

# Project Progression Record

## Level 3 Extended Project

*This form should be completed by the learner*

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Candidate no: 4162	Centre no: 31255

Current programme of study:		
Qualification Type	Level	Subject
A Level	3	Maths
A Level	3	Physics
A Level	3	Computer Science

*Before starting this form, you should have already explored various themes and ideas for your project and proposed a suitable topic to your mentor/supervisor*

Date Project started: 4 November 2022
Project Topic: Procedurally generating a building
Rationale: <i>why you want to do this project and how it links to progression plans/current courses/personal interest</i>



I have been using blender for the past couple of months as I was bored over the summer holidays and quarantine. I have gotten confident with the software, however there will still features of the software that I was completely oblivious to. One of these things are geometry nodes which allow me to use logic to create geometry and therefore scenes. This links with computer science since I need to make an algorithm that processes the data that I feed it and produce a desirable outcome. I also thought this was an interesting as I didn't take any creative A-levels so this would be an interesting project outside my comfort zone.

*Aims and Objectives: What outcome(s) do you hope to achieve. What skills are you aiming to develop?*

I would like to develop my skills with geometry nodes, as I have never used them before and have seen some projects that other people have achieved with them. I would also like to develop my skills with UV unwrapping and shader nodes, as I have begun to use them, however there are still a lot of things that I need to learn to master them.

Beyond hard skills I would like to develop my project management skills as I haven't committed to an independent project before, I to develop my skills in working independently as it would be very useful to know how to manage my own workflow.



## Initial Planning

*What range of resources might you use/what types of research might you complete.....e.g. specialist materials/workshop space. Books/academic journals etc.*

Tutorials made by other people who are experienced in blender will be very useful as they often talk through their method rather than just showing how it's created. This allows me to develop my methodology and apply it to similar problems that I encounter.

Real cities will also be a good source as if I'm trying to replicate a building, having a good reference will be very useful as I can look at the variety of buildings and try to replicate some of their styles.

Information on the materials I will try to replicate will also be useful as if I'm able to understand why they look the way they do it will be easier to replicate them

*What factors might you need to take into account when planning how to manage your project?*  
Developing skills is something that I will need to consider as I won't be able to start work on my artefact without developing my skills, so I should dedicate some time to learning the program rather than starting work with tools I don't know how to use.

Applying the skills will something I need to consider as it is my first time using geometry nodes, I don't know how long it will take for me to develop the geometry nodes.

How will you plan to bring your project in for the deadline? You should create a timeline.

Split it into 3 sections

Beginning – November --> April

Focus on researching and getting the skill and information I need to make progress on the artifact.

Middle – April --> July

Focus on making progress on the artefact and document progress.

At this point I can spend more time on the project as one of my other extracurricular projects has finished

End – July --> deadline

Polish the project and get all the documentation in the final report

Supervisor

Signed

Date



## Mid Project Review

Date: 14/04/23

How much progress have you made in meeting your outcomes?

Followed tutorials and became a lot more confident with geometry nodes to the point where I feel like I can make something on my own without too much help. Which is what I aimed for since I needed to develop my methodology at this point. Now I need to apply my methodology to my artefact.

How has your project changed or evolved?

I initially wanted to make a project on animation but decided to make a project exploring the use of geometry nodes so that it links better with the subjects I am taking as I will need to use a lot of algorithms which ties in with computer science.

I still plan on generating a city procedurally. However, since the initial change I didn't alter from my vision. However now that I have more of an understanding in the project, I am unsure if I will be able to meet the goal of an entire city, as the goal may have been too ambitious.

What have been the strengths/weaknesses with your project management so far?

I found it hard to find the time and sit down to make decent progress on the project, that was due to my other project being due soon and needed to be prioritised, however now that that is about to be finished, I can focus all my effort into this project and make steady progress to achieving my vision. So allocating time for the project has been a weakness for me.

How are you evidencing the research you have done and how you are managing your project?

All of my sources are put on an excel sheet where I use a modified version of the CRAAP method to analyse whether the source is viable for my needs.

What do you still need to do?

Start making decent progress on the artifact as to this point, I was developing my methodology. I still need to develop a method to create a building.

Supervisor


Signed:

Date:



## End of Project

Where is the evidence within your project that demonstrates:	
Outcome	Evidence – where can it be found? E.g. log book, folder etc.
Exploration of a range of ideas for your project	Report – Selection of topic, pg5-6
How you have managed your time	Final submission – Time planning, pg3
Use of a wide range of research and resources	Final submission – Evaluation of research sources, pg41
Evaluated research and selected appropriate research	Final submission – Evaluation of research sources, pg42-43
How you made decisions and solved problems	Final submission – Logbook pg4-36
How you used technology – where appropriate	Literally everywhere as it was an IT based project
Presentation given to an audience	Final submission - Presentation – development, presenting and evaluation, pg43-47
Making links to HE/Career	This document – Rationale, pg1
How you have reflected on your project management skills and the quality of your outcome.	Final submission – Overall evaluation, pg58-60
On-going evaluation	Final submission – Overall evaluation, pg58-60
Final Evaluation	Final submission – Overall evaluation, pg58-60
If not completing a dissertation – 1000 word supporting statement	Report

Date of Submission:

Student Signature:
Supervisor Signature:

*This form should be used to record the progress of each learner*

*A copy of this form must accompany each learners work when it is submitted for Moderation.*

