­­Weekly Log 03/09/2015 – 03/15/2015

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Demon Parasol

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Art Director

Your Work and Hours

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| **Date** | **What You Did** | **Explanation (If needed)** | **Time Spent** |
| 03/13/2015 | Team Meeting | Met with team and briefly discussed where we are and what we are doing. Eric had requested a view concepts to help him model assets, so I’ll be working on that today. | 0.5 hours |
| 03/13/2015 | Concept Art | Created an environmental assets template file for future use in creating non-character assets for the game. Created a mirror concept for use in the Burnt City Dungeon. Pushed a mockup to Trello for teammate approval. Also discussed with Eric and Garrett the idea of using organic looking shapes to always indicate "safe" things, while sharp, geometric shapes are reserved for enemies. | 1.5 hours |
| 03/13/2015 | Concept Art | Created a top-down view of the Diviner's Hand as requested by Eric to help him model it. Also created a side-view of the Mother's hair to help Garrett with understanding the hair style. Uploaded all of these to Trello. | 2 hours |

What I’m Planning On Doing Next Week

After getting approval for the layout for the Burnt City Dungeon I plan on creating a first pass in-engine for the Burnt City Dungeon.

What I Discovered This Week

I find myself getting in a nice rhythm for setting myself a goal for the day and accomplishing it. I plan on keeping myself organized by focusing on one goal at a time and slowly but surely completing my checklist for tasks on Trello.

Asking and Giving Help

Garrett provided me with help rigging my lamp for cg125. I gave opinions/advice to both Eric and Garrett.