision region index (for each system)
6. Ship dynamics
7. Convert GameGen OpenFlight file to IFF
8. Save property IFF