Weekly Supervisor Meeting 1

1. Project Title: Dark Fantasy Armoury 3D Scene

2. Supervisor: Artur Machura

3. Objectives for Period (max 100 words): Continue asset Modelling, Act upon feedback given during meeting, Create scene prototype for next week.

4. Summary of Progress for Period (max 200 words): Documentation started and progressed, scene blockout complete, asset development started and progressed.

5. Problem Areas and Suggested Solutions (max 100 words): Main problems encountered so far are: complexity and accuracy of modelling high quality models and one modelling error (see screenshot at end).

6. Objectives, Deliverables & Plan for Next Period (max 100 words): Complete as much modelling as possible and complete scene prototype to greatest degree possible, scene prototype and documentation required for submission next week.

7. Comments (if any, max. 200 words): Some current model WIP reviews: Ceiling height in scene needs thought, Spear model shaft and blade geometry requires further work. Weapon rack model needs additional supports and improved bevelling. Mace retopo and blade thickness as well as where the screw modified section meets a solid face needs attention. Curve modifier will be useful for longbow modelling, great sword blade base shape needs more geometry, Curve modifier will be useful for other models later.

8. Date of the Meeting: 29/04/2025

9. Date of next Meeting: 05 – 08/04/2025

A screenshot of a computer

AI-generated content may be incorrect.