DEAKIN UNIVERSITY

CAPSTONE TEAM PROJECT (B)

ONTRACK SUBMISSION

Update Your Company Mentor (III)

Submitted By:
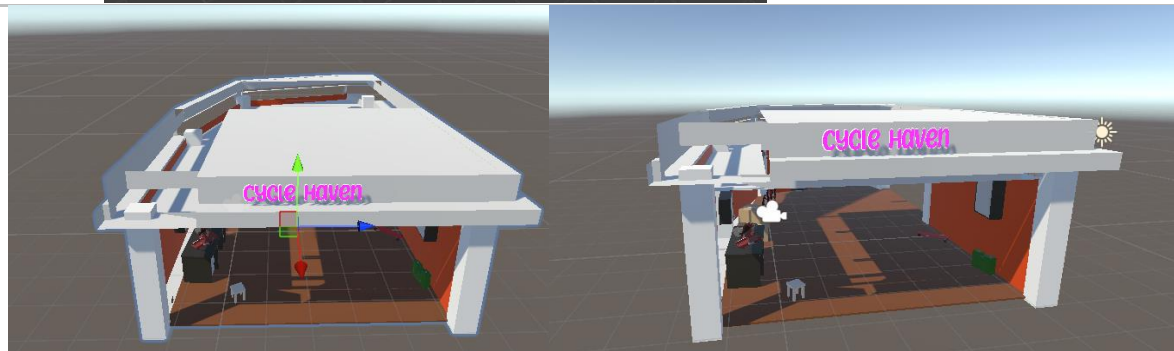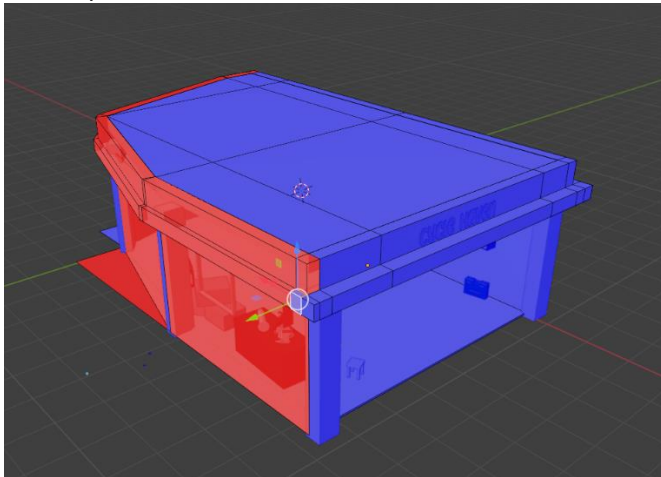Dyson Yong Shen TAN
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BRIEF SUMMARY OF THE MOST RECENT AC9VI9ES AND PROGRESS YOU HAVE MADE IN WEEKS 6 AND 7

The walls were only one face, meaning I have to rebuild those red walls from scratch as I cant flip them in our out as one side would show, while the other side wouldn't show

Week 6

Over the past two weeks including the break, I worked on resolving an issue with invisible faces when exporting my Blender bike shop model to Unity. After troubleshooting, I found that Blender renders faces one-sided, while Unity renders both sides. This caused only one side of the faces to appear in Unity, leaving the other invisible. Learning this helped me adjust my workflow to fix the issue and improve my understanding of how different tools handle model rendering. This experience has strengthened my problem-solving skills and persistence in overcoming technical challenges.

Week 7

In Week 7, I continued to encounter missing faces in Unity, which was frustrating. After discussing the issue with my project lead, we discovered the root cause: some vertices in the Blender model weren't properly connected to their polygons. I went back into Blender, reconstructed those unconnected points, and re-exported the bike shop into Unity. To my surprise, the missing faces were resolved! Now, I just need to focus on fixing the colors that aren't displaying correctly on the shop.