Weekly Supervisor Meeting 5

1. Project Title: Dark Fantasy Armoury 3D Scene

2. Supervisor: Artur Machura

3. Objectives for Period (max 100 words): Create armour models and produced shaders for the materials in the scene which is primarily wood, metal and stone.

4. Summary of Progress for Period (max 200 words): Several pieces of armour and many shaders have been created to a baseline, the shell of the armour is complete but more details, remodelling and retopo are required.

5. Problem Areas and Suggested Solutions (max 100 words): The armour modelling is complex and takes much time as a result, and the material shaders require further refinement.

6. Objectives, Deliverables & Plan for Next Period (max 100 words): Essentially complete the project by next meeting date to allow for polishing time as well as a few days safety net. This will require improvements to scene highlights like the forge, hearth and armour, upgraded shaders for more detail, the building needs to be completed and more scene filler models to be implemented. As well as UV unwrapping and retopology.

7. Comments (if any, max. 200 words): Q&A / peer reviews: HUSR, look into UV unwrapping options, materials are too bland (need more colour and patterns) but are headed the right direction. Find a way to slightly adjust individual brick’s colour. Models in scene look good but the scene looks too empty.

8. Date of the Meeting: 20/05/2025

9. Date of next Meeting: 27/05/2025