Multi Material Progress Check-In

What is my asset:
- I will create a 3D spear asset for one of my games

What the 2 surface are materials going to be:
- The two surface materials will be steel and leather to create a nice contrast between the two
- They will have normals, height maps, and smoothness maps as well as an albedo of course

What special effects will be added on top of these Surface Materials:
- I want to add a colour shining effect on the steel that moves up and down the pole and also a red side profile shader outline on the whole spear

- On the leather handle part of the spear I want to add a moving effect that rotates around the spear like a drill similar to the snake wrapping around the track

Technical challenges:
- Making the red outline might be tricky as well as the colour shining as I have never done it before

- Figuring out the vertex rotations

What I've done already:
- Started working on my spear and I have the general outline of it just need to add more details