**AVP Weekly Update**

06/02/2020

Progress made since last meeting:

* Made particles that match the beat of the music
* Changed to lightweight render pipeline to allow shader graphs to be made
* Created speaker model

What we did in the meeting:

* Discussed getting reference photos, and modelling cozies
* Focus on hip-hop (not trip-hop, will get groans)
* Arranged meeting with Delroy Hibbert
  + He will point us towards other people to talk to
  + Might get an interview
* Discussed how notice board menu will work
  + Focus on specific fliers, zooms towards face to read
  + When selected, zooms into photo to start scene
  + Settings menu, etc.
* Discussed what will be going on in the venue
  + Things going on on stage
  + Bar, people walking to and from the bar
  + Different dances for different venues
  + Lights (lasers in lakota, etc.)
  + Particles (smoke, etc.)

To do:

* Take reference photos of cozies and make a start on modelling
* Go to Lakota and get reference photos or model based on online photos if not possible
* Maybe go to Colston hall for reference photos etc.
* Improve trinity model
* Meet with Del, hopefully get some good feedback (maybe even an interview)
* Find more people to talk to
* Find specific tracks/artists (maybe get in contact with the artists)
* Carry on working on notice board
  + Make custom leaflet PNGs (with cut out squares to put scene images in)
  + Maybe a credits page
* Implement 3D audio, sound coming from speakers
* Get more dancing animations (more suitable to music genre)
* Implement lighting
* Implement particle effects (smoke etc.)
* Model decks, animate DJ