# Model

# 5th April: Model created.

1. 6th April: Updated neck area. The top of the body had no polys and since the head’s gonna be moving, that had to change.

# Rig

# 6th April: Rigged & Weight Painted

1. 7th April: Updated rig as IKs were not saved correctly.

# Texture

1. 5th April: Unwrapped
2. 6th April: Updated Unwrap to account for new neck polys, then proceeded to start the texturing process.
3. 7th April: Finished texture. Began normal map and created an emission map.

# Animation

1. 6th April: Test animations done.
2. 7th April: Did all the neccessary animations and made a readme list.