Weekly Supervisor Meeting 4

1. Project Title: Dark Fantasy Armoury 3D Scene

2. Supervisor: Artur Machura

3. Objectives for Period (max 100 words):

My goals for the 06/05 – 12/05 period were to complete documentation and scene prototypes in accordance with the submission dates and prototype presentation.

I had also wanted to begin the armour and materials development however the documentation was due.

4. Summary of Progress for Period (max 200 words):

Both documentation and presentation deadlines have been met by this period, hopefully to positive reception. Armour and materials development are about to begin.

Scene prototyping revealed vert count issue, after undergoing retopo the scene lost significant detail and overall quality. Both elements, vert count and quality, are required in this project so there is a balance to be struck. Moving on to armour and materials at the same time as this issue is going to require split focus and results.

5. Problem Areas and Suggested Solutions (max 100 words):

Documentation took lots of time to complete and improve, however it was successfully completed in time for the submission. Scene prototyping revealing faults in addition to peer feedback is allowing me to improve the scene design relatively swiftly, I am aiming for a final design soon.

6. Objectives, Deliverables & Plan for Next Period (max 100 words):

Begin and progress armour and materials development as much as possible as these are key priorities at this stage. Retopology, UV unwrapping and further scene prop production as also goals during this period.

7. Comments (if any, max. 200 words):

8. Date of the Meeting: 12/05/2025

9. Date of next Meeting: 20/05/2025