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# **SMACK! YO MAMA STUDIOS**

## **MEETING 4:**

**COMPILING KNOWLEDGE, WORKING TOWARDS GOAL**

**FEBRUARY 12TH, 2008**



**Location:** LETC

**Time:** 6-9pm

**Goal:**

- Create a hover-plane with correct physics and a tunnel with correct collisions.
- Obtain the ability to move down the tunnel.
- Obtain the ability to move on all sides of the tunnel.

**DTS vs. DIF:**

It has been suggested to use DIF file format to render the tunnel for the game and DTS for the ship, items, and animations. A quick break-down of DTS vs. DIF is below:

	<b>PROS</b>	<b>CONS</b>
<b>DTS:</b>	<ul style="list-style-type: none"><li>• No restrictions on mesh creation.</li><li>• Required for animations.</li></ul>	<ul style="list-style-type: none"><li>• Collision meshes need to be convex and must therefore be made separately.</li><li>• Do not include visibility information.</li></ul>
<b>DIF:</b>	<ul style="list-style-type: none"><li>• Collision meshes are the visible meshes.</li><li>• DIF interiors can be split into a set of zones that only render when they are in view of the camera.</li><li>• Support geometry optimization (removing hidden surfaces)</li><li>• Support lightmap rendering.</li></ul>	<ul style="list-style-type: none"><li>• Brushes (meshes) must be convex.</li><li>• Concave shapes need to be broken down into multiple convex shapes.</li><li>• Do not support animation.</li><li>• Do not support transparent textures.</li></ul>

**Conclusion:**

Both John and Jason have set out different ways of obtaining the goals listed above. A soft deadline was set for the next meeting to have the goals completed. Austin will continue working on developing the models and textures for the tunnel.

**Next Meeting:**

Location: LETC

February 17<sup>th</sup> 2008

Time: 6pm

**Topics:**

Creating a hover-plane with correct physics and tunnel with collisions.