**Weekly Supervisor Meeting**

**Project Title:** Sci-Fi Lab 3D Scene Pixel-Art

**Supervisor:** Artur Machura

**Objective for Period:** Create a blockout of the scene using tile-able pieces and begin modelling props to fill the room with.

**Summary of Progress for Period:** Successfully completed the blockout but did not model as many props as I would have liked to due to also beginning Texturing a lot of the objects to test out how they worked as I’ve never hand painted Normal maps, Height maps, Roughness maps and Emissive maps before.

**Problem Areas and Suggested Solution:** The level layout does not make a lot of sense regarding the potential game it could have been due to the tight corridors and only a single entrance to most rooms making it a very linear progressive map.

**Objectives, Deliverable & Plan for Next Period:** Completely decorate the top floor and stairs leading to the 2nd floor by the end of the week, including texturing, lighting and potentially particle effects or animations. Fix the blockout layout to accommodate for the previously stated issue.

**Comment:** None

**Date of the Meeting:** 29/4/2025

**Date of the Next Meeting:** 6/5/2025