**Liam Deering Specialism production diary**

**Week 3**

**Date 11/02/22**

This year I am doing programming because programming is fairly good and during my 3dl last semester I had lots of practice doing. For my first brief I decided to do one of the hard ones early on as I have more time so I will be able to get it done hopefully. The one I have picked is the edge diction shader. In the brief it doesn't mention a specific way to get this done, just a desired result and I find this to be ok as I already have an idea in mind.

**Week 4**

**Date 18/02/22**

I was able to get the edge detection shader for this. I had to look up and research sobel lighting and write some hlsl code to use as a lighting base for some shader graphs nodes to work. I was able to get to work so you can pick the mesh base color and outline color along with the line thickness overall. I am happy with the result. I do feel this was definitely a challenge but im glad because i learnt a lot whilst researching and trying to get to work

**Week 5**

**Date 25/02/22**

For this week I decided to change it up and move to an easy brief. The reasons for this are that I can get this done quickly and a lot of the easy briefs have a much wider application than some of the harder briefs which are more niche. With that said, this week I worked on an fps counter and was able to get this done in the same week which was good and it will give me more time to work on other work and hopefully try one of the harder briefs later in the semester.

**Week 7**

**Date 11/03/22**

For this week i worked on the radar brief when i first started i noticed there where a few possible ways this could be done and mostly this weekend i played about with which i thought would be best the one i’m leaning to is, have an ui that is always given the players position and have enemies or npc get drawn on this ui element when they are with in range of the player position.

**Week 8**

**Date 18/03/22**

The method I outlined above was the one I used. I spent some time working on the ui elements to make them look nice, but I feel it works and the final product works very well and the method i used can easily be added to add more ui elements to appear on the radar.

**Week 9**

**Date 25/03/22**

This week i only have one brief let to do so i’ve decided to do another of the hard briefs and this time i choose to hit a moving target, the first step is to have a player so i set up a simple scene where a player is moving, there a few ways you can get something to hit a moving target one is to use math and physics using the player velocity to predict movement and have it fire that way or you can use a spherecast and draw a raycast once the player enters to sphere and then active the fire function. Over the next week I plan to try both methods and settle on one that I think will work better.

**Week 10**

**Date 1/04/22**

This week I implemented the spherecast method for hitting a moving target. The reason why I chose this method over the other was that it is more reliable and accurately gets the player position for it to be able to hit.

**Easter Break**

**Date 10/04/22**

Today i wrote all for tutorials for mt briefs this was rather straightforward process as all i had to was package the the needed materials and write up how they were used, along with some screenshots for clarification i’m happy to say i was able to get all briefs written up today which was good as it alls me more of easter to work on other modules.