**Weekly Supervisor Meeting**

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

**Supervisor:** Artur Machura

**Objective for Period:** Rebuild the 2nd and 3rd floor blockout and complete at least 3 rooms

**Summary of Progress for Period:** Redo the entire blockout for the 2nd and 3rd floor to include more loops and remove the linear progression issue it currently has. Once the blockout is updated, I will decorate minimum 3 rooms up to a standard I’m satisfied with, with a very limited number of particles and animation as those will come on later stages.

**Problem Areas and Suggested Solution:** The props take a lot of time to texture which is making me delayed on my weekly plan, to solve this I will utilise more single colours on smaller props or props that do not require much detail to save time wherever is possible.

**Objectives, Deliverable & Plan for Next Period:** Create more props to fill the level with, add lighting to completed rooms and if necessary, add animations (or animated textures) to areas required such as monitors or electrical wires

**Comment:** None

**Date of the Meeting:** 12/5/2025

**Date of the Next Meeting:** 20/5/2025