

Skin

Since some of the skin was already created last week I wanted to finish the shell by adding the material within the ceiling and floor vaults. I also had ambitions to create a wall hosted element to create detailing on each panel, but ran out of time as I ran into issues with the vault skin. When trying to use the patch command it created a strange twisting affect, eventually I just increased the amount of points on the curves and also justified the curve and it mostly fixed it.

