

Assets	Stage	Priority	Expected time (hrs)	Actual time (hrs)	Reference/Notes
Pistol Low Poly - v1	Model	Need	2	2	Gabi did the initial blocking of the object. I am refining the topology and editing and adding to it to closer match concept while making sure that it would support the High Poly and relevant animations.
Pistol Low Poly - v2	Model	Need	5	5	Refine LPv1 and incorporate feedback while making sure that it would support the High Poly and relevant animations.
Charged Rifle	Concept	Need	2	1.5	Refine the concept Kacie submitted so that the perspective and modeling notes are clearer.
Charged Rifle Low Poly - v1	Model	Need	10	11	Match Final Concept and make sure that the model would support the High Poly and relevant animations.
Charged Rifle Low Poly - v2	Model	Need	5	5	Refine LPv1 and incorporate feedback while making sure that it would support the High Poly and relevant animations.
Mall Trim Sheet	Texture	Need	10		Learn and follow tutorials, check in with Rob.
Floor	Model	Need	5		Experiment with Mall Trim Sheet or just use standard seamless texture.
Wall	Model	Need	5		Experiment with Mall Trim Sheet or just use standard seamless texture.
Highlighted tasks will be completed for submission in Assignment 3.					