Weekly Supervisor Meeting 6

1. Project Title: Dark Fantasy Armoury 3D Scene

2. Supervisor: Artur Machura

3. Objectives for Period (max 100 words): Lighting, cameras and scene implementation and improvement, as well as improving topology for lower vert count and beginning UV unwrapping and creating scene filler assets.

4. Summary of Progress for Period (max 200 words): lighting and cameras are now implemented and yielding some good results, topology and UV unwrapping need more work but have so far improved the scene. Scene filler assets have also had a great positive impact.

5. Problem Areas and Suggested Solutions (max 100 words): Creating fire for the flame effect necessary in certain areas of the scene has been problematic and I am yet to find a solution. The scene is scaled correctly in relation to itself, meaning all objects are the right size when compared to each other, however the entire scene itself is too large, by reducing the size of the scene itself by scaling it down and adjusting the power of the lighting it becomes more accurate and will save on memory required to render the scene.

6. Objectives, Deliverables & Plan for Next Period (max 100 words): As I enter this final week before submission, I have a list of final changes to implement in the scene which mainly includes acting on feedback from my peers and supervisor, some target areas are the forge itself and the workbench area adjacent. Alongside this I have a list of deliverables which includes the 2 min video showcase, preparation for the viva presentation, the critical reflection, the testing validation as well as the project itself and a readme doc.

7. Comments (if any, max. 200 words): Lots to do in this final week in terms of final development, problem solving and submissions. Looking forward to the end goal and seeing the project in its final form.

8. Date of the Meeting: 27/05/2025

9. Date of next Meeting: No further meetings.