* General News and Notes
  + Merc rig in revision phase
  + Aardvark kinematic rig complete
    - Binding
    - Creating help doc
    - Facial Rig
  + Parkour rig
    - bind
  + 3DF Grade Scripts
    - Creating widget components for gui
* Updates:
  + 9/30/11
    - Addressed eye stalk control issue as well as Rt Fk Leg controls
    - Created Ik eye stalk controls
    - Began rough bind
  + 10/01/11
    - Researched heavily into UDK basics
  + 10/02/11
    - Played through AA3 ‘Training’ mode
  + 10/05/11
    - Received art tests for Army Game Studios
  + 10/07/11
    - Continued Merc bind
  + 10/08/11
    - Merc bind completed
  + 10/19/11
    - Game rig completed
    - Motion Builder rig completed
    - IkFk snapping script completed
    - Time Tracking – 30 hours
  + 10/19/11
    - Corrected Merc joint placement
    - Corrected Merc bind
  + 10/20/11
    - Roughed out shot 001 and 002 for animation art test
      * 6 seconds in 8 hours
  + 10/21/11
    - Roughed out shot 003 for animation art test
  + 10/23/11
    - Curve cleaned animation art test
    - Submitted for review
  + 12/05/11
    - Updates to Merc Rig
      * Eye Stalks
      * Back
  + 12/19/11
    - Updates to Merc Rig
      * Eye Stalks
* General News
  + Issue with right eye stock complete, base control system done.
  + Bind in progress
* Updates and Status
  + 10/03/11
    - Addressed right eye and leg FK controls
    - Added IK eye stalk controls
    - Rough bind (Classic Liner, interactive)
      * Uploaded – Merc\_Mod\_Bind\_vs1.mb
  + 10/07/11
    - Continued working on bind
    - 75% complete (hips, legs, toes )
  + 10/08/11
    - Completed bind
    - Basic rig complete
  + 10/19/11
    - Recreated leg rig to adjust knee and ankle joints
    - Fixed sliding issue with the reverse foot
    - Implemented advanced twist and stretching in the back
    - Corrected weighting in the foot and hand
    - Transferred weighting from old leg rig to the new leg rig
  + 12/5/11
    - Removed ‘High Res’ option from the resolution switch on the cog control
    - Corrected back joints
      * Even spacing rather than realistic back set up
      * Recreated advanced back
    - Corrected eye joints
      * Joint placement every 3 edges
      * Took out stretchy so controls are fk only
  + 12/19/11
    - Corrected eye joints
      * Drew joints to specifications of animator
      * Added translations to eye stalk root controls
* General News
  + Interview Oct. 5th, 10am, Army Game Studios
  + Rigging Art Test : Oct 9th – 18th
    - Complete
  + Animation Art Test : Oct 19th – 23st
    - Complete
* Updates and Status
  + 10/01/11
    - Began researching UDK
      * <http://forums.epicgames.com/threads/719079-new-to-UDK-looking-for-beginners-tutorials>
      * <http://udn.epicgames.com/Three/VideoTutorials.html>
      * <http://www.hourences.com/ue3-faq/>
  + 10/02/11
    - Played AA3 ‘Training’ mode
      * paid particular attention to animation and deformation
      * studied the art style and over all theme
      * learned the controls for the game as well as the GUI
    - Read ‘Developers Blog’ on AA website
      * <http://www.americasarmy.com/about/blogs.php>
  + 10/09/11
    - Basic rig completed
  + 10/11/11
    - Bind
  + 10/13/11
    - Finger Setup
    - Automation
    - Foot Setup
  + 10/17/11
    - Bind
  + 10/18/11
    - Motion Builder
    - Script
    - Documentation
    - Automation
  + 10/20/11
    - Began working on the animation art test
      * two out of 3 shots roughed out
  + 10/21/11
    - Blocked in third shot
      * all contact, passing, ups, downs for walk / turn
  + 10/23/11
    - Curve cleaned first and third shot
    - Submitted test for review