Entry Task:

Date: \_\_\_\_3/11/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Job 1: $90k/yr salary employee, with pension for retirement which is affected by the years you have worked and average of your income before retirement it’s 2% \* years you have worked \* average income before retirement.

Job 2: $120k/yr salary contracted worker you have to pay Fica which would be pay 7.5% more than an employee.

I’d probably pick job 2 for the extra $21k more and I think I’d like to be a contractor and pay both for both sides of Fica.

Date: \_\_\_\_3/12/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Being paid in arrears is being paid after the task is complete,

Finishing a task/job and being paid two weeks later.

Date: \_\_\_\_3/13/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

This happens when you must face occupying the same space. To fix the island problem you can press M and click vertices to delete the duplicates and then mark the seems to fix the unwrapping.

Date: \_\_\_\_3/14/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Add a normal map of the texture can use Normal mapping online to make this and make new material add the normal map.

Date: \_\_\_\_3/15/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Inverse kinematics simplifies the animation process and makes it so you can make human movement like walking easy and quicker to make.

But you would still need to go in and change the amateur because the kinematic won’t know where to place some of the joints when you move and rotate the hands and feet.